

Project Specifications of Blooper App

(Version: 1.3)

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1 Document Info

1.1 Authors

Following authors were involved in preparation of this document.

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1.2 Versions

Versions	Author	Changes	Date
v 1.0	whoopie	Added introductory text.	2 October, 2024
v 1.1	changu	Completed functional specifications.	28 October, 2024
v 1.2	whoopie	Updated partial program specifications.	15 November, 2024

2 Introduction

Clueless Developers' Consortium has been allocated the project to develop Bloopers App. This document defines the specifications of that project. It is divided primarily into two parts - Functional Specifications and Program Specifications. For any queries regarding this project, please contact whoopie@clueless.dev.

It is sincerely hoped that this project specifications document would be found extremely useful by the client to manage and maintain the Blooper App properly for a very long period of time.

3 Functional Specifications

This section provides the detailed functional specifications of Blooper Application.

3.1 User Registration

This module defines the user-registration aspect of the Blooper. Anonymous users are allowed to self-register and proceed to use the application.

← User-registration Module

3.1.1 Requirement Specifications

Following requirements specifications are applicable to the user-registration module of the application.

- New user should be able to self-register to the Blooper application. Using a specified URL, anonymous users would be able to fetch a web-form to fill-up.
- User should be able to register from certain geographical regions only.

Q: How to prevent people from using VPN to beat geographical restrictions?



Q: Is there any third party service, which provides such facilities?

- Users with an email address and mobile number should be able to create an account in Blooper.
- No two user-accounts should be possible to be created using same email address.
- ~~CUT~~ No two user-accounts should be possible to be created using same mobile number.
- **NEW** + Multiple user-accounts should be able to be created using the same mobile number.

3.1.2 Wireframes

Following wireframes are proposed for the user-registration screen.

3.1.2.1 User-registration Form

This screen is displayed to a new user whose user-account is yet to be created. Initially, all fields turn out empty. The user needs to fill the required fields in this form.

↩ User-registration Screen

[← Login](#)

```

-----
|                               User Registration                               |
|-----|
| Full Name: [_____]|
|                               |
| Email Address: [_____]|
|                               |
| Mobile Number: [_____]|
|                               |
| Address: [_____]|
|           [_____]|
|                               |
| [ Register ]   [ Reset ]   |
|-----|
| Already have an account? Log in here. |
|-----|

```

Figure 1: User-registration Form

↑ User-registration Screen

[← Login](#)

3.1.2.1.1 Form-Fields

Following form-fields are expected to be presented to the user for self-registration.



Form-Fields	Allowed Values	Max Size	Required	Unique
Address	A-Z, a-z, 0-9, - +	char(512)	No	
Email Address	.a-z0-9-+@	char(128)	Yes	Yes
Full Name	A to Z, and a to z	char(128)	No	
Mobile Number	+0123456789	char(12)	Yes	Yes

- **Email Address:**

- It would be unique across the user-database.
- That means, no two users can have same email address.

- **Mobile Number:**

- Mobile number should be unique across the application-database.
- No two users using this application can have same mobile number.

3.1.2.1.2 Buttons

Following buttons are expected to be made available on the screen.

- **Register:** Registers the new user.

- **Normal Flow**

1. System validates supplied data before creating user-account.
2. If everything is in order, then system create new user-account.

[Register](#)

- **Exception Flow**

If one or more validations fail, then system displays validation error with following details.

1. If email address is associated with any existing user-account, then system notifies that no new account can be created with same email address.
2. If mobile number is associated with any existing user-account, then system notifies the user that no new account can be created with the same mobile number.

[Register](#)

- **Reset:** Reset all fields of the registration form.

[Reset](#)

- **Normal Flow**

- * Clean-up contents of all fields.

3.1.2.1.3 Links

Following hyperlinks are expected to be present on the screen.

- **Login Here:** If account is present, click to sign-in.

3.1.2.2 Message Box for Existing Record

This screen is displayed, when one or more fields which are unique across the application is supplied as part of user-registration, but the same had been supplied earlier for another user-account too.

