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| Private |
| Functional Specification Document |
| Qzine mobile application |

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# Introduction

## Purpose

The purpose of this document is to provide the design and functional specifications required for the development of the Qzine mobile application. This document will define the road map for development of the application.

## Definitions, Acronyms, Abbreviations

* 1. CSS – Cascade Style Sheet
  2. UI – User Interface
  3. JQuery – JavaScript plugin
  4. HTML – Hypertext mark-up language
  5. iOS – iPhone Operating Systems developed by Apple.

## Requirements

The entire development of the application is divided into different phases; the following are the development phases.

* + Phase 1 – Designing of the application layouts.
  + Phase 2 – Development of iOS version of the application for iPhone.
  + Phase 3 – Development of the web application (backend server).
  + Phase 4 – Development of the mobile app for Android (or any other) Mobile.

## Assumptions

# Functional and Design Specifications

## First Layout

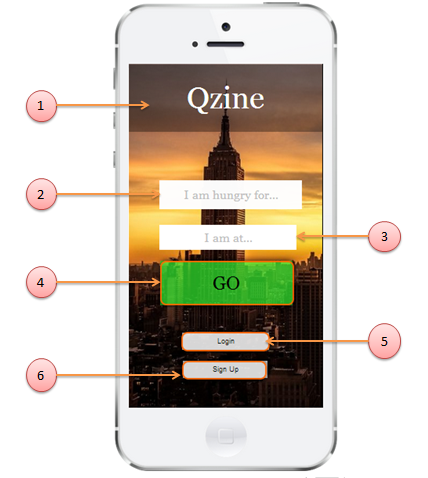


Figure 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Element Number | Element Name | Description | Default state and value | Rules  *(Functionality related guidelines/specifications)* | Requirement Type  *(Function/Non Functional)* |
| 1 | Logo | This area will display the Qzine logo. | Visible | 1. This will be a PNG image of the logo. | Non Functional |
| 1. The logo image will always centre aligned. | Non Functional |
| 2 | Textbox “I am hungry for…” | This will be a textbox with the watermark “I am hungry for…”, The textbox will allow user to input the item that he/she would like to eat. | Visible | 1. This will be a textbox with a water mark “I am hungry for…” | Functional |
| 1. The watermark will disappear when the user tap on the textbox | Functional |
| 1. The textbox will accept alphanumeric characters and special characters. | Functional |
| 1. The max length will be 20 characters. | Functional |
| 1. The watermark will be displayed if the text box is empty and not in focus. | Functional |
| 3 | Textbox “I am at...” | This will be a textbox with the watermark “I am at…” This textbox will allow user to enter his/her location. | Visible | 1. This will be a textbox with a water mark “I am at…” | Functional |
| 1. The watermark will disappear when the user tap on the textbox | Functional |
| 1. The textbox will accept alphanumeric characters and special characters. | Functional |
| 1. The max length will be 20 characters. | Functional |
| 1. The watermark will be displayed if the text box is empty and not in focus. | Functional |
| 4 | “Go” Button | This button will start searching lunch trucks based on item or location | Visible, Disabled | 1. This button will be enabled only if “I am hungry for…” or “I am at…” textbox has content. | Functional |
| 1. On taping: - the application will start searching the lunch truck and navigation to next layout. | Functional |
| 5 | “Login” button | This button will take the user to login screen | Visible | 1. On taping:- the user will be taken to “Login” screen | Functional |
| 6 | “Sign Up” button | This button will take the user of signup screen | Visible | 1. On taping:- the user will be taken to “Sign up” screen | Functional |

## Login screen

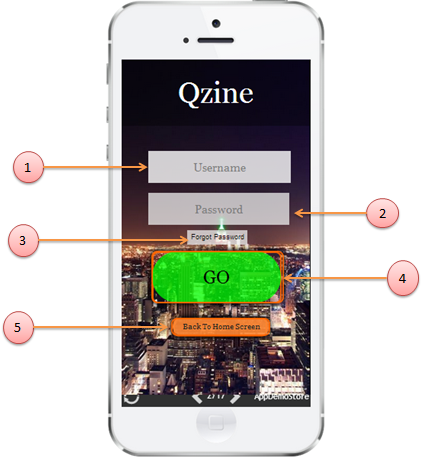


Figure 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Element Number | Element Name | Description | Default state and value | Rules  *(Functionality related guidelines/specifications)* | Requirement Type  *(Function/Non Functional)* |
| 1 | Textbox “Username” | This will be a textbox with the watermark “I am hungry for…” The textbox will allow user to input username. | Visible | 1. This will be a textbox with a water mark “Username” | Functional |
| 1. The watermark will disappear when the user tap on the textbox | Functional |
| 1. The textbox will accept alphanumeric characters and special characters. | Functional |
| 1. The max length will be 20 characters. | Functional |
| 1. The watermark will be displayed if the text box is empty and not in focus. | Functional |
| 2 | Textbox “Password” | This will be a textbox with the watermark “Password” This textbox will allow user to enter his/her password. | Visible | 1. This will be a textbox with a water mark “Password”. | Functional |
| 1. The watermark will disappear when the user tap on the textbox | Functional |
| 1. The textbox will accept alphanumeric characters and special characters. | Functional |
| 1. The max length will be 20 characters. | Functional |
| 1. The watermark will be displayed if the text box is empty and not in focus. | Functional |
| 3 | “Forgot Password” button | This button will display the forgot password screen | Visible | 1. On taping: - The forgot password layout will be displayed. | Functional |
| 4 | “Go” Button | This button will start login process | Visible, Disabled | 1. This button will be enabled only if “username” and “password” textbox has content. | Functional |
| 1. On taping: - the application will authenticate the username and password | Functional |
| 1. On success:- the user will be taken to the home screen | Functional |
| 1. On error:- the user will be displayed with the error message saying “Invalid username and password” | Functional |
| 5 | “Back to home screen” button | This button will take the user to first layout | Visible | 1. On taping:- the user will be taken to “First layout” screen | Functional |