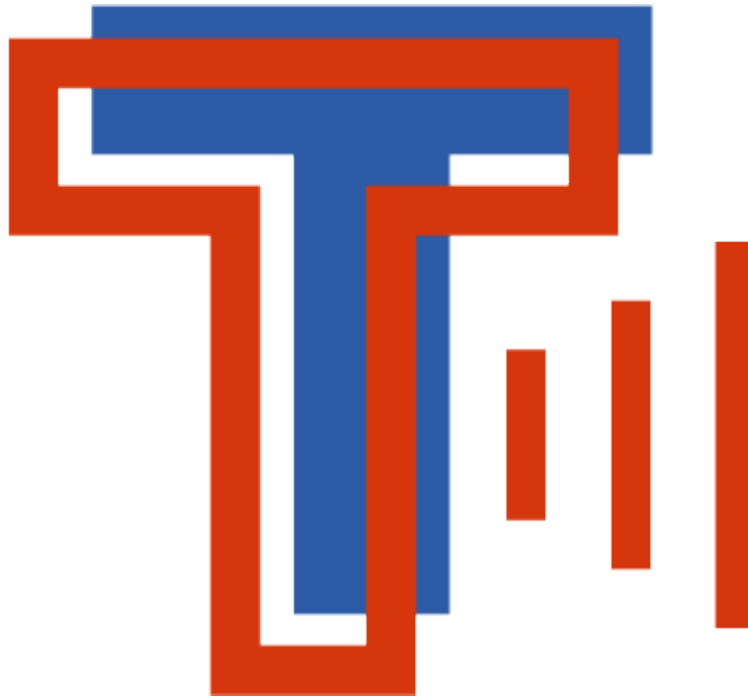


**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING  
THE UNIVERSITY OF TEXAS AT ARLINGTON**

**SYSTEM REQUIREMENTS SPECIFICATION  
CSE 4317: SENIOR DESIGN II  
SPRING 2020**



**TEAM NAME: TRANSACT  
PRODUCT NAME: TRANSLOCATE**

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# **1 PRODUCT CONCEPT**

This section describes the purpose, use and intended user audience for the location based messaging engine product. The location based messaging engine is a system that performs location detection of a user both indoors and outdoor and then provides that information to subscribers so that they may send messages to that user. Users of the location based messaging engine will be able to gain knowledge about particular events, deals, etc. at various businesses and institutions.

## **1.1 PURPOSE AND USE**

The Location Based Messaging Engine that we will develop shall determine the users location within a particular hotzone using various location detection technologies, and then send the users identity information along with their location to a cloud infrastructure where subscribers will be able to see and then subsequently notify the user with information regarding that location.

## **1.2 INTENDED AUDIENCE**

We are designing this product with the idea that its intended use will be by a general population. General users can use our engine to gain information about the places they are visiting, and advertisers. educational facilities, etc. can use this product to get information about user activity that will assist them in their daily activities.

## **2 PRODUCT DESCRIPTION**

This section provides the reader with an overview of the location based messaging engine. The primary operational aspects of the product, from the perspective of end users, maintainers and administrators, are defined here. The key features and functions found in the product, as well as critical user interactions and user interfaces are described in detail.

### **2.1 FEATURES & FUNCTIONS**

The product is a back-end cloud infrastructure that uses a publisher/subscriber pattern to handle user identity information as well as their location data, and gives that information to subscribers where they can then send messages using SMS to the user giving them information related to that location. There will be multiple components to this product, a cloud infrastructure, BLE beacons to determine location, a mobile app to display proof that the cloud functions properly, and a web page that will be used by administrators to manage the many locations the product will monitor.

### **2.2 EXTERNAL INPUTS & OUTPUTS**

There are three critical flows of data that will be used in this product. First, there will be flow of user location data from the BLE beacons and GPS signal to the cloud. This information will be used to publish the user identity to a queue to be consumed by subscribers. Secondly, there will be an output of user information from the cloud to specific subscribers where they can then use that information to send a message to the user. Finally, the subscriber will then send a specific message to the publisher via text message.

### **3 CUSTOMER REQUIREMENTS**

This section contains customer requirements for specific features and functions of the location base messaging application. This is specified for and by the intended audience for this product. All requirements listed in this section have been discussed and consented between customer and the development team. These requirements must not be changed without specific agreement of the customer.

#### **3.1 IDENTIFY AND UPLOAD INFORMATION OF USERS**

##### **3.1.1 DESCRIPTION**

The location-based messaging engine will identify an individual when one entered a designated location (hot zone). A message including that individual identity, location and other relevant information shall be pushed into a consumable queue.

