
UiTM Raub Club Registration System Software Requirement Specification (SRS)

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GROUP: CDCS1104E

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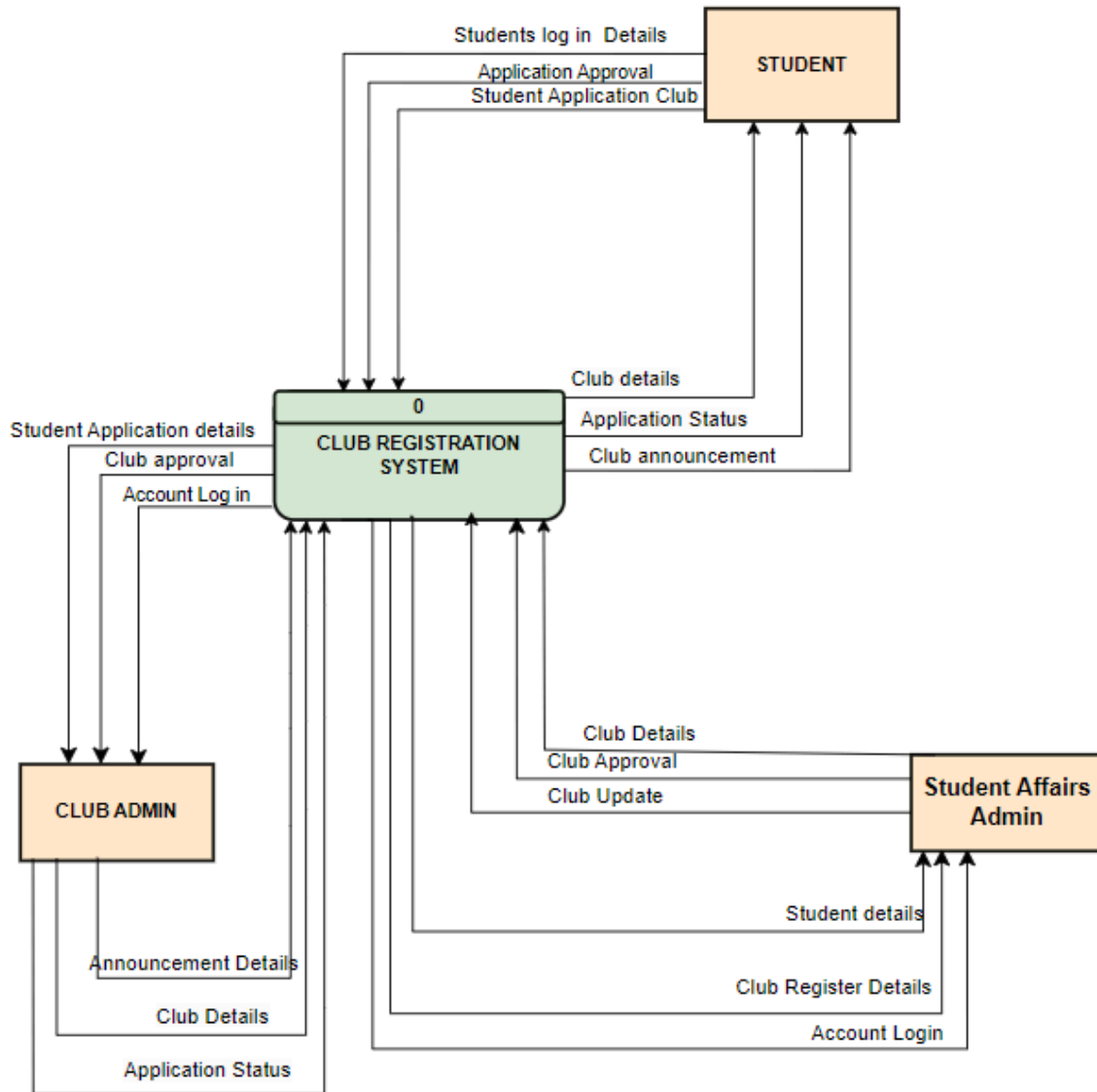
Revision History

Name	Date	Reason for Changes	Version

1. Overall Description

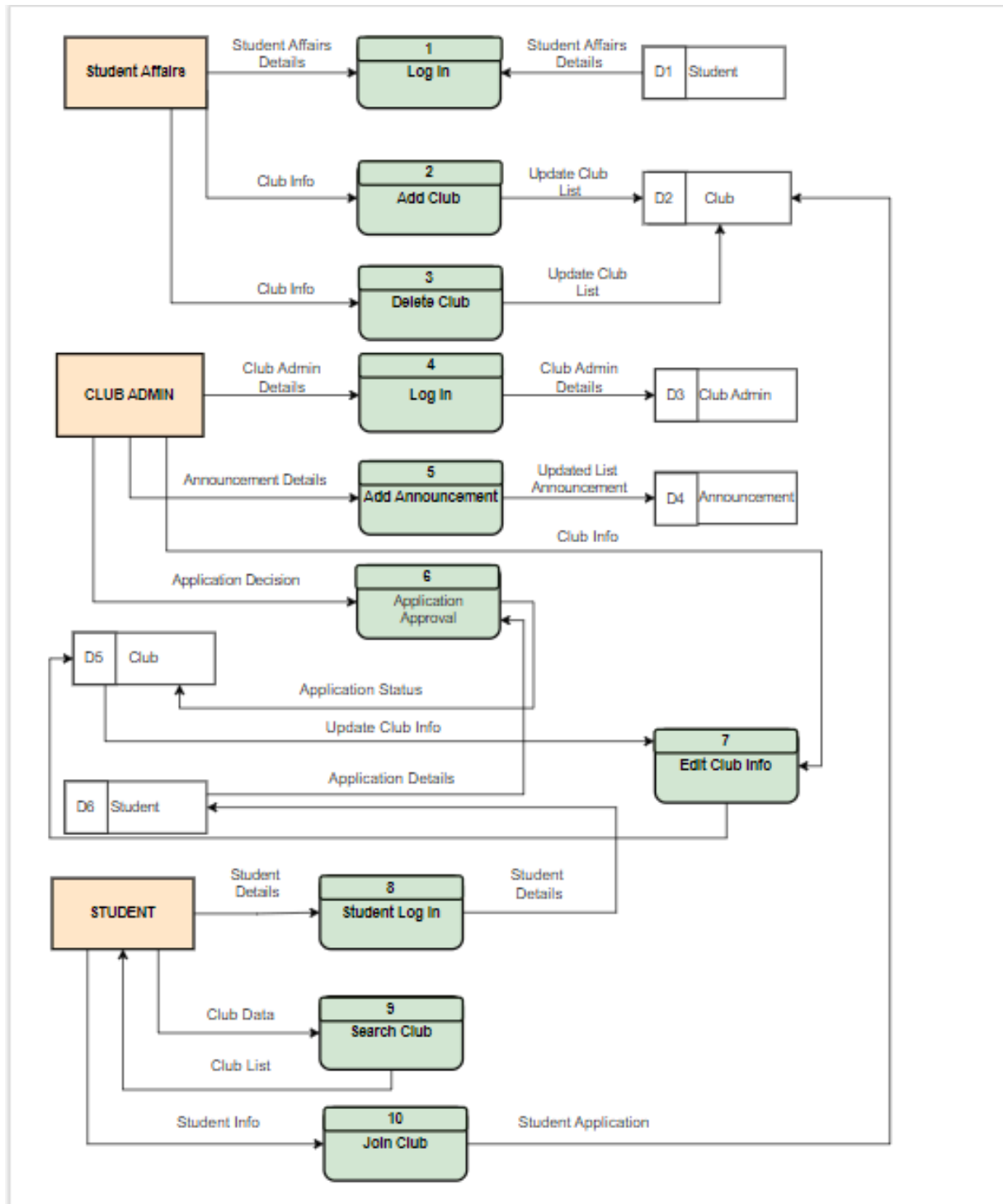
1.1 Product Perspective

Below are the general functions that admin and customer can do in Food Waltz Delivery System



