# Software Requirements Specification

# PRJ566 – Summer 2025

# PRJ566 – Team No: 7

# Name of Project:  MyChat (Tentative)

# Project Leader: Ali Farazmand

**Last updated: 5/24/2025**

**Team Members:**

**1. Ali Farazmand**

**2. Haroon Waseem Baig**

**3. Hery Chen Jarod Jian Kang**

**4. Romil Lakhani**

**5. Dev Pradyuman Pandya**

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# 1 - Introduction/Overview - Document Information

## 1.1 Document Authors

The team members’ names:

* **Ali Farazmand**
* **Jarod Jian Kang Hery Chen**
* **Romil Lakhani**
* **Dev Pradyuman** Pandya
* **Haroon Waseem Baig**

## 1.2 Revision History

|  |  |
| --- | --- |
| Week 03 | Sections of this document that were completed/updated this week, example: completed/updated  1. Introduction/Overview  1.1 Document Authors  1.2 Revision History (ongoing)  1.3 Document Conventions  1.4 Document Purpose  1.5 Intended Audiences  1.6 Group Agreement  2.1 Project Proposal |
| Week 04 |  |
| Week 05 |  |
| Week 06 |  |
| Week 07 |  |
| Week 08 |  |
| Week 09 |  |
| Week 10 |  |
| Week 11 |  |
| Final |  |

## 1.3 Document Conventions

The conventions to be followed for our document will be when it has been initiated:

Any text in red indicates an exception.

Any text in blue is in-progress.

Any text highlighted in yellow is an important point.

Any text in green was recently added.

Any text *italicized* represents definitions.

## 1.4 Document Purpose

The purpose of this document is to clearly define the goals, scope, and technical specifications of the MyChat platform. It serves as a formal agreement between stakeholders including project sponsors, development teams, designers, testers, and future users ensuring all parties understand the platform's intended functionality, features, and constraints.

This document outlines all functional and non-functional requirements necessary for the project. Functional requirements include modules such as user registration and login, real-time chat and video calls, server and channel creation, file and media sharing, and customizable user settings. Non-functional requirements address system performance, scalability, reliability, security, and accessibility, ensuring the product meets both user expectations and industry standards.

Additionally, this SRS guides UI/UX designers by detailing the visual and usability expectations for both desktop and mobile platforms. For developers, the document serves as a blueprint for developing test cases and defining validation criteria, both during the Minimum Viable Product (MVP) phase and throughout iterative post-MVP releases.

The SRS also plays a crucial role in project planning. It provides a reference for estimating effort, assigning tasks, identifying dependencies, and planning implementation milestones. Furthermore, the document supports future maintenance, enhancements, and scalability by ensuring that initial decisions are considered and documented.

In summary, the SRS ensures that the MyChat platform is developed with clear objectives, measurable requirements, and consistent quality.

## 1.5 Intended Audience

This Software Requirements Specification (SRS) document is intended for all internal and external stakeholders involved in the planning, development, and deployment of the MyChat communication platform.

* *Stakeholders*  
  Ensuring that the platform aligns with the business vision and market needs. Additionally, validating scalable core features (opt-in recording, modular storage, flexible server structure) are prioritized.

Confirm that budget, timeline and development features remain within market expectations.

* *Development Teams*  
  This document will be the source for implementing components such as user authentication, real-time messaging, voice/video, and file interactions, as well as aligning development timelines, modular architecture (microservices), and system integration based on specifications.

Additionally, system requirements must be scalable and monitored

* *UI/UX Designers*  
  The requirements must be implemented into intuitive user flows and overall accessible interfaces to ensure UI rules and consistency across mobile, web clients.

All features such as themes, templates and accessibility effects must be prioritized, and customization must be available.

* *Quality Assurance Teams*

Test cases on system performance and reliability are executed across MVP and post-MVP and reported for functional and non-functional requirements mentioned, to ensure all system functionality, performance, and reliability.

* *Investors and Business Partners*  
  To evaluate the platform’s technical feasibility, differentiation, and readiness for funding or partnership discussions.
* *Testers*  
  To gain insight into the scope of initial deliverables and provide structured feedback during testing to review and develop fixes based on these tests.

## 1.6 Group Agreement

Team Agreement

**Team #: Group 7**

**Project Title:** Mychat (Unified Commnication Platform

**Project Time Frame:** 8 months (May 2025 - December 2025)

**Team Members:**

* **Ali Farazmand** – Project Manager (Project coordination, roadmap oversight)
* **Jarod Jian Kang Hery Chen** – Front-end Developer (UI development, chat & video integration)
* **Romil Lakhani** – UI/UX Designer (Wireframes, Mobile/Desktop Interface Design)
* **Dev Pradyuman Pandya** – UI/UX Designer (Accessibility, Themes, Profile Customization)
* **Haroon Waseem Baig** – Back-end Developer (APIs, Storage System, Infrastructure)

**Team Leadership:** Ali Farazmand

**Team Functions:**

* **Microsoft Teams** will be the main hub for team communication. All project discussions, file links, and meeting summaries will be centralized there.
* **WhatsApp** will serve as the backup for urgent, real-time communication outside of formal hours especially for fast coordination during critical tasks, bug fixes, or emergency escalations.
* **OneDrive** will act as the central document repository. All shared documents such as the SRS, UI mockups, meeting notes, and versioned plans will be stored in organized folders with shared editing permissions.
* **GitHub** will be used for all code version control. Each feature will be developed in its own branch and reviewed via pull requests before being merged into the main branch. GitHub issues will also be used to track bugs.
* **Figma** will be the design collaboration platform, where wireframes, interface components, and prototyping for both mobile and desktop views will be created and shared with the team for feedback and handoff to developers.