##### **3.1.2 SOURCE**

This requirement was specified by the customer.

##### **3.1.3 CONSTRAINTS**

Keeping users identity and information private and secure. Tracking accuracy locations.

##### **3.1.4 STANDARDS**

The location-based messaging app must be able to identify the individual within a short amount of time after that person entered the hot zone. The location must be accurate on the scale of specific rooms, areas.

##### **3.1.5 PRIORITY**

The priority of this requirement is moderate

#### **3.2 PERSONALIZE AND DISTRIBUTE RELATED MESSAGES**

##### **3.2.1 DESCRIPTION**

The application will store messages and distribute the messages to the intended users who signed up for the specific location when they entered the zone.

##### **3.2.2 SOURCE**

This requirement was specified by the customer.

##### **3.2.3 CONSTRAINTS**

Queueing algorithm to distribute the correct messages to the intended users.

##### **3.2.4 STANDARDS**

The application must be able to save all messages that are published to the server and keep them organized/categorized. All the messages must be delivered only to intended users.

##### **3.2.5 PRIORITY**

This requirement is critical.

#### **3.3 ADMINISTRATIVE REQUIREMENTS**

##### **3.3.1 DESCRIPTION**

The administrative application will include configuration for priorities of app messages as well as the max number of messages that can be sent for a location for a time period

### **3.3.2 SOURCE**

This requirement was specified by the customer.

### **3.3.3 CONSTRAINTS**

Queuing algorithm to distribute the correct messages to the intended users must be efficient.

### **3.3.4 STANDARDS**

### **3.3.5 PRIORITY**

This requirement is moderate.

## **3.4 SUPPORTING BOTH INDOOR AND OUTDOOR**

### **3.4.1 DESCRIPTION**

The system shall detect the user's location both indoors and outdoors. The system shall switch to the appropriate technology to detect the user's location out of the combination of technologies used.

### **3.4.2 SOURCE**

This requirement was specified by the customer.

### **3.4.3 CONSTRAINTS**

The application should not require any additional information from users.

### **3.4.4 STANDARDS**

### **3.4.5 PRIORITY**

This requirement priority is high.

## **3.5 ACCURACY**

### **3.5.1 DESCRIPTION**

The system shall calculate the accuracy of the detected location.

### **3.5.2 SOURCE**

This requirement was specified by the customer.

### **3.5.3 CONSTRAINTS**

Users location should be detected within a specific rooms.

### **3.5.4 STANDARDS**

### **3.5.5 PRIORITY**

This requirement priority is high.

## **3.6 RECEIVING MESSAGES**

### **3.6.1 DESCRIPTION**

The system shall send messages to the user's device via text messages.

### **3.6.2 SOURCE**

This requirement was specified by the team.

### **3.6.3 CONSTRAINTS**

User should not be charged a fee when receiving messages.

#### **3.6.4 STANDARDS**

The messages sending out should meet the standard of all carriers

#### **3.6.5 PRIORITY**

This requirement priority is moderate.

### **3.7 CLOUD STORAGE**

#### **3.7.1 DESCRIPTION**

The location detecting technology should connect to the cloud directly. The cloud shall compute the location of the user based on the data received from the location detecting technology.

#### **3.7.2 SOURCE**

This requirement was specified by the team.

#### **3.7.3 PRIORITY**

This requirement priority is high.

### **3.8 EVENT-BASED MESSAGING**

#### **3.8.1 DESCRIPTION**

The system shall use event-based messaging

#### **3.8.2 SOURCE**

This requirement was specified by the team.

#### **3.8.3 PRIORITY**

This requirement priority is moderate.

## **4 PACKAGING REQUIREMENTS**

This section describes the packaging requirements that identify how the delivered product will be packaged for delivery to the end-user. Since the project is software so the team will create simple application to demonstrate the project. The end user will need to download our application to be able check and test the project. Team also will provide a back-end website, so the end user only need to login to see the back-end part.

### **4.1 SAMPLE APPLICATION**

#### **4.1.1 DESCRIPTION**

A Proof Of Concept sample application will also be created to demonstrate consuming messages and taking action

#### **4.1.2 SOURCE**

Sponsor

#### **4.1.3 CONSTRAINTS**

Time is tense for group to develop application

#### **4.1.4 STANDARDS**

The application must able to all the function correctly.