1.2 Product Functions

Below are more specific processes for every function customer and admin when log in Club Registration System



1.3 User Characteristics

USER TYPE	FUNCTION
Club Admin	-Can update announcement
	-Can edit club info
	-View list of student application
	-Can Login To the Admin Panel
	-Can approve member application
	-Can decline member application
Student	-Log in/Register to system
	-User can search for a club
	-User can request to join a club
	-User can view club based on category
	-User can update user information
Student Affairs Admin	-Can view existing club
	-Can view student that exist in system
	-Can add new club
	-Delete existing Club

1.4 Operating Environment

- Server Side:
 - Processor : Intel Core i5 or higher
 - SSD : Minimum 70GB Disk Space
 - RAM : Minimum 3GB
 - OS : Windows
 - Database : MySQL
 - Software : XAMPP, Virtual Studio Code
- Client Side:

- Processor : Intel Core i5 or higher
- SSD : Minimum 47 GB Disk Space
- RAM : Minimum 2GB
- OS : Windows

1.5 General Constraints

- Consists of student's interface, club admin's interface and student affairs interface (superuser).
- Since UiTM Raub Club Registration System is a web-based application, internet connection is a must.
- Students can browse or register on any club that they are interested in and need to wait until the person responsible for recruiting new club members accepts their application.
- As a club admin, the user can add an announcement to notify all club members about incoming activity or meeting. The user also can delete existing announcements.

1.6 References

- Ayeisha Zulaikha et al. (2023), Jasins's Vehicle Registration System. Retrieved from studocu:
<https://www.studocu.com/my/document/universiti-teknologi-mara/information-system-development/user-manual-jasins-vehicle-registration/93946451?origin=search-results>
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<https://www.studocu.com/my/document/universiti-teknologi-mara/software-development-plan/srs-group-6/63141702>

2. External Interface Requirements

2.1 User Interfaces

The interface will be different for each type of user, which consists of student's interface, club admin's interface and student affairs interface (superuser). The first interface that will be faced by each type of user; whether it is student, club admin or superuser, is the login page. Users will be required to identify their identity whether a student, a club admin, or a superuser.

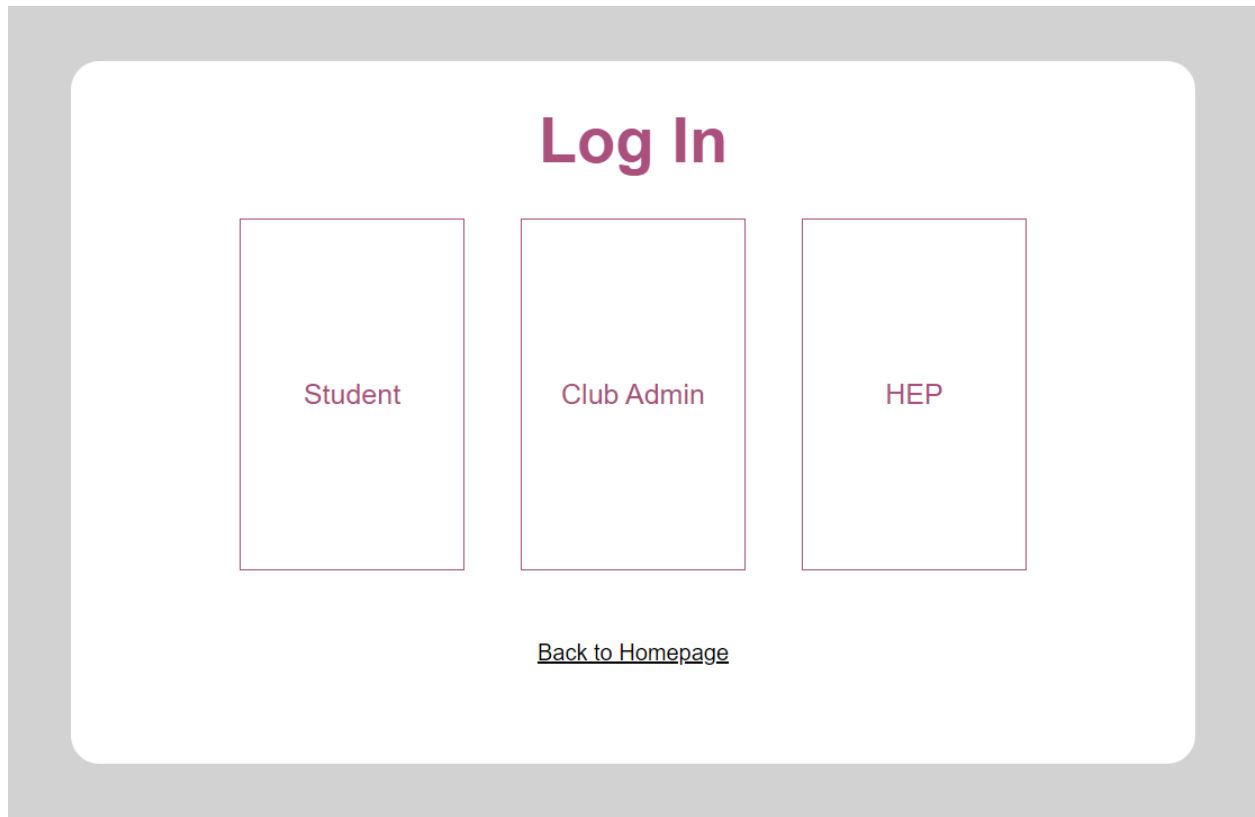
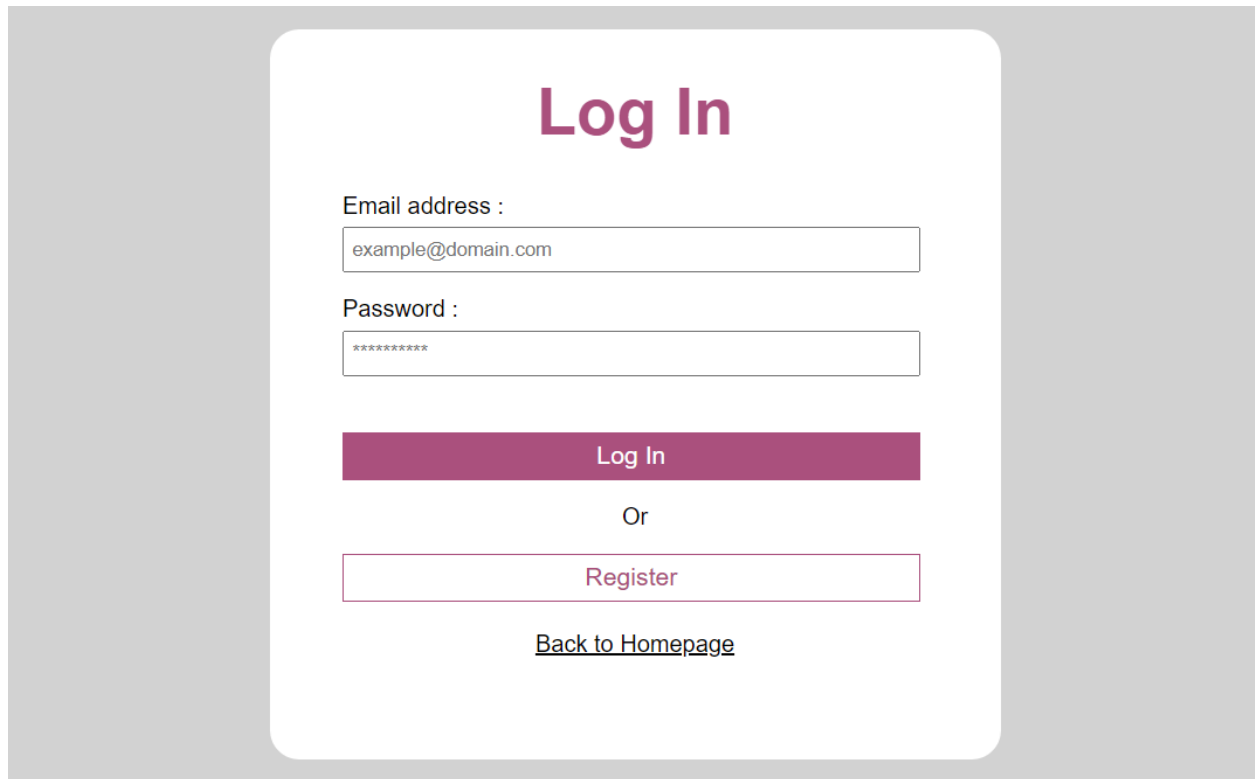


