

# Creative Ideation

## Software Requirement Specification

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## 1. Revision History

Version	Date	A/D/C (Add, Delete, Change)	Author	Document Section #	Description
1	10/27/2021	add	vanessa li		
1	11/11/2021	add	vanessa li		
2	11/26/2021	Update	Vanessa Li		

## 2. Introduction

This document aims to provide an overview of software requirements for the Creative Ideation capstone project. It will present multiple models describing the business requirements, use-cases, system and domain details of this application. The document will ensure the engineering specifications within this project is properly demonstrated and understood to all team members.

### 3. System Overview

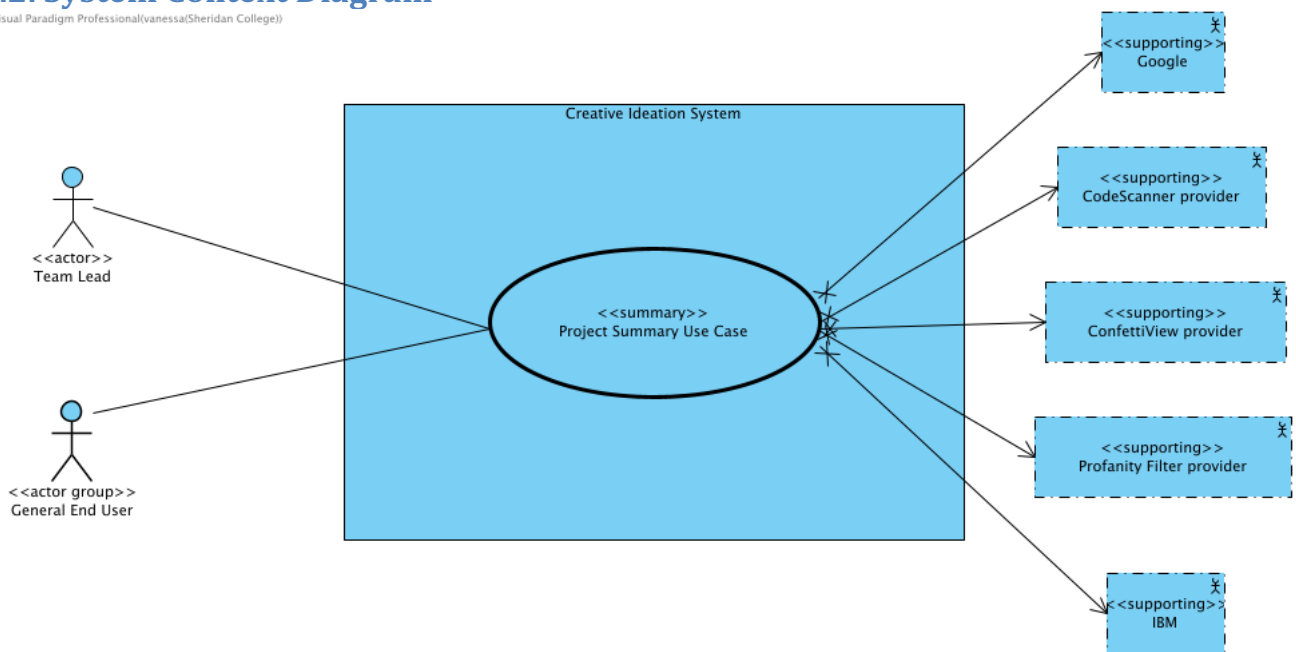
This section will provide a list of actors with their description, a high level overview of the systems application and functional areas and their use cases.

#### 3.1. Actors

Actor	Description
Admin	Is considered to be the organizer of a team, group or activity session. An admin will have administration privileges within the application.
General End User	Can refer to any user of the application that belongs to a team or group and participates in a brainstorming session.

