

# Requirements for TruRide

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## 1 Introduction

This document lays out a project plan for the development of “TruRide” a ride share application for Truman State University by Ebenezer Osei.

## 2 Overview

There are a lot of international students at Truman State University. One thing I have noticed is that most international students don't have cars. Getting around Kirksville can be a hassle if you don't own a vehicle. Also, going to nearby cities and airports is also a major issue for people without vehicles. This does not only apply to international students but also domestic students who don't own vehicles. Compared to international students, domestic students who don't drive easily get rides from their friends but that is not the case for international students. I noticed that it was hard for international students to get rides from domestic students because there is not enough socialization between international students and domestic students. I want to solve this problem by creating a rideshare application where people without vehicles can easily find rides.

### 2.1 Customers

Truman State University students and faculty.

### 2.2 Functionality

- Users should have a .edu email to use the application

- They should be able to post a ride if they are own cars
- Passengers should be able to scroll through or search from a list of rides
- Passengers should be able to select a ride and view details about it
- Users should be able to logout from the app when they are done

### 2.3 Platform

It will be launched on both Android and iOS

## 3 Development Responsibility

I, Ebenezer Osei, would be developing the software and I am responsible for the creation of the Database and all the other related stuffs.

## 4 Goals And Scopes

- The first page is a login page
- Once you get in, you have an option to choose if you a driver or passenger
- Passengers link takes you to the list of rides
- Drivers link takes you to the forms page where you enter details of ride.
- You can log out on both pages.

## 5 Tools

Following would be the languages I would use to develop my application:

Main App: Flutter Framework and Dart

Backend: Google Firebase

Authentication and Authorization: Google Firestore