Figure 2.1.1: User type selection interface

After that, the user will be required to enter their email address and password to determine whether the data filled exists in the database or not. If their credentials exist in the database, the user will be directed to the dashboard.

Student's Interface

The image shows a login interface on a light gray background. A white rounded rectangle contains the following elements: a large purple 'Log In' title; an 'Email address :' label above a text input field containing 'example@domain.com'; a 'Password :' label above a password input field with masked characters '*****'; a solid purple 'Log In' button; the word 'Or' centered below the button; a white 'Register' button with a purple border; and a purple underlined link 'Back to Homepage' at the bottom.

Log In

Email address :

Password :

Log In

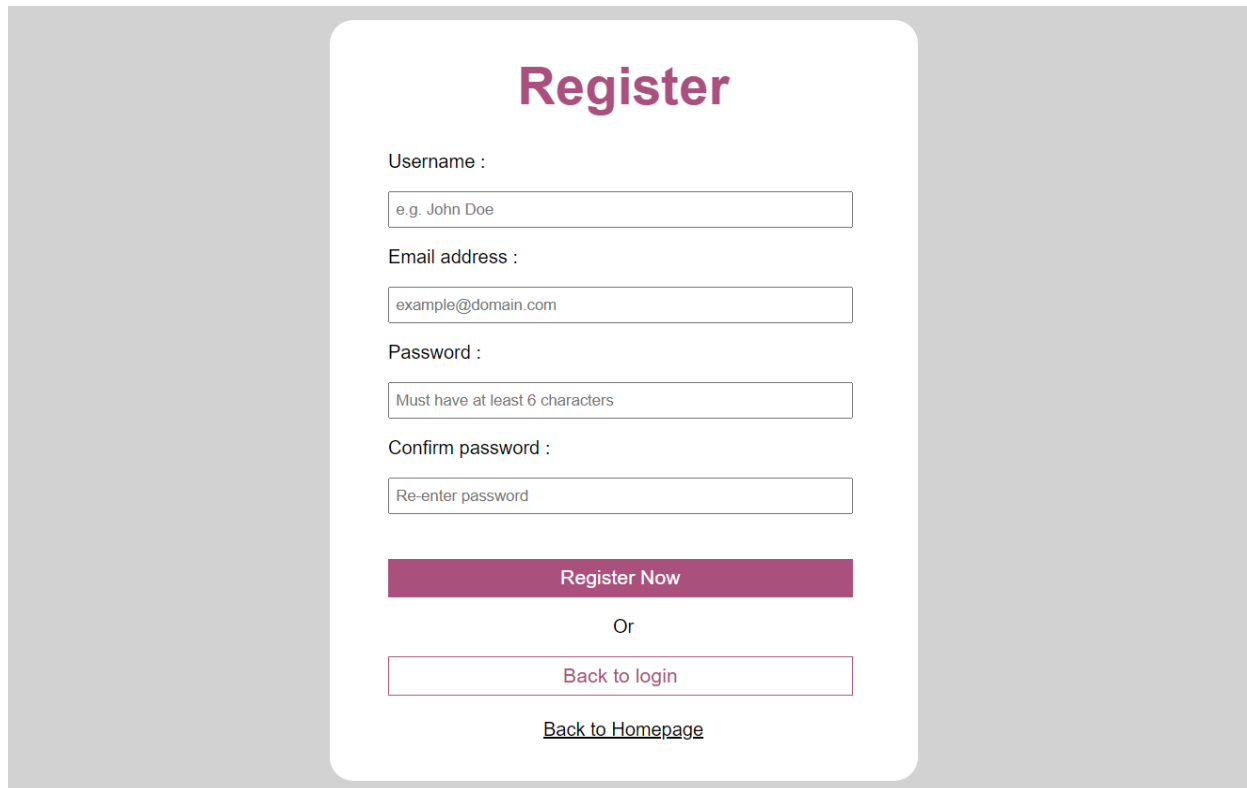
Or

Register

[Back to Homepage](#)

Figure 2.1.2: Login interface

If the user is new to the system, they will be needed to register first in the register page. Registration is only for students because the data for club admin's account and superuser's account (students affair) had been pre registered before the launch of the system.



The image shows a 'Register' form on a light gray background. The form is a white rounded rectangle with a purple title 'Register'. It contains four input fields: 'Username' with a placeholder 'e.g. John Doe', 'Email address' with 'example@domain.com', 'Password' with a hint 'Must have at least 6 characters', and 'Confirm password' with 'Re-enter password'. Below the fields is a purple 'Register Now' button, followed by the text 'Or', a white 'Back to login' button with a purple border, and a purple link 'Back to Homepage'.

Register

Username :

e.g. John Doe

Email address :

example@domain.com

Password :

Must have at least 6 characters

Confirm password :

Re-enter password

Register Now

Or

[Back to login](#)

[Back to Homepage](#)

Figure 2.1.3: Register interface

After the user has successfully logged in, they will be directed to the dashboard. If the user is a new account, the content of the dashboard might be empty because the user is not registered to any club yet.