#### 3.2. System Context Diagram

Visual Paradigm Professional(vanessa(Sheridan College))

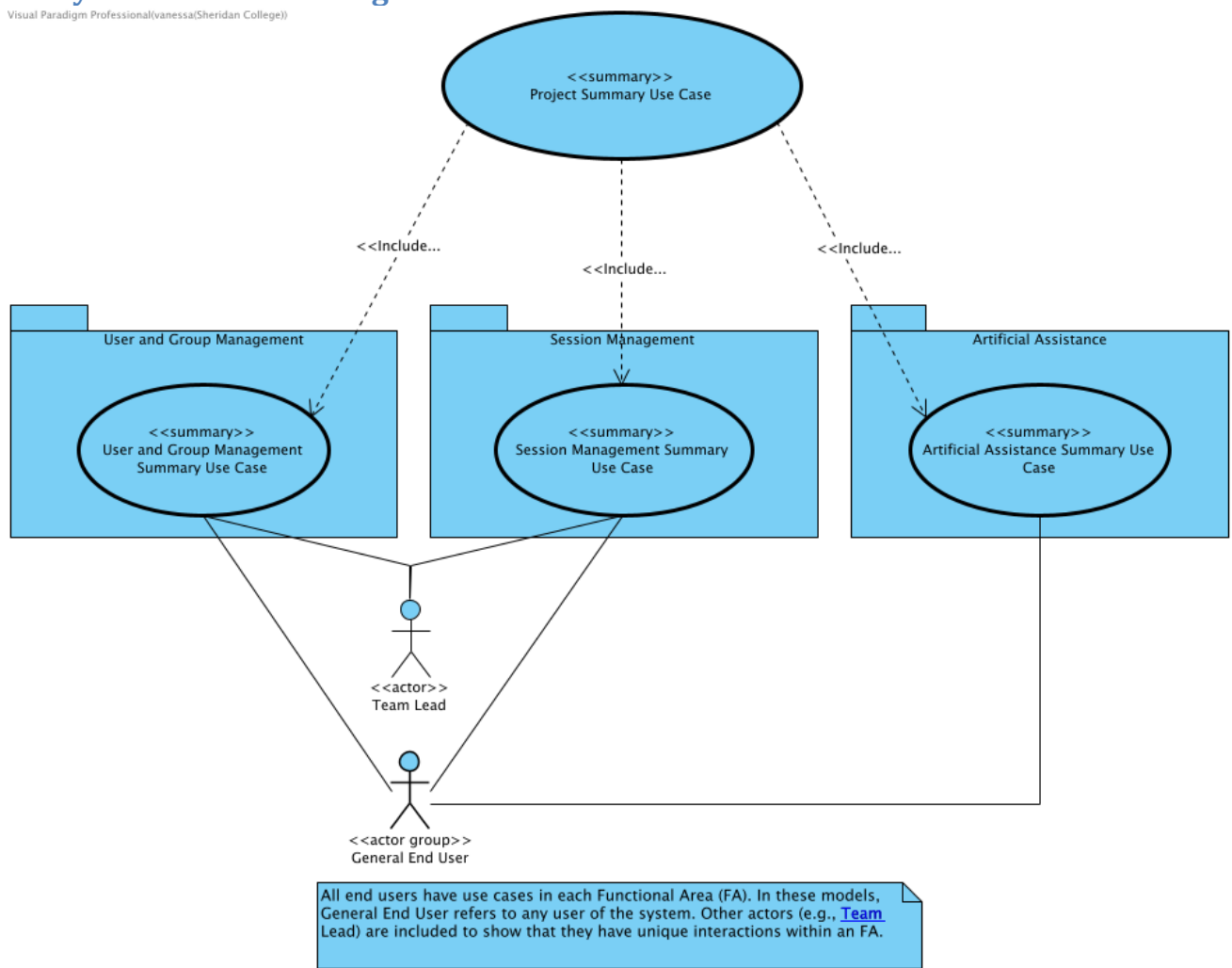


This diagram defines the boundaries and scope of the system as a whole. The entities in this diagram here are labeled as actors. Here we have two actors, admin and general end users, that are expected to be main users within this system. The system will also have supporting entities that play an integral role in the functionality of this application.

### 3.3. Overall Use-case diagram

### 3.4. System Overview Diagram

Visual Paradigm Professional(vanessa@Sheridan College)

