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# SOFTWARE REQUIREMENTS SPECIFICATION

## Room8

Version 1.0.0

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# Revision History

Name	Date	Reason For Changes	Version
J.-M. Bruel	2021-01-22	First Draft	1.0
J.-M. Bruel	2023-01-28	Check after publication of the Handbook	1.23
J.-M. Bruel	2023-06-12	Add reqs automated numbering	1.23.1
J.-M. Bruel	2023-08-25	Add Minimum Requirements Outcome Principle	1.23.8
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J.-M. Bruel	2024-08-01	Add warning about non empty chapters	1.0.0

This document follows the requirements documentation structure presented in the [Handbook of requirements and business analysis](#), by Bertrand Meyer.

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# Goals

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**Comment:** *Goals are "needs of the target organization, which the system will address". While the development team is the principal user of the other books, the Goals book addresses a wider audience: essentially, all stakeholders.*

## G.1 Context and overall objective

Shared living environments often create tension between roommates. It is usually cumbersome to reach out to a roommate about messes they left behind in a shared space, concerns over bill payments, household upkeep, and more. Our project, Room8, aims to prevent these cumbersome interactions by providing an application and the necessary hardware components to help monitor the cleanliness of shared spaces, schedule tasks, track shared billing cycles, and alert roommates of any issues within the shared house.

**Goal 1.** Create a system that monitors the cleanliness of a shared living space, such as a kitchen or a living room.

**Goal 2.** Provide roommates with a centralized platform to manage, schedule, and task household tasks.

**Goal 3.** Provide roommates with a centralized platform to manage, schedule, and track bill payments.

**Goal 4.** Alert and remind roommates of issues regarding issues related to the shared living spaces, reducing tension between each other.

## G.2 Current situation

Room8 is designed to reduce points of tension and reduce the need for frustrating dialogue commonplace with people in shared housing, especially students. Currently, in order to manage the many shared responsibilities, roommates have to utilize multiple techniques or tools such as physical calendars, notification reminders, and existing applications such as Splitwise which do not have any integrations between each other. Additionally, it is estimated that approximately 25% students experience conflicts with a roommate, harming academic performance and inducing stress [1]. Recognizing these factors, Room8 aims to create a centralized platform that not only simplifies communication but reduces stress and conflict to improve the lives of students.

## G.3 Expected benefits

As stated in section G.2, conflicts between roommates create more than issues in the home and involve more than just misunderstandings in scheduling tasks or living standards. By creating a centralized suite that will help roommates monitor, schedule, and coordinate, Room8 will reduce conflicts between roommates over misunderstandings and miscommunications, and allow for greater flexibility in assigning responsibilities. Additionally, reduced conflicts will lead to mental health benefits for those living in the home by lowering conflict-related stress. Finally, Room8 is expected to improve academic performance in some students who are hindered academically by conflicts with roommates (approximately 17

**Benefit 1.** An improvement in response times amongst roommates over household concerns.

**Benefit 2.** Increased flexibility in task scheduling and management, due to the presence of a centralized application.

**Benefit 3.** Improved communication and transparency over household matters between roommates.

**Benefit 4.** A reduction of events in which a roommate forgets or neglects their responsibilities to the home.

**Benefit 5.** Improved household cleanliness and upkeep.

**Benefit 6.** A reduction in conflicts between roommates over household matters.

**Benefit 7.** A reduction in stress for roommates due to reduced conflicts amongst each other.

**Benefit 8.** Improved mental health for students who experience conflicts with roommates.

**Benefit 9.** An improvement in academic performance for students experience stress caused by issues with roommates.

## G.4 Functionality overview

**Comment:** *Overview of the functions (behavior) of the system. Principal properties only (details are in the System book).*

**User & House Management:** The system allows students to register, create, and manage their accounts. Students are also able to create homes and invite other students.

**Cleanliness Management:** Students are able to set up cameras in their shared living spaces. Machine learning algorithms are used to detect messes and assign them to the students to increase accountability and to reduce communication friction.