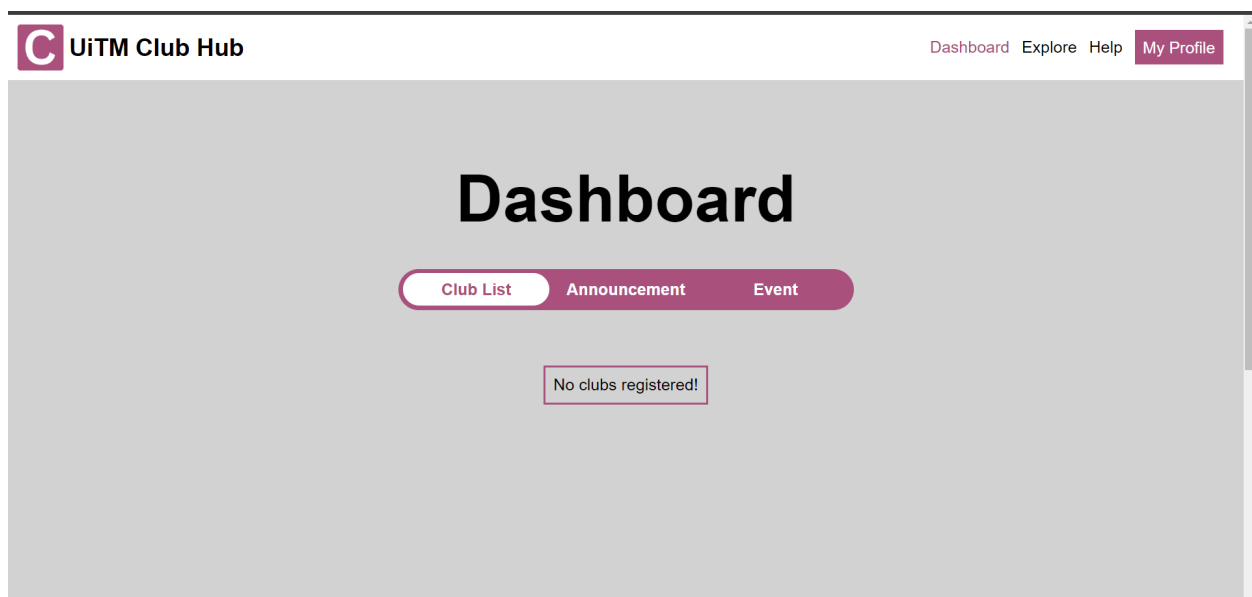


Figure 2.1.4: User dashboard interface

In order to explore or find the club that the user wants to register, the user can go to the Explore section by clicking the 'Explore' text in the navigation bar. After that, the user will be given an option on whether to search a club by their name or category.

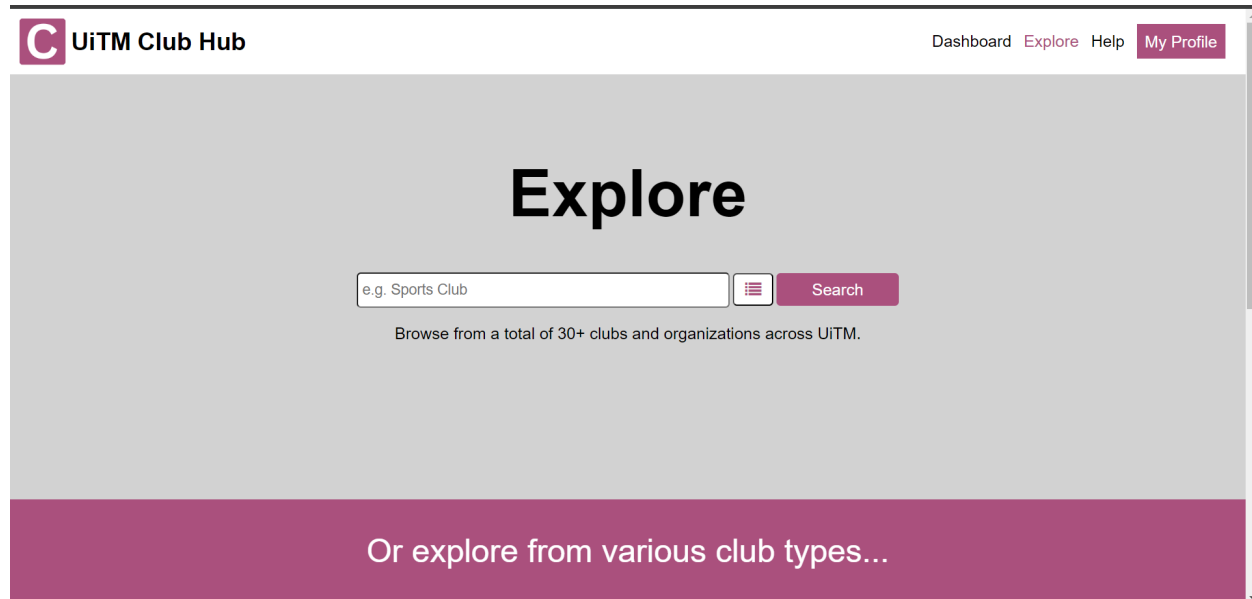


Figure 2.1.5: 'Explore' interface

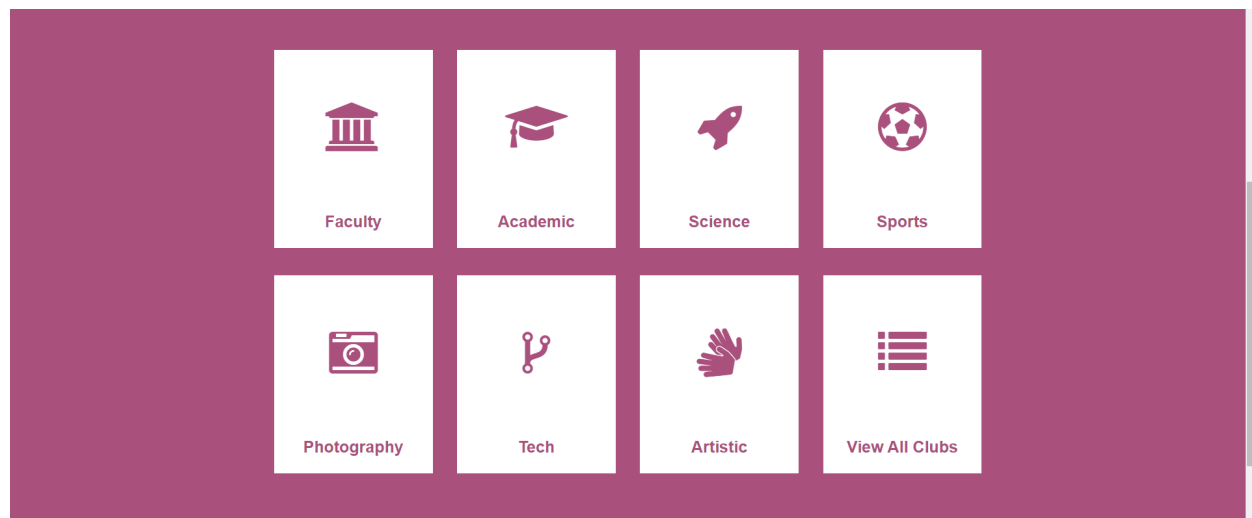


Figure 2.1.6: Club type selection interface

If the user tends to search clubs by their name, a list of matched clubs will be displayed below the search bar based on the data that has been input and if the user tends to search clubs by their category, a list of clubs also will be displayed based on the category selected.