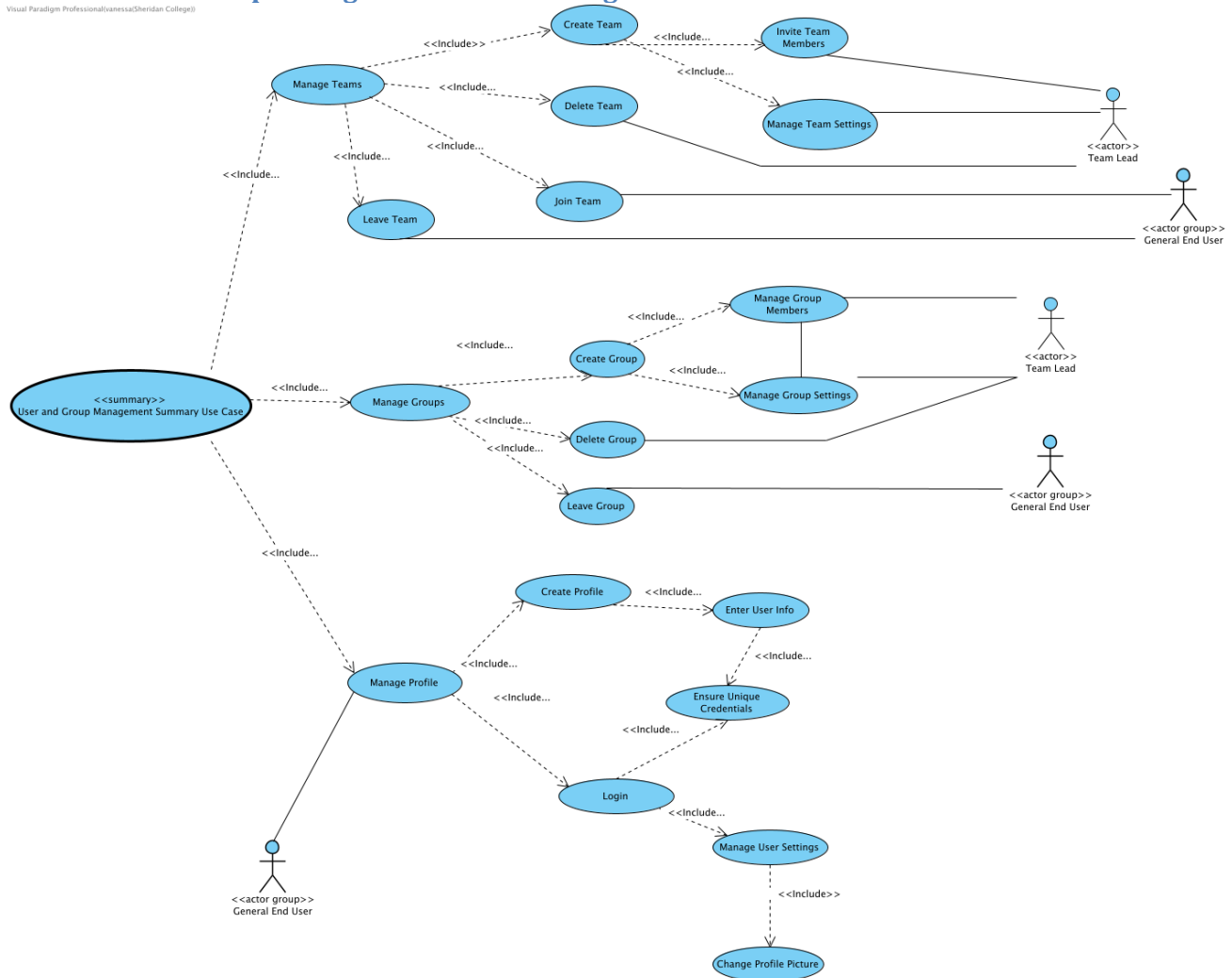


This is an overall use case diagram that highlights the three main functional areas available within this application: User and Group Management, Session Management and Artificial Assistance.