[Error-Message Box for...](#)

This could be a pop-up window.

[Error-Message Box for...](#)



```
-----
|           [Warning Icon] Email/Mobile Already Used           |
|-----|
| The email address you entered is already                       |
| associated with another account.                               |
|-----|
| OR                                                             |
|-----|
| The mobile number you entered is already                       |
| associated with another account.                               |
|-----|
| [ Try Again ]                               [ Log in Instead ] |
|-----|
```

Figure 2: Message Box for Existing Record

3.1.2.2.1 Buttons

- **Try Again:** Re-submit the form by going to the registration form and by modifying its form-fields.

Q: Is re-executing the GET request on the form required here?

Q: Is it not sufficient enough to handle it locally, by rendering the cached form itself?

- **Login Instead:** If an account exists already, proceed to the login form.

3.1.3 Level 3.1.3

Q: How can Level 3.1.3 be used as a section heading?

3.1.3.1 Sample Table

A Sample table is given below.

Sample Table	Header 1	Header 2	Header 3	Header 4
Row 1	1.1	1.2	1.3	1.4
Row 2	2.1	2.2	2.3	2.4
Row 3	3.1	3.2	3.3	3.4
Row 4	4.1	4.2	4.3	4.4
Row 5	5.1	5.2	5.3	5.4

- **Row 1:**
 - First note for Row 1.



- Second note for Row1.
- Third note for Row1.

- **Row 3:**

- First note for Row 3.
- Second note for Row 3.
- Third note for Row 3.
- Fourth note for Row 3.

3.1.4 Level 3.1.4

1. List Item 3.1.4.1
2. List Item 3.1.4.2
 - (a) List Item 3.1.4.2.1
 - (b) List Item 3.1.4.2.2
 - (c) List Item 3.1.4.2.3
 - (d) List Item 3.1.4.2.4
 - (e) List Item 3.1.4.2.5
3. List Item 3.1.4.3
 - List Item 3.1.4.3.1
 - List Item 3.1.4.3.2
 - (a) ~~CUT~~ ✂ List Item 3.1.4.3.2.1
 - (b) List Item 3.1.4.3.2.2
 - (c) List Item 3.1.4.3.2.3
 - (d) **NEW** + List Item 3.1.4.3.2.4
 - (e) List Item 3.1.4.3.2.5
 - (f) List Item 3.1.4.3.2.6
 - List Item 3.1.4.3.3

Be warned!!!
 - List Item 3.1.4.3.4
 - List Item 3.1.4.3.4.1
 - List Item 3.1.4.3.4.2
 - List Item 3.1.4.3.4.3
 - List Item 3.1.4.3.4.4

4 Effort Estimations

Following table summarizes the approximate efforts (in person-hours) required for designing, developing, preparation of unit tests, functional testing, and documentation for each module of this application.



Modules	Des.	Dev.	U. Test.	F. Test.	Doc.	Remarks
User Registration	2	9	6	2	1	
Password Reset	3	4	4	6	2	
Blooper Generation	4	10	8	2	2	Complex module
Total	9	23	18	10	5	

5 Program Specifications

5.1 User-registration Module

This section elaborates on the program specifications of implementation of user-registration module of Blooper.

The functional requirements of this module is described in [User Registration](#).

5.1.1 Screens

Following screens are developed for user-registration purpose.

5.1.1.1 User-registration Screen

Please refer [User-registration Form](#) for wireframe of user-registration screen.

5.1.1.1.1 Buttons

- **Register**

The [Normal Flow](#) provides the details of the normal flow of actions when this button is clicked.

The [Exception Flow](#) provides the details of the exception flow of actions when this button gets clicked.

- **API Endpoint:** /api/v1/users/register

- **Method:** POST

HTTP POST method is used on this API endpoint for the intended result.

POST method requires input data to be sent in HTTP request-body itself.

- **Input**

Input formats are described below.