**Scheduler:** The system allows users to create and manage chore and cleaning schedules. It will also send reminders to users about their assigned chores and cleaning tasks. Additionally, users are able to "book" common areas that are available within the shared space (i.e. party room, study room, etc.) to avoid conflicts

**Bill Splitter:** Students are able to add shared expenses to the house and keep track of who owes what. The system will automatically split the bills between the chosen students.

**Chat:** The system provides an exportable chatbot to SMS group chats to aid in home management and communication. The chatbot will be able to send reminders and notifications to the group chat about upcoming events, chores, and bills.

**Compliance and Data Privacy:** The system follows data privacy and compliance with Personal Information Protection and Electronic Documents Act (PIPEDA), Ontario's Freedom of Information and Protection of Privacy Act (FIPPA), and Anti-Spam Legislation (CASL) to ensure that student's data is secure and not shared with third parties.

**Progressive Web App:** The system is hosted as a progressive web app (PWA), so users can use it on their phones and computers.

## G.5 High-level usage scenarios

**Comment:** *Fundamental usage paths through the system.*



Figure 1: A boat.

- UC1: Create an account
  1. User accesses the Room8 app.
  2. User selects the "Create Account" option.
  3. User fills in personal information (name, email, password).
  4. User submits the form.
  5. System validates the information and creates the account.
  6. System authenticates the user.
  7. System redirects the user to their dashboard.
- UC2: Log in to the system
  1. User accesses the Room8 app.
  2. User selects the "Log In" option.
  3. User enters email and password.

4. User submits the form.
  5. System authenticates the credentials and logs in the user.
  6. System redirects the user to their dashboard.
- UC3: Log out of the system
    1. User accesses the main menu of the Room8 app.
    2. User selects the "Log Out" option.
    3. System prompts for confirmation.
    4. User confirms the action.
    5. System logs the user out and redirects to the login screen.
  - UC4: Create a home
    1. User navigates to their dashboard.
    2. User selects the "Create Home" option.
    3. User enters home details (home name, address, etc.).
    4. User sends invitations to housemates by entering their email addresses.
    5. System sends email notifications to invited users.
    6. Invited users accept or decline the invitation.
  - UC5: Join a home
    1. User receives an email invitation to join a home.
    2. User clicks on the provided link in the invitation.
    3. System redirects user to the Room8 app.
    4. User logs in or creates an account if not logged in.
    5. User confirms their decision to join the home.
    6. System adds the user to the home group.
  - UC6: Leave a home
    1. User navigates to their Home settings.
    2. User chooses the "Leave Home" option.
    3. System prompts for confirmation.
    4. User confirms the action.
    5. System removes the user from the home group.
  - UC7: Update user profile
    1. User navigates to the "Profile" section.
    2. User selects the "Edit Profile" option.



3. User modifies personal information (name, profile picture, etc.).
  4. User saves changes.
  5. System updates the user's profile information.
- UC8: Schedule a chore
    1. User navigates to the "Schedule" section.
    2. User selects "Add New Chore".
    3. User inputs chore details (name, description, time, frequency, assigned users, etc.).
    4. System saves the chore and sends reminders to the assigned users.
  - UC9: Edit a chore
    1. User navigates to the "Schedule" section.
    2. User selects a scheduled chore.
    3. User chooses the "Edit" option.
    4. User modifies the chore details (name, description, time, frequency, assigned users, etc.).
    5. System updates the chore and notifies relevant housemates.
  - UC10: Complete a chore
    1. User navigates to the "Schedule" section.
    2. User selects a chore assigned to them.
    3. User chooses the "Complete" option.
    4. System marks the chore as complete and updates the chore history.
  - UC11: Add event to schedule
    1. User navigates to the "Schedule" section.
    2. User selects the "Add Event" option.
    3. User inputs event details (date, time, description).
    4. User sets reminders or notifications if needed.
    5. System adds the event to the users' schedule.
  - UC12: View chore history
    1. User navigates to the "Schedule" section.
    2. User selects the "Chore History" option.
    3. System displays a list of completed and pending chores.
    4. User can filter or search through the history.