## 3.5. Functional Areas

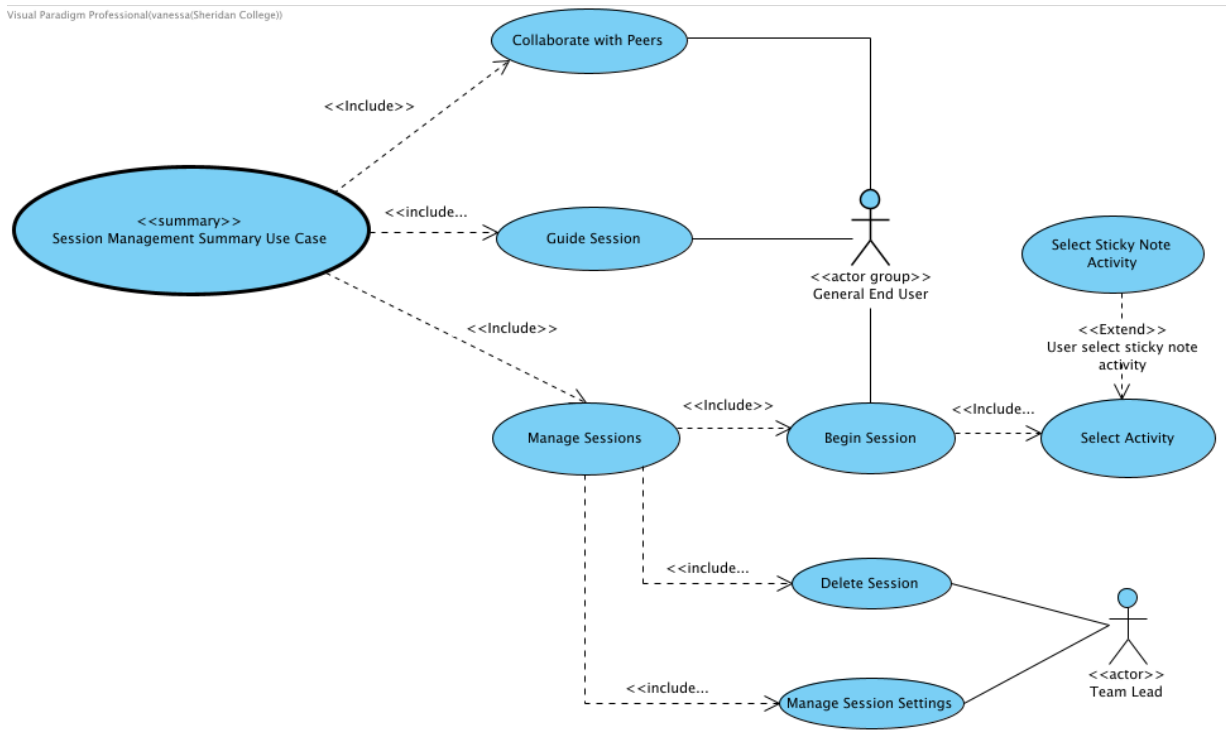
### 3.5.1. User and Group Management Use Case Diagram

Visual Paradigm Professional(xanessa@sheridan college)



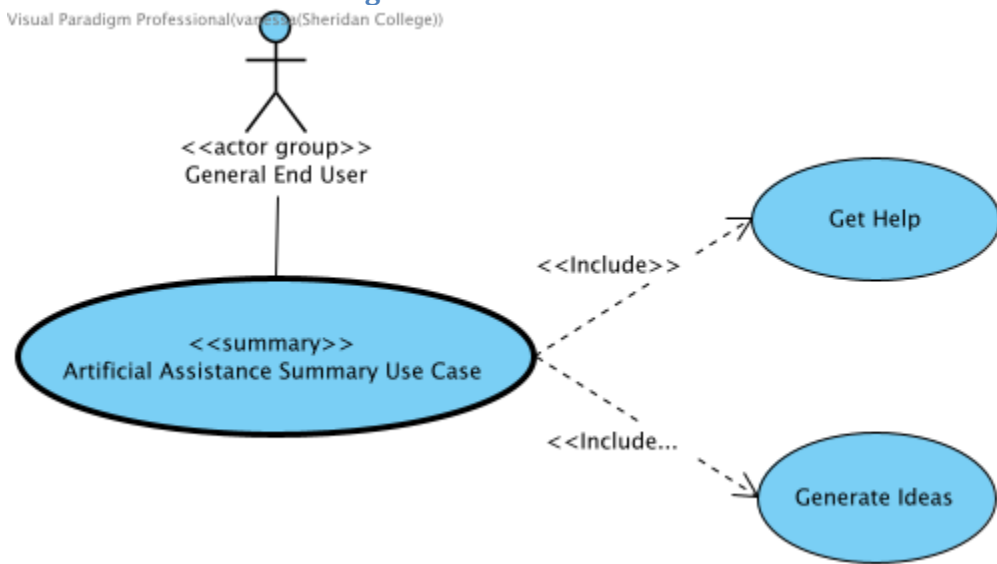
The User and Group Management Functional Area demonstrates how Admin users and General End users interact with the system. This diagram shows all the possible use cases available within the system. Admin users have additional administration privileges that differ from general end users such as manage team/ group settings.

### 3.5.2. Session Management Use Case Diagram



The Session Management Functional Area focuses on the available functionality that are available to the General End User and Admin when participating in a session. General end users are able to collaborate with peers and Admin's have the ability to guide and manage sessions and activities. "Select Sticky Note Activity" is the main activity option offered in this application.