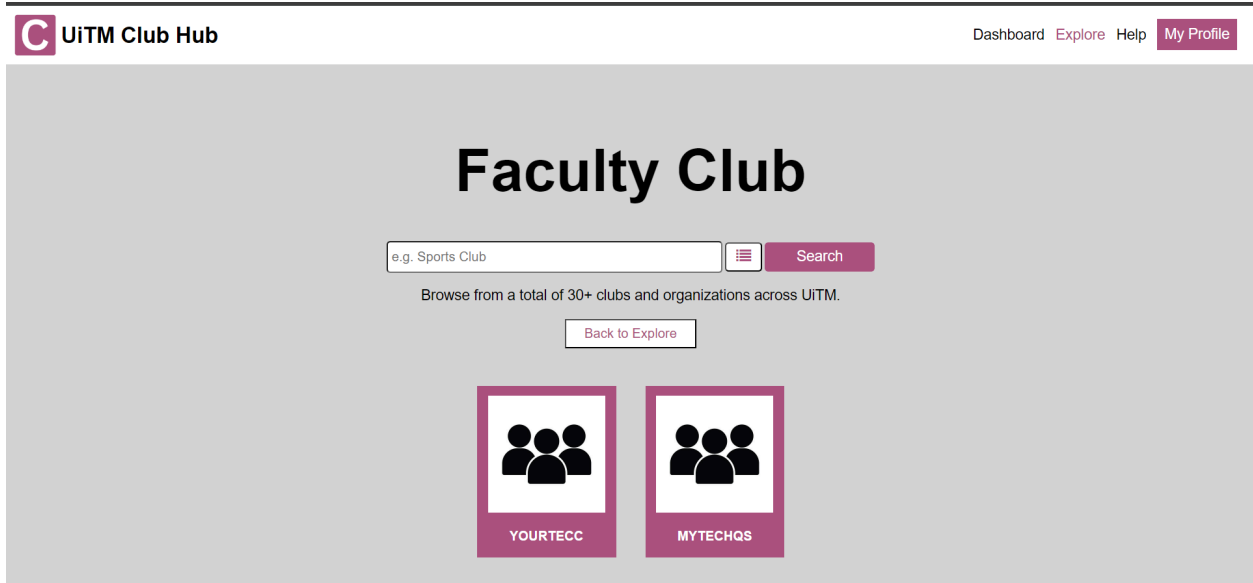


Figure 2.1.7: List of club based on category

The user can select any club from the result to view detailed information about the selected club. The user can view club information such as the club's vision and mission, club activity and event.

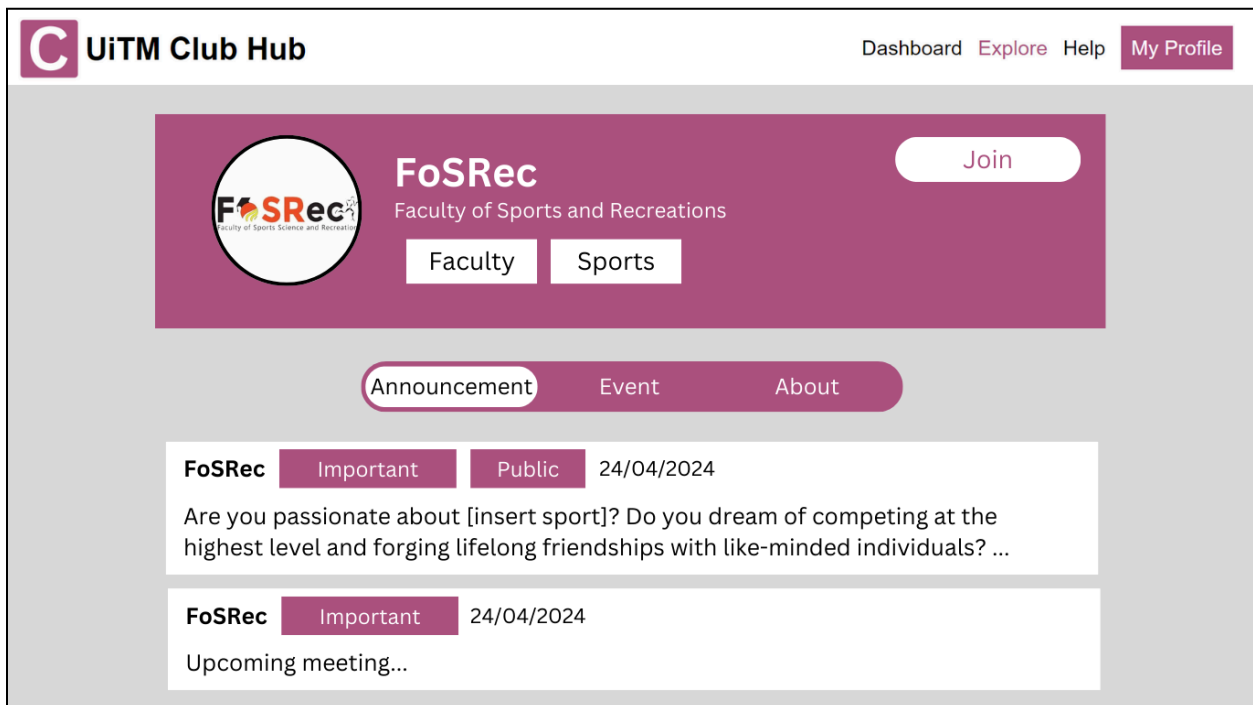


Figure 2.1.8: Club profile interface

If the user wants to register into the selected club, they can click the 'join' button. The user needs to complete their personal information in their profile page in order to request to join any club. If all information had been filled, only then the application will be sent to the club owner.

If the application has been approved, the user's dashboard will be filled with all the important info including joined club list, joined club activity and event. This feature will help the user to keep track of all the club activity to avoid missing any event.

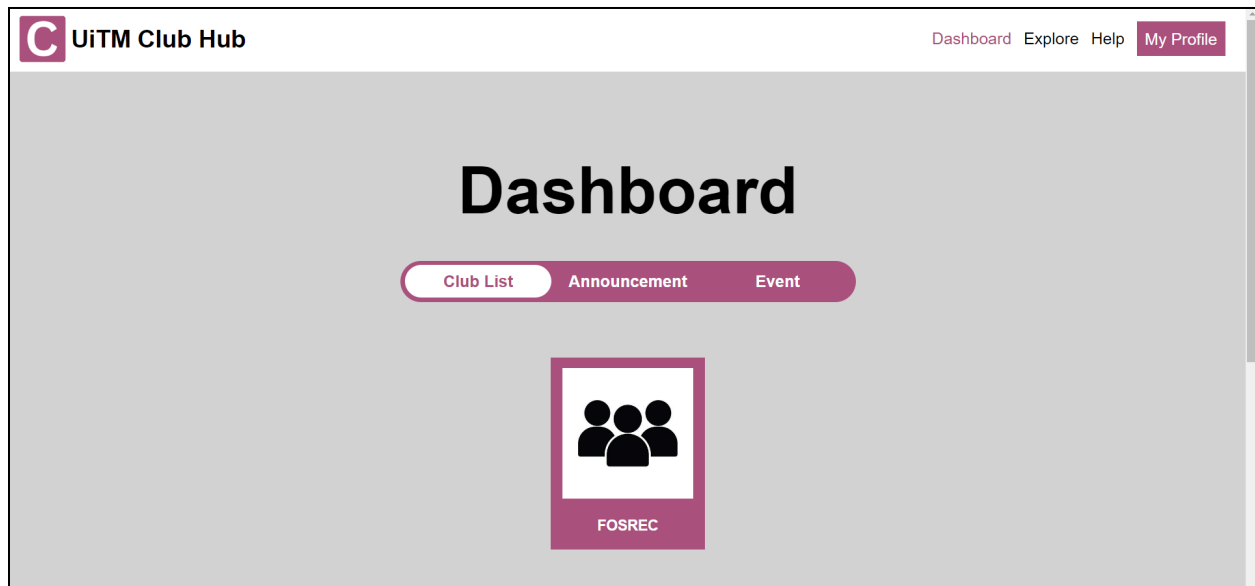


Figure 2.1.9: Updated user dashboard interface

If there isn't anything left for the user to do, they can log out from the profile section.