- UC13: Add an expense
  1. User navigates to the “Bill Splitter” section.
  2. User selects the ”Add Expense” option.
  3. User enters the total expense amount and description.
  4. User selects which housemates are responsible for the expense.
  5. System splits the expense and notifies the involved users.
- UC14: Edit an expense
  1. User navigates to the “Bill Splitter” section.
  2. User selects an expense to edit.
  3. User modifies the expense details (amount, description, responsible users).
  4. System updates the expense and notifies the involved users.
- UC15: Pay an expense
  1. User navigates to the ”Bill Splitter” section.
  2. User selects their profile’s bills.
  3. User selects an unpaid bill.
  4. User marks the bill as paid.
  5. System updates the payment status.
  6. System notifies other housemates about the payment status.
- UC16: View expense history
  1. User navigates to the ”Bill Splitter” section.
  2. User selects the ”Expense History” option.
  3. System displays a list of past payments and outstanding bills.
  4. User can filter the history by type or amount.
- UC17: View current cleanliness status
  1. User navigates to the “Cleanliness Management” section.
  2. System displays the current cleanliness score and detected messes.
  3. User selects another user to view their cleanliness score.
  4. System displays the selected user’s cleanliness score and pending tasks.
- UC18: View cleanliness history
  1. User navigates to the “Cleanliness Management” section.
  2. User selects the ”Cleanliness History” option.
  3. System displays a list of detected messes and cleanliness scores over time.

4. User can filter the history by location or date.
- UC19: Add chatbot to group chat
    1. User navigates to the “Chat Management” section.
    2. User selects the option to add a chatbot to their house group chat.
    3. User inputs notification and reminder settings.
    4. System generates an SMS numbers and instructions to add the chatbot to the group chat.
    5. User adds the chatbot to the group chat.
    6. The chatbot sends a welcome message to the group.
  - UC20: Edit chatbot settings
    1. User navigates to the “Chat Management” section.
    2. User selects the ”Chatbot Settings” option.
    3. User configures the chatbot’s behavior (e.g., reminders, notifications).
    4. User saves the settings.
    5. System updates the chatbot based on the new settings.

## G.6 Limitations and exclusions

**Comment:** *Aspects that the system need not address.* Below is a list of limitations and exclusions the system will not address:

**Limitation 1.** System will not track activity completed by the user in the shared environment.

**Exclusion 1.** System will not request or send money directly to users in the bill splitting functionality.

**Exclusion 2.** System will not use images taken to train machine learning model.

## G.7 Stakeholders and requirements sources

**Comment:** *Groups of people who can affect the project or be affected by it, and other places to consider for information about the project and system.* **Comment:** *This chapter should not be empty!*

<b>Stakeholder</b>	<b>Category</b>
Students	Direct
Home Managers	Indirect
University Housing and Social Committee	Indirect

Table 1: Stakeholders and Categories

### **G.7.1 Direct Stakeholders**

#### **Students**

Students are the primary direct stakeholders for Room8. They are the main users of the mobile application who create houses within the app and set up the camera systems. These students seek to maintain cleanliness in their shared living spaces and establish accountability when a mess is left behind by a roommate. The application addresses common challenges faced by students in shared living arrangements, such as maintaining cleanliness, splitting expenses, and scheduling activities.

### **G.7.2 Indirect Stakeholders**

#### **Home Managers**

Home managers are indirect stakeholders to the project. Home managers includes landlords renting out their homes to students or residence assistants managing a room of students. The home managers look to maintain the clean condition of the shared space which is done by holding students accountable for messes that are made.

#### **University Housing and Social Committee**

The University Housing and Social Committee is another key indirect stakeholder in the project. These committees often seek to help students transition into living in shared spaces and provide guidance and support. Room8 offers a wide range of services that address common points of frustration faced by students, which are often brought up to these university committees. By facilitating better communication and organization, Room8 helps enhance the overall living experience for students.