### 3.5.3. Artificial Assistance Use Case Diagram



The Artificial Assistance Functional Area shows how the application can provide help to users in a brainstorming session. General End Users can utilize the AI feature within the application to help generate new ideas when feeling stuck within a activity session.



## 4. System Glossary

Term	Definition
Team	Can refer to a collection of individuals who belong to the same high-level domain. For instance, the Mobile Computing program and all the students/faculty would be considered a Team in the context of this project. Teams can be decomposed into groups, which are subsets of the team for specific purposes. Following with the previous example, a group within the Mobile Computing team would be Capstone groups.
Ideate	Refers to the process of coming up with ideas. Ideation is a general term.
Session	Refers to an active collaborative workspace where users can interact with the whiteboard interface in real time. This is not to be confused with Activities, which is a sub-type of Sessions.
Activity	An Activity refers to the type of ideation strategy used in a Session. It defines the flow of the ideation session, and what tools will be available to users. A Session may only have one Activity type. An example of an Activity is Sticky-Notes, Brainstorming, Brainwriting, etc.
Group	Refers to subsets of a team. Groups are smaller collections of individuals with a more specific goal in mind when compared to that of the team as a whole.
CPS	Refers to the Creative Problem Solving (CPS) process based on the Osborn-Parnes model developed in the 1950's. This process has been nurtured and elaborated on by SUNY Buffalo State and the Creative Education Foundation. The tools and strategies defined by this framework inspired this project - however, many are protected by copyright, so we must tread carefully.
CPS Strategy	One of many tools or strategies that are inherited from the CPS model. This could include strategies such as brainwriting, 'post-its' strategy, etc.
Basic ideation Strategy	Refers to a method of ideating. This could include ideating with sticky-notes, using a whiteboard, organizing ideas in a certain way, brainstorming, etc.

## 5. Business Requirements

### 5.1. System Business Requirements

Business Requirements	Description
Avoid Copyright Infringement	As an Admin I want to avoid copyrighted terms such as "Creative Problem Solving" in the application
Filter Slurs	As an Admin I want to ensure that my activity session is slur free.

## 6. User Requirements Summary

### 6.1. Use-Case Table

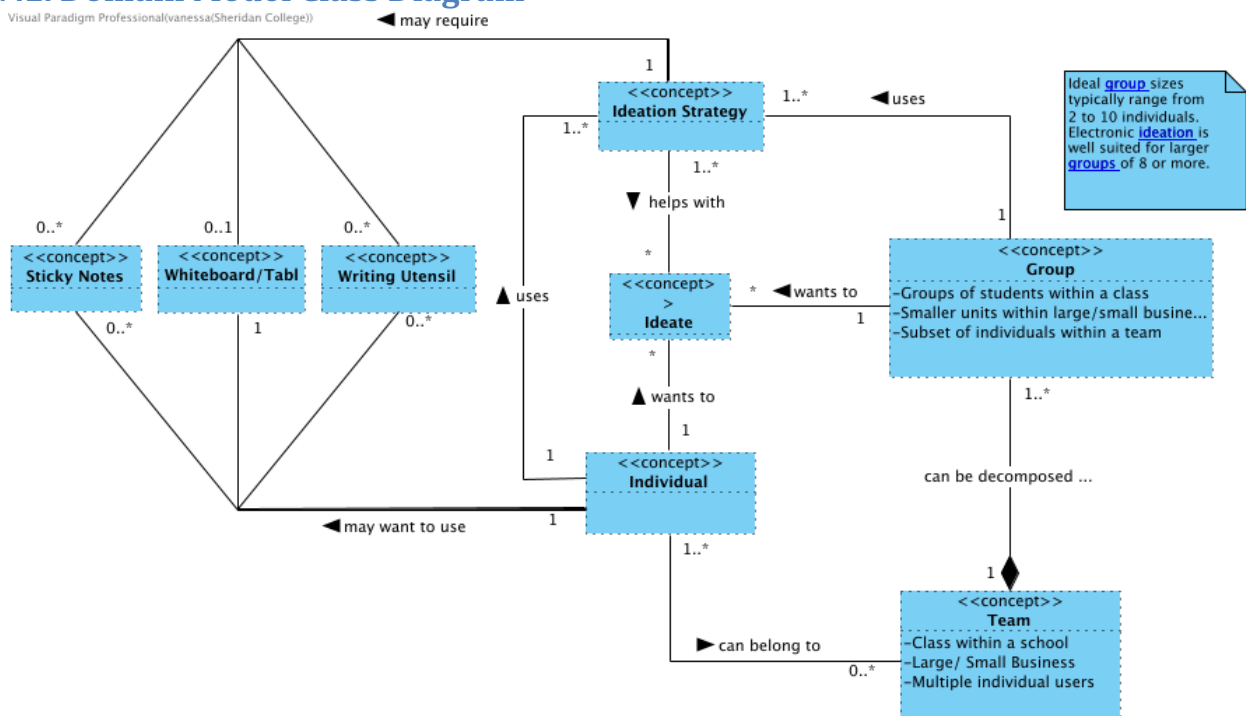
	Use Case	Description	Author
	Create Group	As a general end user i want to be able to create a group for brainstorming topics	Vanessa Li
	Create Profile	A user can create their profile by entering a unique username and e-mail, and a password	Vanessa Li
	Create Team	As a general end user i want to be able to create a team.	Vanessa Li
	Delete Team	As a general end user i want to be able to delete a team	Vanessa Li
	Join Team	As a general end user i want to be able to join a team	Vanessa Li
	Login	As a general end user i want to be able to enter my username and password and login to the app	Vanessa Li
	Manage Groups	As a general end user i want to be able to manage my groups and see which groups i belong to.	Kell Evoy
	Manage Profile	As a general end user i want to be able to manage my profile by updating my email address, name and password.	Kell Evoy
	Manage Teams	As a general end user i want to be able to manage my team by being able to create, delete, leave and join a team.	Matt Marini
	Manage User Settings	As a general end user i want to be able to manage my team by being able to	Matt Marini