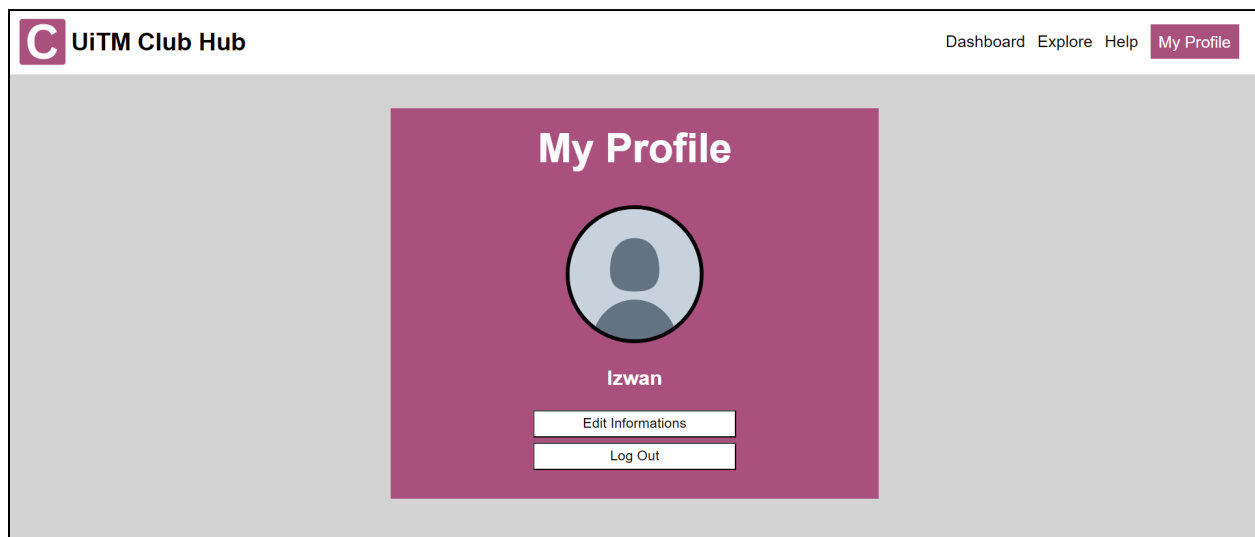


Figure 2.1.10: User profile interface

Club Admin's Interface

If the user logged in to the system through club admin's account, the user will be directed to the club management interface that contains features to update club information, view application list and add or delete club activity or event's post.

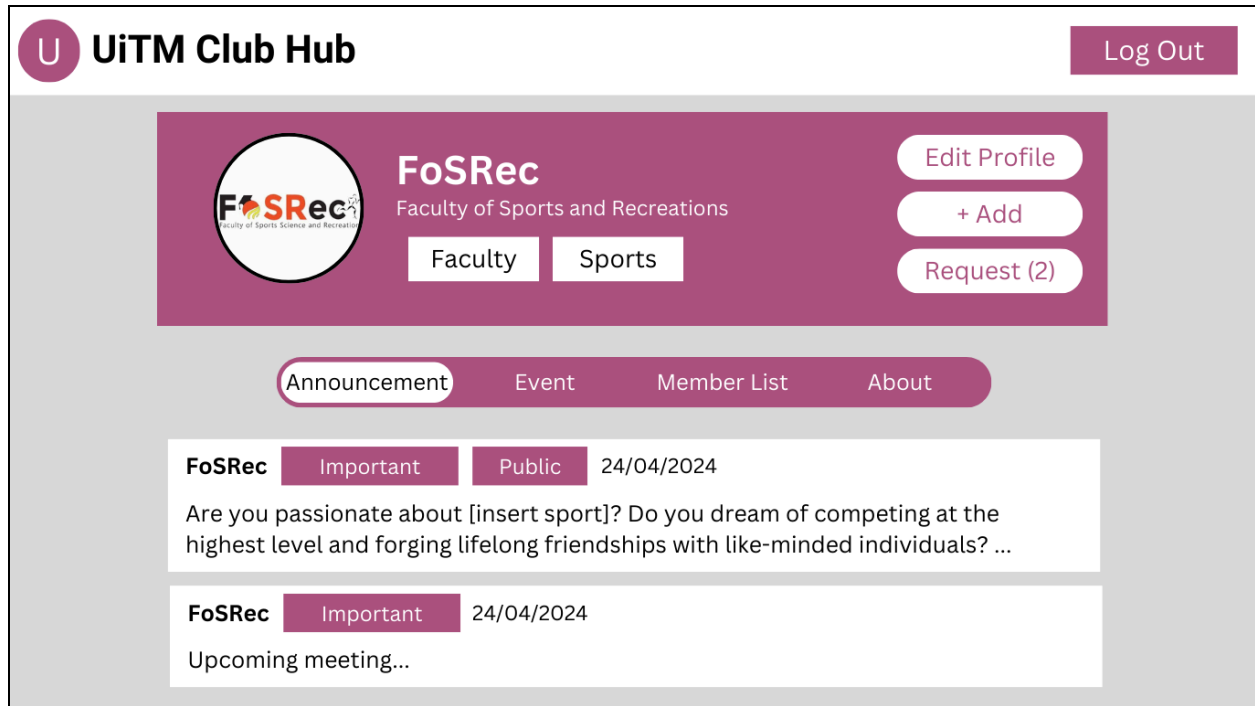


Figure 2.1.11: Club management interface

In the 'View application list' section, the user can approve or decline any application that exists in the list. The user also can view the applicant's form information before accepting or declining any request.