# Environment

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**Comment:** *The Environment book describes the application domain and external context, physical or virtual (or a mix), in which the system will operate.*

## E.1 Glossary

**Comment:** *Clear and precise definitions of all the vocabulary specific to the application domain, including technical terms, words from ordinary language used in a special meaning, and acronyms. This chapter should not be empty!*

## E.2 Components

**Comment:** *List of elements of the environment that may affect or be affected by the system and project. Includes other systems to which the system must be interfaced.*

**Motion-activated camera:** The app will be connected to a camera that is activated by motion in the shared space. This component is used for taking a “before” and “after” picture that serves as the input for the cleanliness detection model.

**Object detector API:** The app will utilize an object detector that performs on a pair of images (i.e. the “before” and “after” picture) taken by the motion-activated camera. Object detection enables the algorithm to quantify the difference in room states as a function of objects and their transformations.

**Household items dataset:** The ML model will be pre-trained with a dataset containing common household and kitchen items. This will allow the object detector to classify the items it detects and is important for providing valuable output to students.

**Google calendar API:** The application will interface with Google calendar to facilitate scheduling chores and events. This is critical for Room8's chore scheduling.

**Chatbot API:**

## E.3 Constraints

**Comment:** *Obligations and limits imposed on the project and system by the environment.* **Comment:** *This chapter should not be empty!*

## E.4 Assumptions

**Comment:** *Properties of the environment that may be assumed, with the goal of facilitating the project and simplifying the system.*

## E.5 Effects

**Comment:** *Elements and properties of the environment that the system will affect.*

## E.6 Invariants

**Comment:** *Properties of the environment that the system's operation must preserve.*

# System

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**Comment:** *The System book refines the Goal one by focusing on more detailed requirements about the system under development, mainly its constituents, behaviors and properties.*

## S.1 Components

**Comment:** *Overall structure expressed by the list of major software and, if applicable, hardware parts.*

**Comment:** *This chapter should not be empty!*

## S.2 Functionality

**Comment:** *One section, S.2.n, for each of the components identified in S.2, describing the corresponding behaviors (functional and non-functional properties).* **Comment:** *This chapter should not be empty!*

## S.3 Interfaces

**Comment:** *How the system makes the functionality of S.2 available to the rest of the world, particularly user interfaces and program interfaces (APIs).*

## S.4 Detailed usage scenarios

**Comment:** *Examples of interaction between the environment (or human users) and the system: use cases, user stories.*

## S.5 Prioritization

**Comment:** *Classification of the behaviors, interfaces and scenarios (S.2, S.3 and S.4) by their degree of criticality.*

## S.6 Verification and acceptance criteria

**Comment:** *Specification of the conditions under which an implementation will be deemed satisfactory.*



# Project

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**Comment:** *The Project book describes all the constraints and expectations not about the system itself, but about how to develop and produce it.*

## P.1 Roles and personnel

**Comment:** *Main responsibilities in the project; required project staff and their needed qualifications.*

## P.2 Imposed technical choices

**Comment:** *Any a priori choices binding the project to specific tools, hardware, languages or other technical parameters.*

## P.3 Schedule and milestones

**Comment:** *List of tasks to be carried out and their scheduling.* **Comment:** *This chapter should not be empty!*

## P.4 Tasks and deliverables

**Comment:** *Details of individual tasks listed under P.3 and their expected outcomes.* **Comment:** *This chapter should not be empty!*

## **P.5 Required technology elements**

**Comment:** *External systems, hardware and software, expected to be necessary for building the system.*

## **P.6 Risks and mitigation analysis**

**Comment:** *Potential obstacles to meeting the schedule of P.4, and measures for adapting the plan if they do arise.*

## **P.7 Requirements process and report**

**Comment:** *Initially, description of what the requirements process will be; later, report on its steps.*

## Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning.

1. What went well while writing this deliverable?
2. What pain points did you experience during this deliverable, and how did you resolve them?
3. How many of your requirements were inspired by speaking to your client(s) or their proxies (e.g. your peers, stakeholders, potential users)?
4. Which of the courses you have taken, or are currently taking, will help your team to be successful with your capstone project.
5. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
6. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?