#### **4.1.5 PRIORITY**

This requirement priority is low

### **4.2 ADMINISTRATIVE APPLICATION – USER INTERFACE**

#### **4.2.1 DESCRIPTION**

The administrative application will have a web browser user interface and be natively deployed as a cloud application

#### **4.2.2 SOURCE**

Sponsor (Kent Pawlak)

#### **4.2.3 CONSTRAINTS**

Team may not be able to finished all design for the web browser

#### **4.2.4 STANDARDS**

The purpose of the website is try to show and managed the back-end of the project

#### **4.2.5 PRIORITY**

This requirement priority is high

### **4.3 ADMINISTRATIVE APPLICATION – LOCATION INFORMATION**

#### **4.3.1 DESCRIPTION**

An administrative application will be created to configure location information -where it is, type of location, name, description, etc.

#### **4.3.2 SOURCE**

Sponsor (Kent Pawlak)

#### **4.3.3 CONSTRAINTS**

Location detection tool may not set up correctly

#### **4.3.4 STANDARDS**

This application shall be able to show the back-end information for administrator

#### **4.3.5 PRIORITY**

This requirement priority is high

### **4.4 HARDWARE REQUIREMENT**

#### **4.4.1 DESCRIPTION**

The hardware required to detect location should be installed in the designated hot zone.

#### **4.4.2 SOURCE**

Team Members

#### **4.4.3 CONSTRAINTS**

The hardware may not set up correctly

#### **4.4.4 STANDARDS**

The hardware will collect all user location information and require to be set up hot zone

#### **4.4.5 PRIORITY**

This requirement priority is critical

### **4.5 CLOUD INFRASTRUCTURE**

#### **4.5.1 DESCRIPTION**

The cloud infrastructure will be developed to handle the Location data

#### **4.5.2 SOURCE**

Nolan Bowden

#### **4.5.3 CONSTRAINTS**

The team may not connection to the cloud infrastructure correctly

#### **4.5.4 STANDARDS**

The cloud will collect and store all location data

#### **4.5.5 PRIORITY**

This requirement priority is critical



## **5 PERFORMANCE REQUIREMENTS**

When the BLE device connects the user's phone to the system, it should take no more than a second or two. Once connected, it should take the system no more than 5 second to response to the user. The message should not stay longer than 24 hours in the queue. The battery must last at least one year after installation. When installing the location-based device, it should not take longer than a three hours.

### **5.1 SUBSCRIBER LIMIT**

#### **5.1.1 DESCRIPTION**

The BLE shall have a limit to the number of subscribers it have at a location.

#### **5.1.2 SOURCE**

Team members

#### **5.1.3 CONSTRAINTS**

BLE device constraints

#### **5.1.4 PRIORITY**

Moderate

### **5.2 QUEUE**

#### **5.2.1 DESCRIPTION**

The message shall remain in the queue for a limited time.

#### **5.2.2 SOURCE**

Team members

#### **5.2.3 PRIORITY**

High

### **5.3 USER CONNECTION**

#### **5.3.1 DESCRIPTION**

The BLE beacons shall be able to connect to at least 20 users simultaneously.

#### **5.3.2 SOURCE**

Kopawid Sarawichitr, Nolan Bowden

#### **5.3.3 CONSTRAINTS**

BLE device constraint

#### **5.3.4 STANDARDS**

BLE device Standards

#### **5.3.5 PRIORITY**

High

### **5.4 SMALL PACKETS**

#### **5.4.1 DESCRIPTION**

The BLE shall only handle small packets of data.

#### **5.4.2 SOURCE**

Kopawid Sarawichitr

#### **5.4.3 CONSTRAINTS**

BLE device constraint

#### **5.4.4 STANDARDS**

BLE device Standards

#### **5.4.5 PRIORITY**

Moderate

### **5.5 SYSTEM DEPENDABILITY**

#### **5.5.1 DESCRIPTION**

System dependability - if the user is disconnected from the system, the user shall be notified.

#### **5.5.2 SOURCE**

An Nguyen

#### **5.5.3 PRIORITY**

Moderate

### **5.6 RESPONSE TIME**

#### **5.6.1 DESCRIPTION**

The system shall not take more than five seconds to respond to a user after their device is detected.

#### **5.6.2 SOURCE**

Team members

#### **5.6.3 PRIORITY**

High

### **5.7 LOCATION SWITCHING**

#### **5.7.1 DESCRIPTION**

The system shall be capable to switch between location-based technology efficiently and automatically.

#### **5.7.2 SOURCE**

Team members

#### **5.7.3 CONSTRAINTS**

BLE/GPS device constraints

#### **5.7.4 STANDARDS**

BLE/GPS device Standards

#### **5.7.5 PRIORITY**

High

## **6 SAFETY REQUIREMENTS**

The safety requirements of the location based messaging engine, with exception to a few physical safety concerns are centered around the users safety with regards to their security and anonymity. We hope to create and maintain a standard in our product that ensures that security of a users sensitive data.

