

HELLO Web Application

**BUSINESS REQUIREMENT
DOCUMENT**

Ver 1.0

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(CYBERXNUKE)
AUGUST, 2020**

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1. Introduction

Project team members can use enterprise social networking software to work closely together on group activities and tasks. The system can keep all users updated on the latest developments.

HELLO app is one such enterprise social networking web application which helps connect with friends and trainers in their organizations.

1.1. Project Scope

The project is expected to complete in a timeframe of three days. Deliverables are expected to be provided within the scope of feasibility analysis.

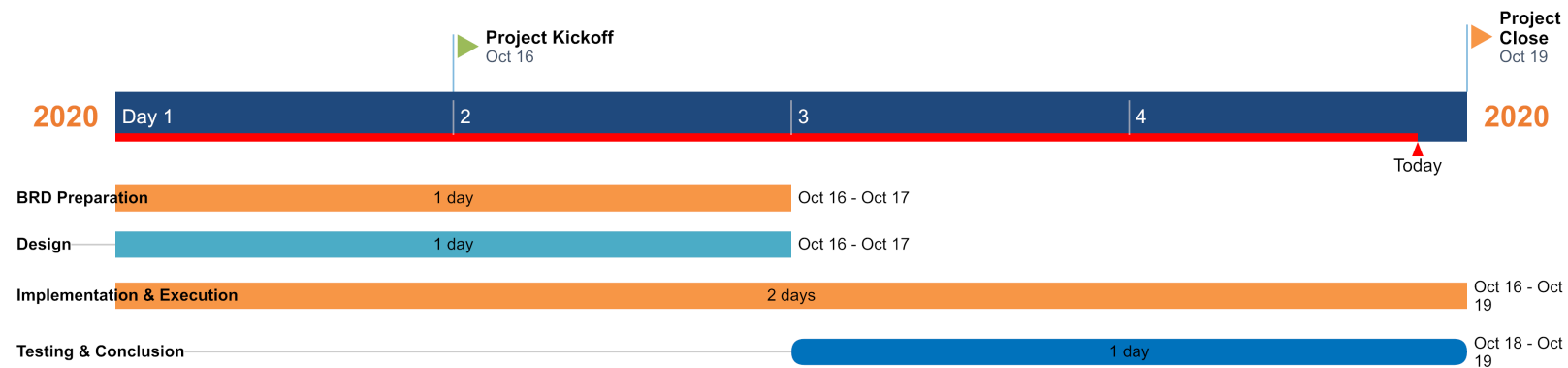
2. Prerequisites & Assumptions

Knowledge and availability of IntelliJ Idea, Tomcat Server, complete Java framework, GitHub and Maven Repositories are the prerequisites.

3. Project Schedule

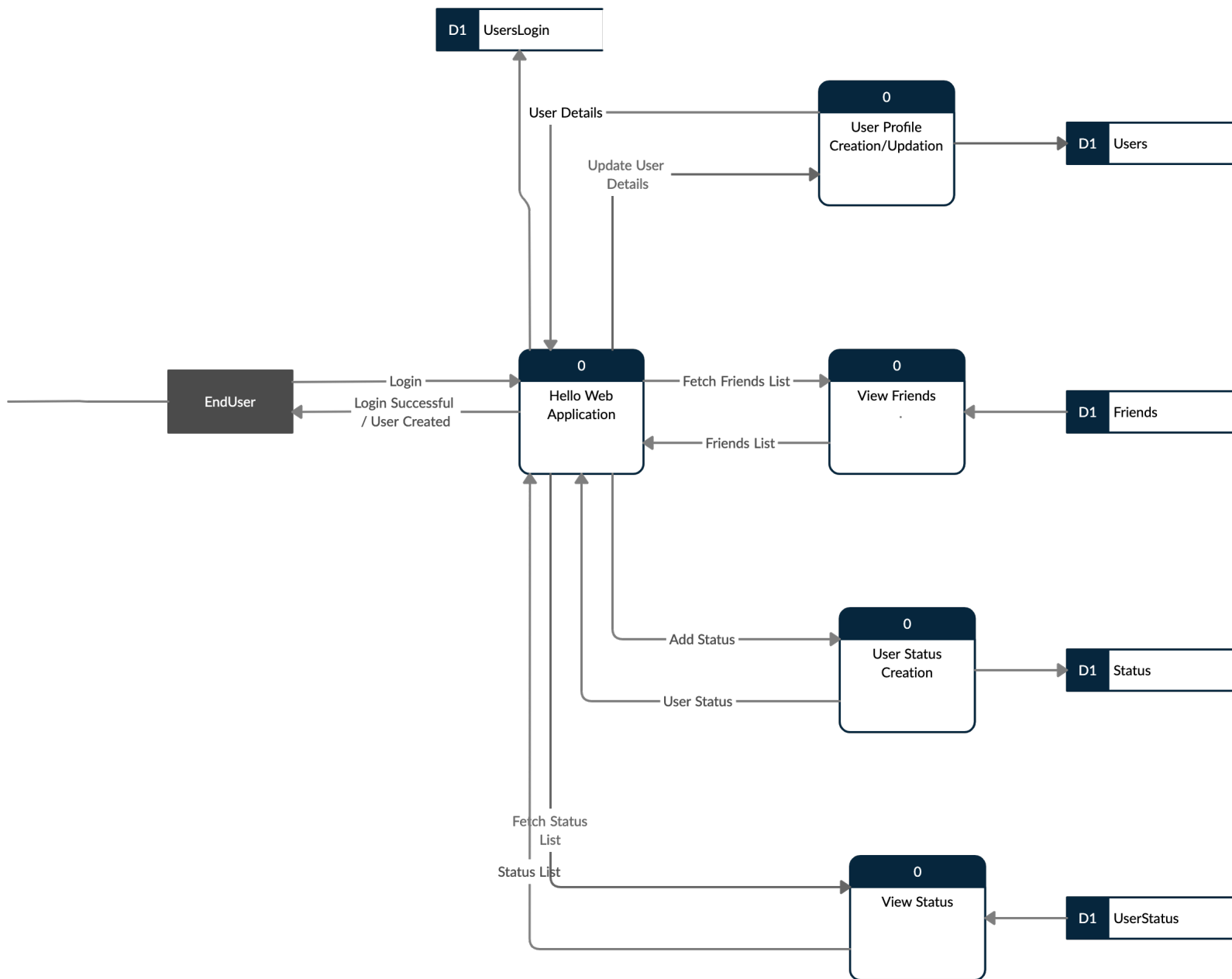
Effective project scheduling plays a crucial role in ensuring project success. To keep projects on track, set realistic time frames, assign resources appropriately and manage quality to decrease product errors, Gantt chart is used as shown below.