		create, delete, leave and join a team.	
	Select Sticky Note Activity	System prompts user the select sticky note activity	Matt Marini
	Select Activity	System presents a list of activities that can be used in their group session	Matt Marini
	Manage Session	System prompts user with control settings such as profanity filter	Matt Marini
	Collaborate with Peers	System presents the user options to collaborate with peers	Matt Marini
	Generate Ideas	As a user, I'd like to receive recommendations for new ideas related to the ones that have been entered on screen.	Kell Evoy
	Provide Help	As a student or teacher, I want to have easy access to information of how the app works, how to navigate the app, how to get started, and what to do when I get stuck.	Kell Evoy

## 7. Domain Overview

### 7.1. Domain Model Class Diagram

Visual Paradigm Professional(vanessa(Sheridan College))

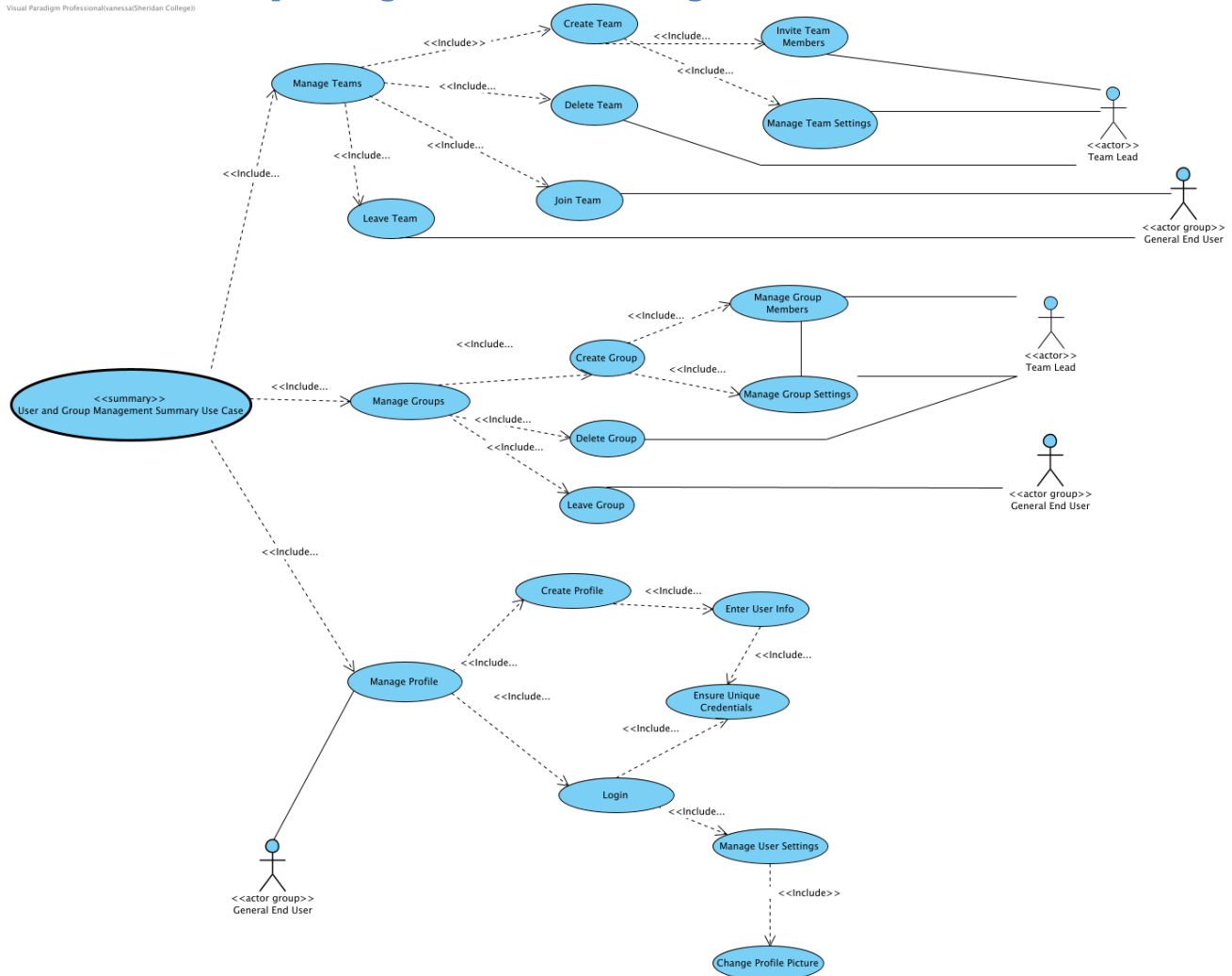


The Domain Model Class Diagram defines the domain in which our target problem exists, this diagram shows displays all the relationships between concepts within the application.

## 8. Use-Cases

### 8.1. User and Group Management Use Case Diagram

Visual Paradigm Professional (Vanessa Sheridan College)



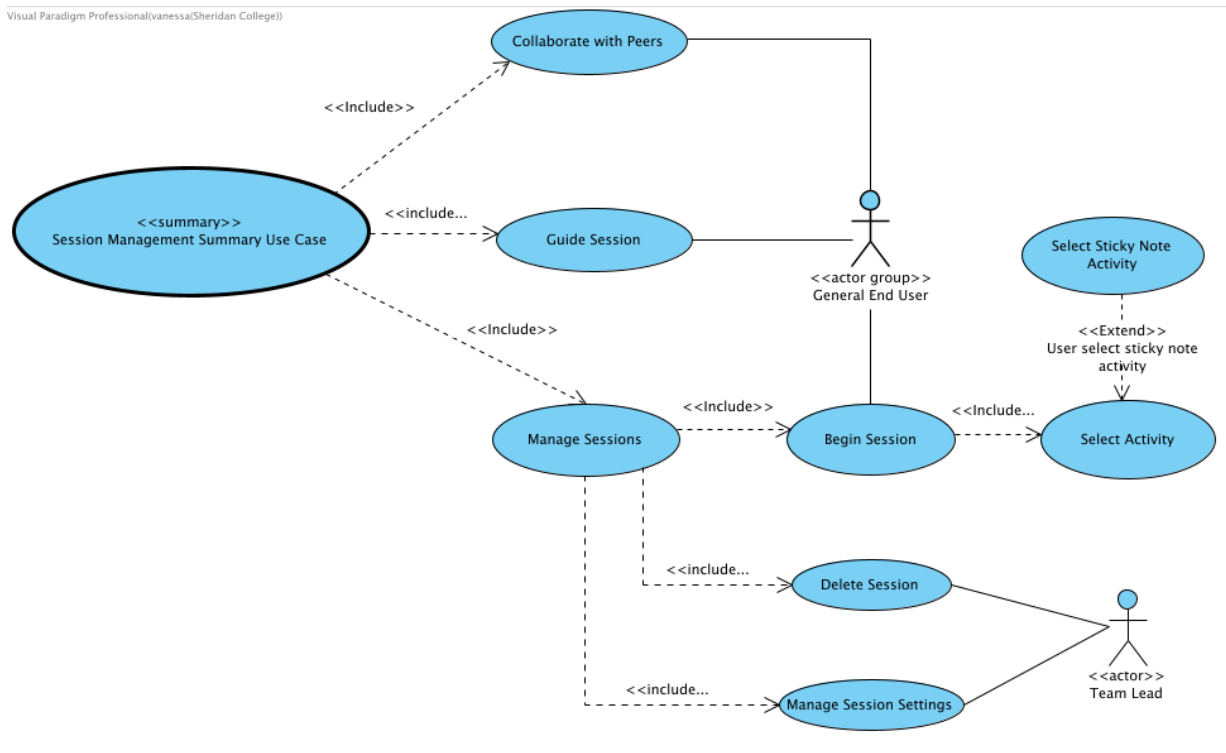
The User and Group Management Functional Area demonstrates how Admin users and General End users interact with the system. This diagram shows all the possible use cases available within the system. Admin users have additional administration privileges that differ from general end users such as manage team/ group settings.