### **6.1 LABORATORY EQUIPMENT LOCKOUT/TAGOUT (LOTO) PROCEDURES**

#### **6.1.1 DESCRIPTION**

Any fabrication equipment provided used in the development of the project shall be used in accordance with OSHA standard LOTO procedures. Locks and tags are installed on all equipment items that present use hazards, and ONLY the course instructor or designated teaching assistants may remove a lock. All locks will be immediately replaced once the equipment is no longer in use.

#### **6.1.2 SOURCE**

CSE Senior Design laboratory policy

#### **6.1.3 CONSTRAINTS**

Equipment usage, due to lock removal policies, will be limited to availability of the course instructor and designed teaching assistants.

#### **6.1.4 STANDARDS**

Occupational Safety and Health Standards 1910.147 - The control of hazardous energy (lockout/tagout).

#### **6.1.5 PRIORITY**

Critical

### **6.2 PROPER PACKAGING FOR ELECTRIC SHOCK SAFETY**

#### **6.2.1 DESCRIPTION**

Any physical hardware needed for location detection shall be packaged in a manner as well as grounded such that there is no risk when electric shock.

#### **6.2.2 SOURCE**

Team Members

#### **6.2.3 PRIORITY**

High

### **6.3 LOCATION DATA CONFIDENTIALITY**

#### **6.3.1 DESCRIPTION**

The location data of all users shall be handled with care and will be confidential at all times.

#### **6.3.2 SOURCE**

Kopawid Sarawichitr

#### **6.3.3 PRIORITY**

High

## **6.4 ENCRYPTION OF USER INFORMATION**

### **6.4.1 DESCRIPTION**

All user information and location data shall be encrypted at all times.

### **6.4.2 SOURCE**

Jian Ma

### **6.4.3 PRIORITY**

High

## **6.5 USER PRIVACY**

### **6.5.1 DESCRIPTION**

No location data shall be gathered unless the users has explicitly enabled the technology to do so.

### **6.5.2 SOURCE**

Pranav Bhandari

### **6.5.3 PRIORITY**

Critical

## **6.6 SUBSCRIBER AUTHENTICATION**

### **6.6.1 DESCRIPTION**

Any users wishing to subscribe to a particular location shall have to prove their identity.

### **6.6.2 SOURCE**

Nolan Bowden

### **6.6.3 PRIORITY**

Moderate

## **6.7 USER PRIVACY FROM ADMINISTRATORS**

### **6.7.1 DESCRIPTION**

The administrators of the application shall not be able to determine the identity of users within a location.

### **6.7.2 SOURCE**

Nolan Bowden, Jian Ma, Pranav Bhandari

### **6.7.3 PRIORITY**

High

## **7 MAINTENANCE & SUPPORT REQUIREMENTS**

Once, the BLE device is set up, A support manual will be given to the individual who is in charge of the tech in that building/ businesses. The manual shall includes how to maintain the product to correct errors, hardware failures, required support/troubleshooting manuals/guides, availability/documentation of source code, related technical documentation that must be available for maintainers, specific/unique tools required for maintenance, specific software/environment required for maintenance; etc. Anyone with a computer science degree shall be able to understand and maintain the code. For maintaining and installing the BLE device, the individual should have a degree/experience in the related field.

### **7.1 BATTERY REPLACEMENT**

#### **7.1.1 DESCRIPTION**

The beacons battery shall be replaces regularly.

#### **7.1.2 SOURCE**

Team members

#### **7.1.3 CONSTRAINTS**

The rate of battery replacement shall be based on the lifetime of the battery that is being use.

#### **7.1.4 PRIORITY**

Future

### **7.2 CHANGED IN HOT-ZONE**

#### **7.2.1 DESCRIPTION**

The hot zone can change it's current area of coverage or it can expand it's area. The back-send system shall adapt to the changes being made to the hot zone.

#### **7.2.2 SOURCE**

Team members

#### **7.2.3 CONSTRAINTS**

The physical change of the hot zone area will be manage by the development team. Similarly, back-end will also be manage by a developer.

#### **7.2.4 PRIORITY**

Future

### **7.3 TROUBLESHOOTING**

#### **7.3.1 DESCRIPTION**

User manual and technical documentation will be provided for troubleshooting.