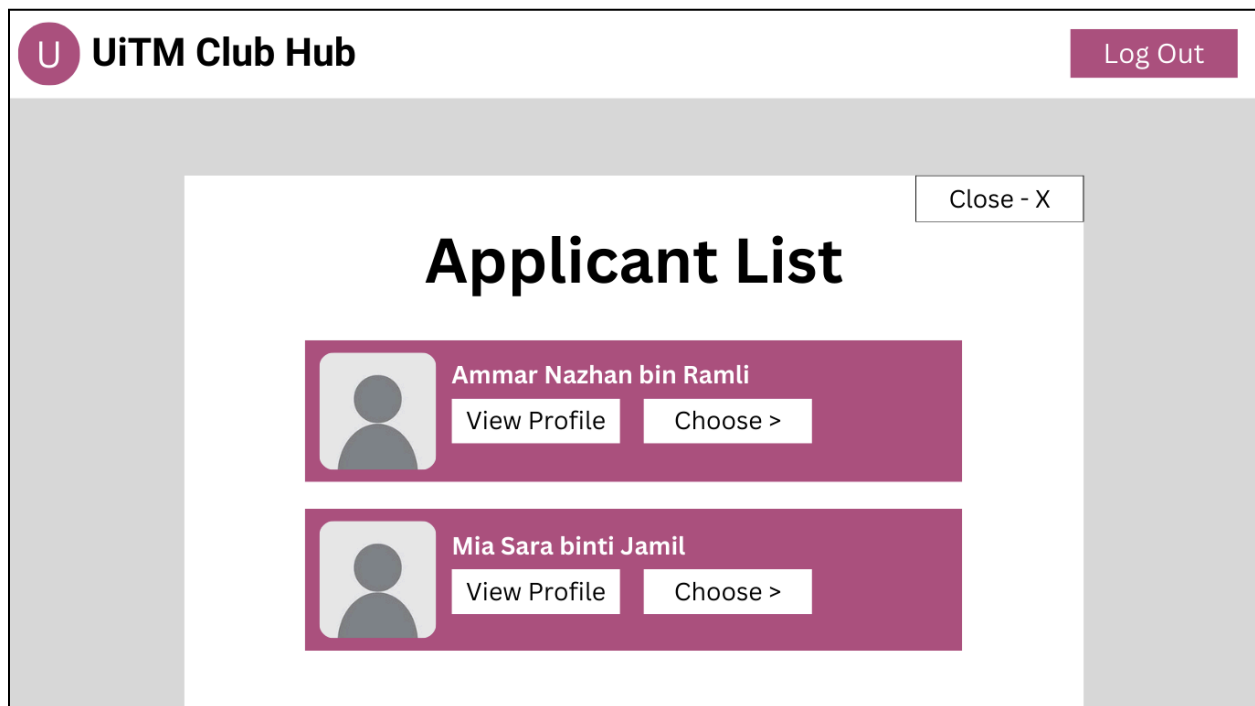
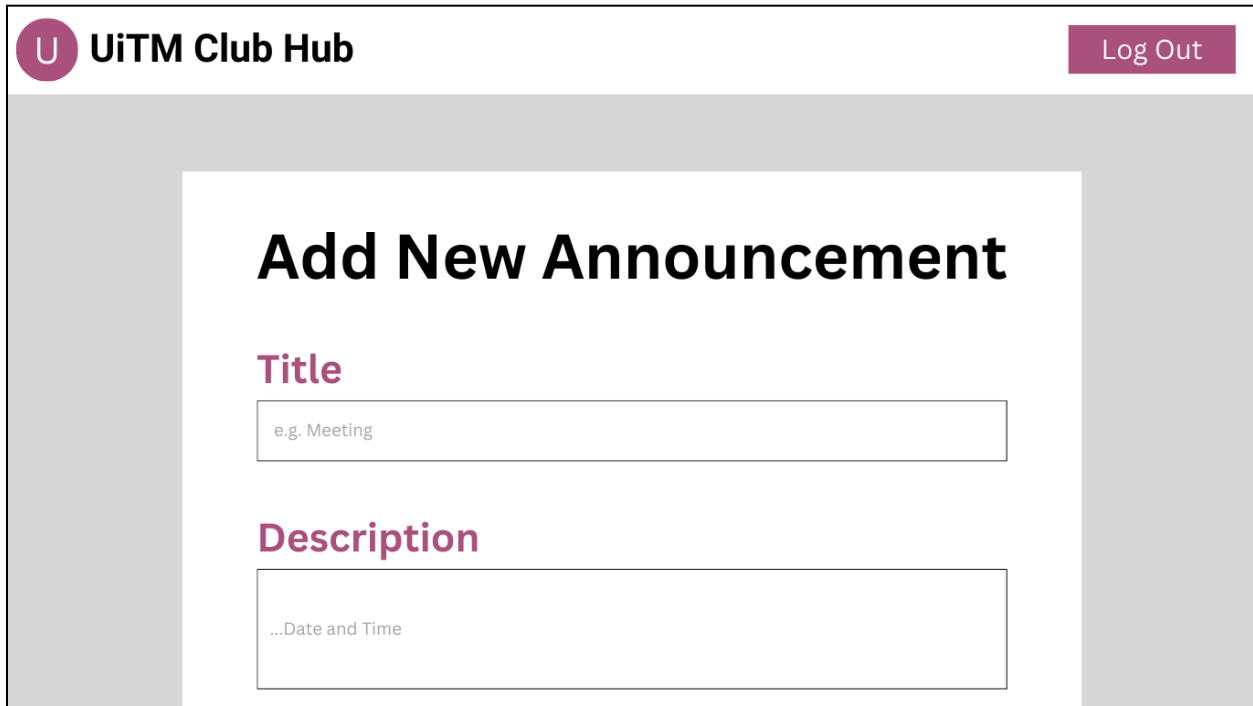


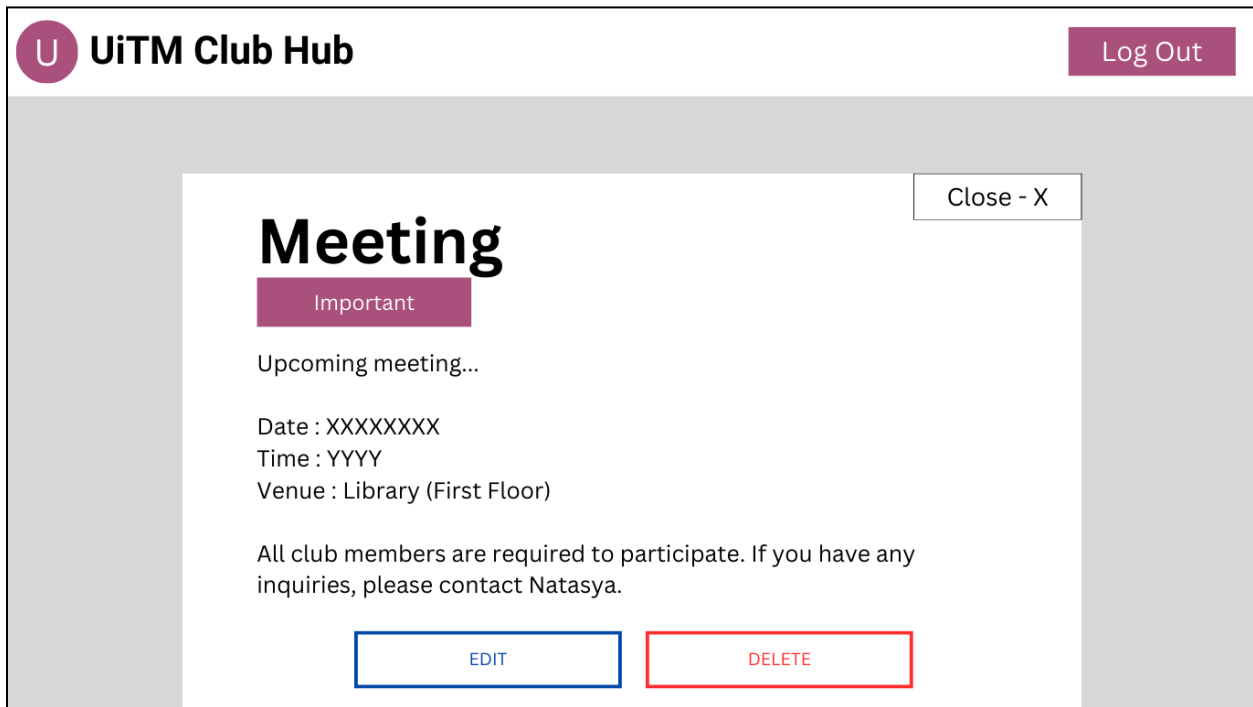
Figure 2.1.12: Applicant list interface

As a club admin, the user can add an announcement to notify all club members about incoming activity or meeting. The user also can delete existing announcements.