### 8.2. User and Group Management Summary Use Case

ID: UC02

Users can create and login to accounts with unique credentials. Once logged in, users are able to set their preferences and manage their groups, choosing to create, join, or leave groups as necessary

### 8.3. Session Management Use Case Diagram



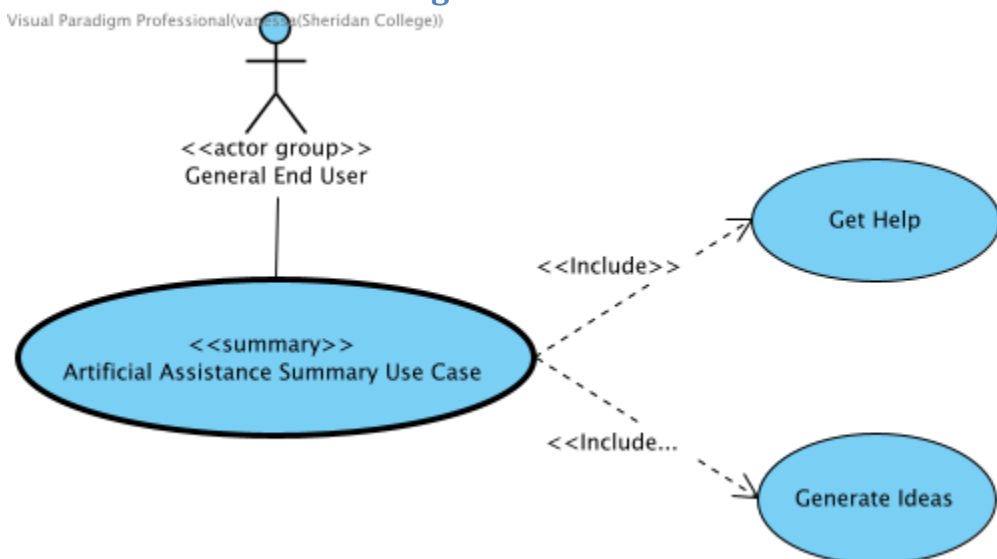
The Session Management Functional Area focuses on the available functionality that are available to the General End User and Admin when participating in a session. General end users are able to collaborate with peers and Admin's have the ability to guide and manage sessions and activities. "Select Sticky Note Activity" is the main activity option offered in this application.

### 8.4. Session Management Summary Use Case

ID: UC03

Users can participate in sessions within teams and groups they belong to. In those sessions they are able to participate in sticky note activity and collaborate with their peers. Admin's are able to manage session settings where they are able to control and see profanity data usage in session settings.

### 8.5. Artificial Assistance Use Case Diagram



The Artificial Assistance Functional Area shows how the application can provide help to users in a brainstorming session. General End Users can utilize the AI feature

within the application to help generate new ideas when feeling stuck within a activity session.

## ● 8.6. Artificial Assistance Summary Use Case

ID: UC04

*Users will have access to various tools and functionalities enabled by AI and Cognitive Computing. These tools will be accessible to all end users. The most prominent feature in this functional area is the Generate Ideas tool, which will exist as a small button in most activities that users can tap, and a relevant idea suggestion will be presented to them.*