#### **7.3.2 SOURCE**

An Nguyen

#### **7.3.3 STANDARDS**

ICS 01.110

#### **7.3.4 PRIORITY**

High

## **7.4 FEEDBACK**

### **7.4.1 DESCRIPTION**

A Feedback Forum will be created for users to share their feedback

### **7.4.2 SOURCE**

Pranav Bhandari

### **7.4.3 PRIORITY**

Future

## **7.5 BLE TESTING**

### **7.5.1 DESCRIPTION**

Each additional BLE beacon unit will be tested before deploying.

### **7.5.2 SOURCE**

Pranav Bhandari

### **7.5.3 PRIORITY**

Critical

## **7.6 DEFECT TESTING**

### **7.6.1 DESCRIPTION**

Beacons will be tested on a regular basis to detect defects.

### **7.6.2 SOURCE**

Nolan Bowden

### **7.6.3 PRIORITY**

Future

## **7.7 UPDATES**

### **7.7.1 DESCRIPTION**

The system shall be regularly updated to be compatible with new versions of IOS.

### **7.7.2 SOURCE**

Team members

### **7.7.3 STANDARDS**

IOS Standards

### **7.7.4 PRIORITY**

Future

## **8 FUTURE ITEMS**

In this last section, you will reiterate all requirements that are listed as priority 5. This is repetitive, but necessary as a concise statement of features/functions that were considered/discussed and documented herein, but will NOT be addressed in the prototype version of the product due to constraints of budget, time, skills, technology, feasibility analysis, etc. Use the following format for this section.

### **8.1 SERVER SCALABILITY**

#### **8.1.1 DESCRIPTION**

The capability of the server to handle requests shall be increased

#### **8.1.2 SOURCE**

Team

#### **8.1.3 PRIORITY**

This requirement will not be addressed in the prototype version.

### **8.2 IMPROVE LOCATION ACCURACY**

#### **8.2.1 DESCRIPTION**

The accuracy of the location detected by the system shall be increased.

#### **8.2.2 SOURCE**

Team

#### **8.2.3 PRIORITY**

This requirement will not be addressed in the prototype version.

### **8.3 DETECT MORE USERS**

#### **8.3.1 DESCRIPTION**

The system shall detect more users in one particular area.

#### **8.3.2 SOURCE**

Team

#### **8.3.3 PRIORITY**

This requirement will not be addressed in the prototype version.

### **8.4 IMPROVE PRIVACY**

#### **8.4.1 DESCRIPTION**

The security of the system shall be improved to improve the privacy of the users

#### **8.4.2 SOURCE**

An Nyugen

### **8.4.3 PRIORITY**

This requirement will not be addressed in the prototype version.

## **8.5 BLOCK SUBSCRIBERS**

### **8.5.1 DESCRIPTION**

The system shall allow users to block particular subscribers.

### **8.5.2 SOURCE**

Team

### **8.5.3 PRIORITY**

This requirement will not be addressed in the prototype version.

## **8.6 INDOOR DIRECTIONS**

### **8.6.1 DESCRIPTION**

The system shall provide directions from the user's location to their desired location indoors.

### **8.6.2 SOURCE**

Jian Ma

### **8.6.3 PRIORITY**

This requirement will not be addressed in the prototype version.

## **8.7 CALCULATE DISTANCE TRAVELLED BY THE USER**

### **8.7.1 DESCRIPTION**

The system shall calculate the distance travelled by the user.

### **8.7.2 SOURCE**

An Nguyen

### **8.7.3 PRIORITY**

This requirement will not be addressed in the prototype version.

## **8.8 ADVERTISEMENTS**

### **8.8.1 DESCRIPTION**

The system shall show the user advertisements depending on their location and their preferences.

### **8.8.2 SOURCE**

Kopawid Sarawichitr

### **8.8.3 PRIORITY**

This requirement will not be addressed in the prototype version.



## **8.9 PARKING LOCATION**

### **8.9.1 DESCRIPTION**

The system shall remember the parking location of the user.

### **8.9.2 SOURCE**

Jian Ma

### **8.9.3 PRIORITY**

This requirement will not be addressed in the prototype version.

## **8.10 POPULATION DENSITY**

### **8.10.1 DESCRIPTION**

The system shall show the population density in certain buildings to all users.

### **8.10.2 SOURCE**

Nolan Bowden

### **8.10.3 PRIORITY**

This requirement will not be addressed in the prototype version.

## **8.11 LOCATION BASED CHATTING SYSTEM**

### **8.11.1 DESCRIPTION**

The system shall allow the users to chat with other users nearby.

### **8.11.2 SOURCE**

Pranav Bhandari

### **8.11.3 PRIORITY**

This requirement will not be addressed in the prototype version.

## REFERENCES