Campus Events Mobile Application Capstone Project

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Abstract

For the Campus Event Mobile Application program, the client David Vasquez want to make life more convenient for each students, instructors or even residents live in Corvallis since there are lots of events happen everyday. A great mobile application is useful for every user and improve the quality of life. For an useful application, requirement is much important for not only its developer but also every user who will use it. In this document, the team CEMA will introduce all requirements for this application which our client and audiences hope us to do.

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1 Introduction

1.1 Purpose

The purpose of the software requirements specification (SRS) is to collect and analyze all relevant information pertaining to the application in development. In SRS, it will describe what the application will do and how it should perform in the hands of a user. We will also include possible concepts that may or may not be developed.

1.2 Scope

The team will be developing a mobile application that work on both Android and IOS. The user will be provided with either a list view and/or calendar of the upcoming events, a "Discover" tab to find groups they want to follow, a "Following" tab to manage users current list of groups, and finally a "Profile" tab to edit user information. The application will also provide a secure login. If the application finishes early, the team will develop an administrator website to manage group events.

1.3 Definitions, Acronyms, and Abbreviations

Term	Definition
Admin / Administrator	A user with the permissions to modify and publish events
	for their respective group.
Android	A mobile operating system developed by Google to work
	on various smart phones and tablets.
Application Program Interface (API)	An interface specifying how software components can inte-
	grate with various parts of a project or external resources.
Database	A structured set of data that can be accessed and modified
	in different ways.
Evently	The current name for the mobile application. May change
	during development.
Events	A planned public or private occasion sponsored by certain
	organizations/groups.
iOS	A mobile operating system developed by Apple for use in
	their Ipod touches, Iphones, and Ipads
Mobile Application	A type of application software designed to run on mobile
	devices such as a smartphone.
MySQL	An open source relational database management system
	based on Structured Query Language(SQL)
Structured Query Language (SQL)	A standard language for storing, manipulating and retriev-
	ing information from a database.
User	Any person, or robot, that wants to make use of the mobile
	application.

1.4 Overview

Throughout the rest of the document there will be more specific details regarding the mobile application. Along with this information, it will include a Gantt chart to show the schedule during Winter 2017-2018.

2 Overall Description

The Oregon State University community is filled with various organizations that hosts multiple events every year. These events can range from large public events such as Football games to smaller career related events such as the Oregon State Fall Career Expo. To expand the number of participants and to get the Corvallis community more involved, Evently will host multiple group events to be displayed to the public. The mobile application will display an interactive calender that will provide the users a way to keep track of all the events they want to see. Also, the users will have access to discover new groups that they can follow and participate with. To ensure user privacy, a secure login will be implemented. This application will reach out to anyone in the Corvallis community looking for something to do. Development of this application will start during Oregon States Universities Winter term, while the developers are taking classes. The time frame to complete this application is approximately three months. Since Evently is not a native OSU application, it will not be branded with the OSU logo. To ensure the application reaches a large audience, Evently will be available for both Android and IOS.

3 Specific Requirements

3.1 External Interface Requirements

3.1.1 Mobile Application User Interface

A user must be able to view a list of upcoming and past OSU campus events.

A user must be able to form a group with other users.

A user must be able to update or modify personal information.

3.1.2 Interface Between Mobile Applications and MySQL Database

The mobile applications will request campus events data from a JSON based HTTP interface on the MySQL database.

3.1.3 Interface Between Mobile Applications and OAuth2.0 Server

The mobile applications will authenticate users' login information using OAuth2.0 through OAuth2.0 server.

3.2 System Features

3.2.1 Mobile Applications

The application must display a list of upcoming and past OSU campus events.

The application must be able to allow users to form groups with other users.

The application must be able to allow users to update personal information.

The application must have login and logout function.

3.3 Performance Requirements

3.3.1 Information feeding

A list of upcoming and past OSU campus events must be retrieved from MySQL database and displayed immediately after login.

3.4 Design Constraints

The mobile applications must not use OSU as logo.

The product must rely on free/libre software, and avoid recurring software license fees.

3.5 Software System Attributes

3.5.1 Mobile Applications

Application must support both iOS and Android.

3.5.2 MySQL Database

Application must retrieve data from MySQL database and store group forming information to it

4 User Stories

4.1

<u>Card</u>: As a user, I want to have a personal account which could save my personal information and my own page. <u>Conversation</u>: The user should have a personal account with a sign up and sign in page. The user can register their own account by using their email and set up their password. Also, the user should have their own personal page which could be used to save their personal information.

<u>Confirmation</u>: When user open this application at the first time, the application will show the sign up page to create an account. Then they will have their own account.

4.2

<u>Card</u>: As a user, I want the application could have a clear and fashionable interface which could give users a good user experience.

<u>Conversation</u>: In the application, user will see a clear interface with four main buttons below. It means that this app will put all functions into four different part.

<u>Confirmation</u>: Developer will design the interface for using mockup to design the UI until to design a perfect mockup. Developer will also try to use four main part to achieve the four buttons below in UI.

4.3

<u>Card</u>: As a user, I want to download this application via an official software store to avoid downloading unsafe application.

<u>Conversation</u>: Safety in application is the most important thing for every user. An official application Store is a credible method to download any applications. User won't trust and download the application which without a safety store.

<u>Confirmation</u>: This application will be developed on both IOS and Android platforms and the developer will publish this app on the official app store for each platform like App Store and Google Play.

5 Gantt Chart