**Team Meetings:** The team holds a weekly planning and progress meeting every **Monday**, where members review completed tasks, assign upcoming deliverables, and discuss potential issues. These meetings are held in Microsoft Teams. During meetings, the Project Manager shares updates on timelines, ensures tasks are aligned with milestones, and checks that everyone has the resources needed. Summaries and action points are documented and saved to OneDrive after each session. Meetings may be scheduled mid-week in case of pressing issues, design reviews, or debugging sessions. These are agreed upon by the members involved.

**Team Problems:**

Any issues affecting team collaboration, deliverables, or deadlines must be raised during meetings or communicated directly to the Project Manager.

All members agree to work collaboratively to resolve issues before escalating.

**Team Commitment**

The undersigned members agree to work together on the project until the end of the PRJ666 next Semester. They recognize that as a team and individually they are responsible for the quality of all deliverables.

Name Date

|  |  |
| --- | --- |
| Dev Pradyuman Pandya | 5/24/2025 |
| Hery Chen Jarod Jian Kang | 5/22/2025 |
| Ali Farazmand | 5/22/2025 |
| Romil Lakhani | 5/24/2025 |
| Haroon Waseem Baig | 5/24/2025 |

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# 2 - Project Overview

## 2.1 Project Proposal

Project Background

A brief overview of the background to the project and why it is being carried out.

**Problem Statement**

|  |  |
| --- | --- |
| The Problem of: | Existing communication platforms failing to provide a unified experience that balances casual, community-driven interaction with structured, professional collaboration. Discord lacks productivity tools, while Microsoft Teams lacks personalization and ease-of-use for casual users. |
| Affects: | Casual users, small professional teams, content creators, gamers, and educational communities who require flexibility, personalization, and collaboration in one platform. |
| The impact of which is: | Users are forced to switch between multiple platforms, leading to inefficiencies, poor user experience, low productivity, and communication fragmentation. Some users are also alienated by over-commercialization or rigid enterprise tools. |
| A successful solution would: | Offer a communication platform that merges the best features of both Discord and Microsoft Teams while resolving their key limitations—delivering a customizable, scalable, user-friendly environment for both casual and professional use. |

**Product Vision**

|  |  |
| --- | --- |
| For | Gamers, casual communities, content creators, small professional teams, and educational groups seeking a unified communication platform. |
| Who | Need an intuitive, customizable, and collaborative space that supports both relaxed and structured communication without switching between multiple tools. |
| The Product Name | MyChat |
| That | Seamlessly combines the casual, community-first features of Discord with the productivity and organization tools of Microsoft Teams—offering chat, calls, file sharing, in-app collaboration, and customization in one space. |
| Unlike | Discord or Microsoft Teams |
| Our product | |  | | --- | | Delivers both social and professional functionality in single platform, with flexible server structures, user-controlled call recording, scalable storage, and advanced | | customization options that neither competitor fully offers. | |

## 2.2 Stakeholders and Users

|  |  |
| --- | --- |
| Stakeholder Name/Identifier | Category |
| CEO (Chief Executive Officer) | Administration, Sponsor |
| Construction Manager and Scheduler | Administration, User  Needs accurate up to date information for costing and scheduling of project details |
| Administrative Assistant | User |
| Schedulers | User |
| Cost Accountant | User |
| Project Leader | Developers |
| Developers | Developers |

## 2.3 Functional Requirements

## 

## 2.4 Nonfunctional Requirements

Operational, Performance & Security Requirements

## 2.5 Project Scope

## 2.6 System Risks

|  |  |
| --- | --- |
| **Risk** | **Response** |
| The use of Voice Recognition adds complexity, introducing more ways to hack into your device | Implement various security measures and keep code modular in order to reduce complexity and increase security |
| Some of the team members are not familiar with Android Studio (IDE used to develop Android apps) | Hold team sessions to go over the IDE and how to initialize an APK for app testing /  or the whole team will meet twice a week to complete video tutorials related to . . . |
|  |  |
|  |  |
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## 2.7 Operating Environment

## 2.8 UI/UXD Interface Mock-ups

# Process and Data Modeling

## **3.1 UML/DFD Modeling and Data Modeling**

### Activity Diagrams and Data Flow diagram

## **3.2 Business Rules**

|  |  |  |
| --- | --- | --- |
| Business Rule Number | Business Rule Description | Related UC |
| BR01 | User must provide a username, email and password to register for the app. | UC01 |
| BR02 | Post length can be no longer than 300 characters | UC02 |
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## **3.3 Use Case Specifications with corresponding interface mockups:**

**Each use case needs to have the following:**

1- **Business Rules.**

**2- System Use Case Diagrams.**

**3- Use Case Descriptions.**

**4- Corresponding Mockups**

# Domain Class Diagram

# Database

# Work Breakdown Structure (WBS)

## 

## Work Breakdown Structure

Sample WBS:

Diagram

Description automatically generated

# Milestones and Acceptance Criteria

* 1. Milestone one

Definition

Acceptance Criteria

* …
* ….
* ….
  1. Milestone Two
  2. Milestone Three
  3. ..
  4. …
  5. …
  6. ..
  7. ..
  8. ...etc.

# Implementation Schedule

Implementation Schedule using MS Project (Waterfall)

OR

Product Backlog (Agile-Scrum)

# Client / Faculty Sign-off

**Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

X .

Name of Client/Rep/Professor