HELLO App Schedule



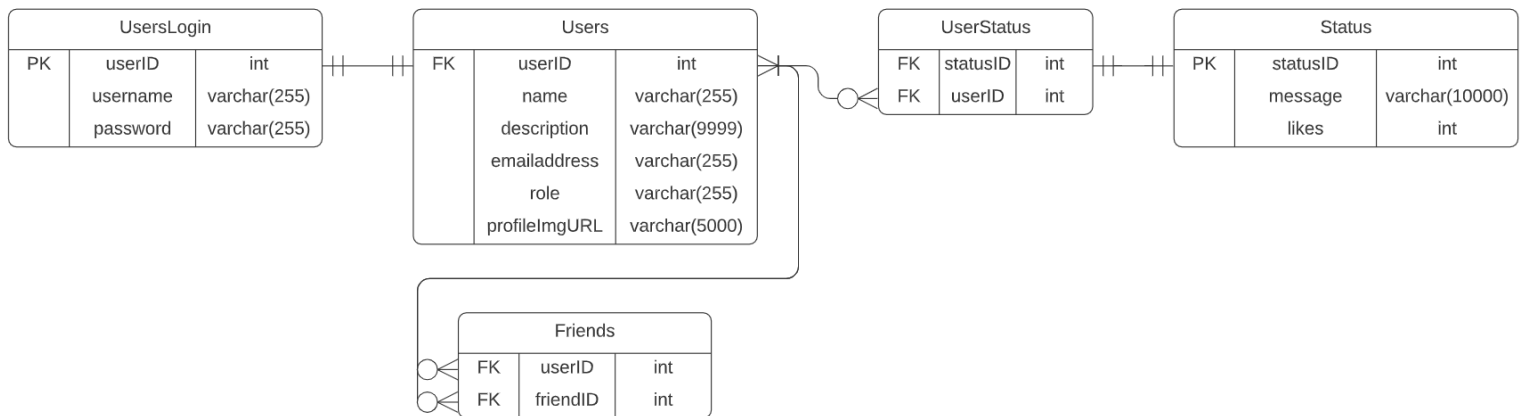
4. Context Diagram

A context diagram, sometimes called a level 0 data-flow diagram, is drawn in order to define and clarify the boundaries of the software system. It identifies the flows of information between the system and external entities. The entire web application system is shown as a single process.



5. ERD Model

Entity Relationship Diagram, also known as ERD, ER Diagram or ER model, is a type of structural diagram for use in database design. An ERD contains different symbols and connectors that visualize two important information: The major entities within the system scope, and the inter-relationships among these entities.



6. Function modules of the Application

6.1. User entitlements

Users can add or delete friends from their friends list, send and receives messages and can change their user settings.

6.2. Admin Responsibilities

Administrator has the control over the application, can also block rogue users and disable signups.

6.3. User Actions

- Users can login using their respective username and password.
- New users can register into the application by signing up.
- User can view their friends or trainers profile and get the required details in the UI.
- User can send and receive messages to his/her friends.

6.4. User Settings

Users can change settings like name, description and email address using the settings form.

7. Risks and Issues

Environmental setup issues like integration of an organization's existing database are anticipated to occur which might fall at impediment of the project scheduled delivery.

8. Future Enhancements

Users can have the ability to change their profile images, themes. User Interface (UI) improvement is needed to improve the mobile experience.