- * This is the JSON format of input.

```
{
  "fullname": "Jagmeet Chautala",
  "emailaddress": "jagmeet@example.com",
  "mobilenumber": "1234567890",
  "address": "72, B street, Park Avenue, Sonpat,
  Haryana, INDIA"
}
```

- * It is also possible that some partial data is supplied by ignoring optional details.



```
{
  "fullname": "Jagmeet Chautala",
  "emailaddress": "jagmeetc@example.com",
  "mobilenumber": "1234567890"
}
```

- Normal Output

```
{
  "status": 200
  "message": "Created"
}
```

- **Exception Output**

```
{
  "status": 421,
  "message": "Invalid field supplied"
}
```

- **Reset**

On-click, it empties all the fields of the form as also explained in [Reset: Reset all fields of th....](#)

- **Method:** Javascript function to reset all form-fields.

5.1.1.1.2 Links

- **Login**

This hyperlink takes the user to the login page as shown in [User-registration Form](#).

5.1.1.2 Error-Message Box for Existing Record

Message Box for Existing Record shows the wireframe containing the error message described in this section.

5.1.1.2.1 Buttons

1. **Try Again:** Clicking on this button takes the user to the pre-populated user-registration page.
2. **Login Instead:** Clicking on this button takes the user to the login page.

5.2 Level 4.2

5.2.1 Level 4.2.1

5.2.2 Level 4.2.2

5.2.3 Level 4.2.3

5.2.3.1 Level 4.2.3.1

5.2.3.2 Level 4.2.3.2

6 Database Schema

In this section, we describe the general database schema used in Blooper App.



6.1 Relational Database

Blooper App would be using HisSQL as its RDBMS in the backend. Multiple tables are required to implement the features expected from the this application. An RDBMS is required to maintain the integrity as well as consistency of the data-records pertaining to this application. Following details are pertinent to the RDBS schema used in Blooper App.

6.1.1 BlooperDB

BlooperDB is the name of the database stored in HisSQL.

Following are the tables defined in this database. The specifications of the fields in each of the tables are given too. If certain fields have any specific notes associated with them, then they are displayed at the right side panel of each table.

1. users

field	type	unique	null	default
id	int			
name	varchar[64]	yes	no	
email	varchar[80]			null
contact_no	varchar[16]			null
dob	date		no	
status	char[1]		no	

- email: Only one email address is allowed in this field.
- dob: Date in ISO date format.
- status: (A)ctive, (I)nactive, (D)eleted

↑ org_admins: user_id
↑ bloopers: blooped_by
↑ bloopers: detected_by

2. organizations

field	type	unique	null	default
id	int			
name	varchar[64]	yes	no	
address_id addresses	int		no	
status	char[1]		no	A

- status: (A)ctive, (I)nactive, (D)eleted

↑ org_admins: org_id
↑ bloopers: affected_by





3. org_admins

field	type	unique	null	default
id	int			
org_id organizations	int		no	
user_id users	int		no	
since	date		no	

- since: The date from which this user is assigned the role of administrator for this organization.

- One organization may have one or more administrators. They are mapped using this table.
- The "since" field indicates a date when a particular administrator was mapped to an organization.



field	type	unique	null	default
id 	int			
blooped_by  (users)	int		no	
loss_amount	decimal[.2]			
blooped_at	date		no	
detected_by  (users)	int		no	
affected_by  (organizations)	int		no	
meta_info	json		yes	

- **loss_amount:**
 - The money (in INR) lost due to this blooper.
 - Up to two decimal values, it is captured.
- **detected_by:** The user who detected this blooper.
- **affected_by:** The organization affected by this blooper.
- **meta_info:** Any additional information pertaining to this blooper would be stored here. There is no fixed schema for it. The object using this field is expected to know how to use this data.

7 Deployment Strategies

Blooper App is containerized using Docker. These docker based containers are deployed on virtual machines (VMs) running on the cloud. The VMs are usually deployed on AWS, or Azure clouds.

Kubernetes too can be used to manage the deployment of these applications.

* * * * *

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