**Software Requirement Specification**

**for inTune**

**inTune**

**Lance Wahlert**

**Jovanny Frias**

**Rory Spralls**

**Table of contents**

1. Introduction

1.1. Purpose

1.2. Scope

1.3. Overview

1. Overall Description

2.1. Product Perspective

2.2. Product Functions

2.3. User Characteristics

2.4. Constraints

2.5. Assumptions and Dependencies

1. Specific Requirements

3.1. External interface

3.1.1. User Interfaces

3.1.2. Hardware Interfaces

3.1.3. Software Interfaces

3.1.4. Communication Interfaces

3.2. Functional Requirements

3.3. Performance Requirements

3.4. Design Constraints

3.5. Other Requirements

1. Appendices
2. Index
3. **Introduction**

This document is a Software Requirement Specification (SRS) for the web based social media application inTune. This document is prepared following IEEE conventions for software requirement specification.

The purpose of this project is to provide a platform to assist musicians in connecting, meeting, and sharing original work with other like-minded musicians. It does this by streamlining the process of meeting other musicians through a few simple steps. The inTune web based app will make it easier for musicians to reach their musical goals.

**1.1. Purpose**

The purpose of this document is to specify a complete description of the web based application inTune. This document will provide an overall description as well as describe the functionality, external interfaces, functional and performance requirements, and constraints of the application being developed. Therefore, intended reader groups are possible users and investors.

**1.2. Scope**

This project is intended to make use of today’s popular social media platform combined with most musician’s inherent need to make new music with new people. There are tons of ways to meet people on the internet, but they are mostly restricted to dating services. This project is an attempt to make an app similar to a dating service, that relies on people’s hobbies instead of their love interests.

**1.3. Overview**