

Software Requirements Specification

For

OnTime

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Cycle: 64
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Grading Rubric - Requirements Specification

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

Achievement	Minimal	Exemplary	Pts	Score
Content (80)	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		
Introduction Scope Definitions			10	
User Profile			20	
Functional Requirements			30	

Performance & Design Requirements			10	
Data Requirements			10	
Writing (20)				
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	10	
Expression	Hard to follow or poor word choices	Clear and concise. A pleasure to read	5	
Tone	Tone not appropriate for technical writing	Tone is consistently professional		
Organization	Information difficult to locate	All information is easy to find and important points stand out	5	
Layout	Layout is inconsistent, visually distracting, or hinders use	Layout is attractive, consistent, and helps guide the reader		
Late Submission			-10 -25	
Total			100	

1.Introduction

1. Scope

The system is a time management website that will help students balance their school work with other activities by generating a schedule for them. It will help users develop or further encourage a healthier lifestyle by reducing stress associated with planning their day-to-day activities. Users will have the opportunity to create a personal account which will allow them to see their own, customizable schedule. We have made changes to our scope since last term, CI 103. Realizing that we only had one full term left to finish our projects, and after analyzing the skills we have coming into this project, we decided as a group to narrow our scope down significantly. What we originally wanted to create, which was set out in our CI 102 software requirements, is too difficult in the given time. The following software requirements are what we hope to accomplish by the end of the term.

2.Definitions, Acronyms, and Abbreviations

We have no definitions at the moment.

3. User Profile

The main demographics that the system is targeted for is students, specifically students in higher education. Students may use the website to manage their time, but specific functionality is embedded into the system to make it easier for them to keep track of their assignments by adding their own events. This means they can add events for homework assignments with a particular emphasis on their due dates. In addition to students, day-to-day employees in the workforce may also make use of the website in order to keep track of their working hours, overtime, paid or unpaid breaks and other out-of-work activities.

2. External Interfaces

1. User Interface

Users will interact with the system using a user interface with a sleek, simple, and straightforward design, making it easy to navigate for people of all walk of life to use. Users will be brought to a home screen with their schedule. There will be buttons available on the home screen to perform actions such as add event or view event. Additionally, the user will be able to sign in and out of there account for privacy. The user can click a “forgot password” button if they cannot remember their password.

2. Data Interface

The website will store user data in a database with SQLite. Each user will have their own account that has their data saved for privacy and personalization reason.

3. Specific Requirements

1. Functional Requirements

1 - Add an assignment

The system will provide a way for the students to add different types of assignments to their overall scheduled list of tasks for the upcoming days and weeks.

2 - Login to website

The system will provide a way for students and employees to create login credentials -- a unique username and password -- to allow for their personal information to be stored specifically on a database uniquely to them. This will allow for accessibility across several different devices.

3 - Prioritize assignments

The user can input which events have the highest priority and color code them accordingly.

4 – Logout of website

The user can log out of their account to ensure privacy.

5 – Forgot password mechanic

If the user forgets their password, they can option to have a password recovery link sent to their email from their account’s associated email address.

6 - Input number of hours to allocate for specified activities

If a user has an idea of how much time they would like to allocate to specific activities, they have the opportunity to input that information. With this information, the website will set a limit for how long their scheduled day is allocated to each activity entered. If there are more hours entered than there are in a day, there will be an error message displayed, prompting the user to correct their inputted information.

7 - Generate a schedule

Based on all of the information given by students, an academic schedule will be created for them to better allocate their time productively. For workers, their work schedules will be printed, along with any other events the user wants.

8 - Create a downloadable PDF of schedule

Given that is a website, the user will be able to screenshot their schedule, or print screen, to get a “downloadable” copy.

9 - Modify schedule based on data

The system will allocate more or less time for activities based on how long was spent on the activity in the past.

2. Performance Requirements

1 - Schedule Generation

OnTime will generate a schedule when prompted in 30 seconds or less.

2 - Schedule Modification

OnTime will modify the existing schedule based on user input in 10 seconds or less.

3 - Website Navigation

OnTime will allow users to go between screens in 1 second or less.

4 - Data Addition

OnTime will add data such as assignments to a database in 1 second or less.

5 - Input Display

OnTime will display data input by the user on screen in 1 second or less.

3. Design Constraints

1. Constraint: OnTime will be a website.

Reason: The goal of the website is for it to be quick and easy to use. Users can access the website on their phones, making it easy to take on the go, or at home on their computers.

2. Constraint: OnTime will need to run its own server

Reason: The website needs to be viewed by anyone who wants to create an account online. Not to just the developers who have local access.

4. Data Requirements

1. General Data Needs

Name	Type	Size	Comment
Event	Date	0-24 hours	Events will be stored and printed in the schedule
User	Account	Unlimited	A user's account data needs to be stored in a database
Schedule	Date		User will have data stored in a schedule based on activities and events that day/week