The screenshot shows the 'Add New Announcement' interface. At the top left is the 'UiTM Club Hub' logo with a purple 'U' icon. At the top right is a purple 'Log Out' button. The main content area has a large heading 'Add New Announcement'. Below it, there are two form fields: 'Title' with a placeholder 'e.g. Meeting' and 'Description' with a placeholder '...Date and Time'.

Figure 2.1.13: 'Add announcement' interface



The screenshot shows the 'Meeting' details interface. At the top left is the 'UiTM Club Hub' logo with a purple 'U' icon. At the top right is a purple 'Log Out' button. The main content area has a heading 'Meeting' and a purple 'Important' tag. Below the tag, it says 'Upcoming meeting...'. The details listed are: 'Date : XXXXXXXX', 'Time : YYYY', and 'Venue : Library (First Floor)'. A paragraph follows: 'All club members are required to participate. If you have any inquiries, please contact Natasya.' At the bottom, there are two buttons: 'EDIT' (blue outline) and 'DELETE' (red outline). A 'Close - X' button is located in the top right corner of the main content area.

Figure 2.1.14: Announcement's details interface

A club admin also can view all club members and remove them if necessary.

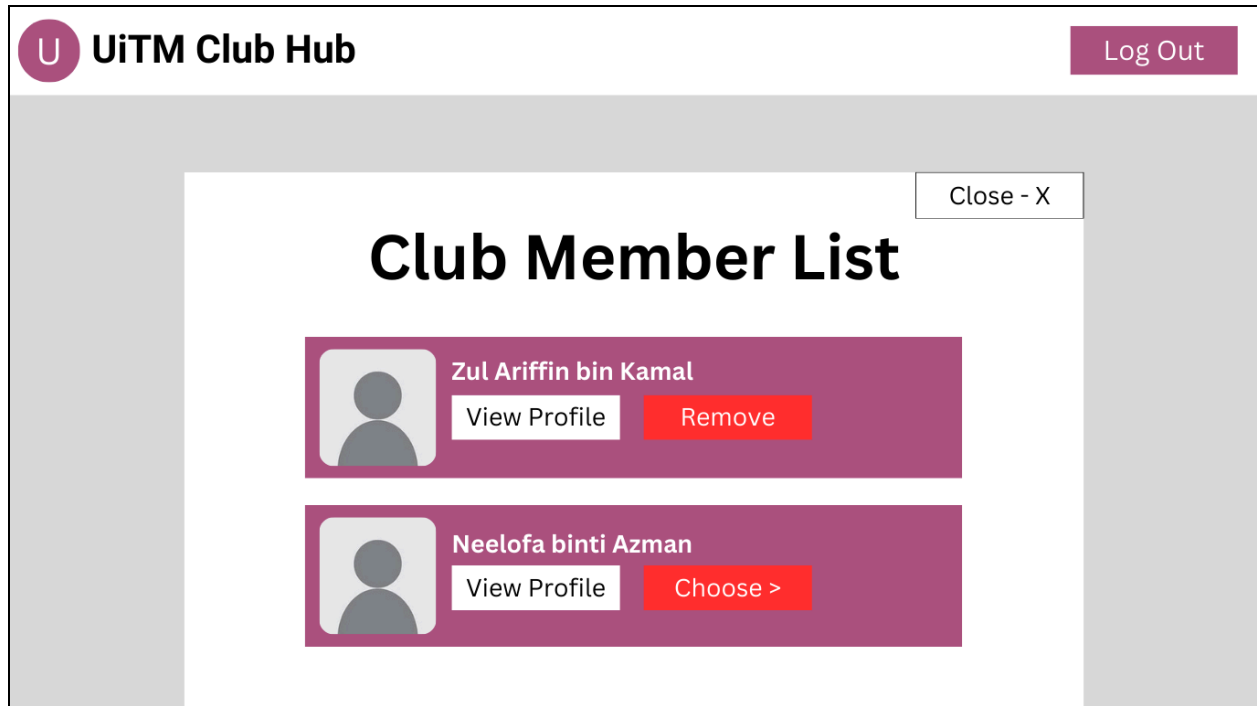


Figure 2.1.15: Club member list interface

Student Affair Admin's Interface

If the user logged in as student affair's admin, the user will be directed to the superuser menu where the user can view all club information such as the list of clubs that exist in the system, the list of students that have registered into the system, and all the information regarding the system.

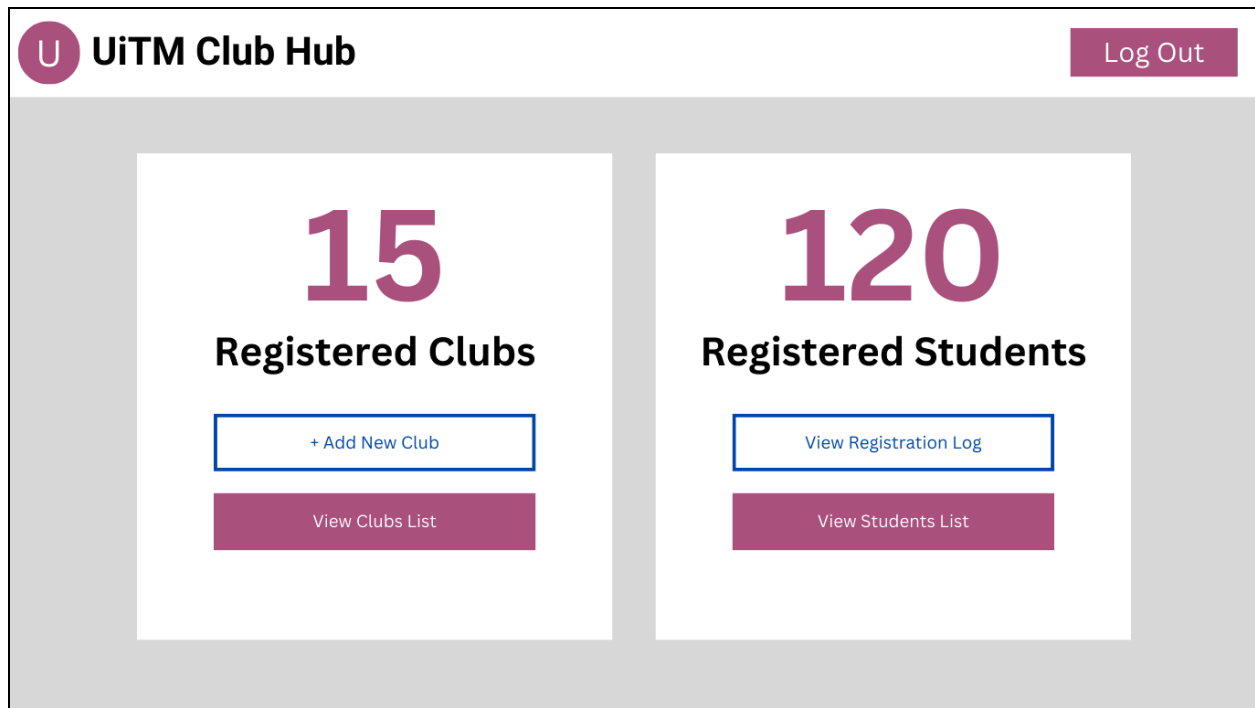


Figure 2.1.16: Student affair admin management interface

The user can add new club to the system, or delete existing club from the system

The screenshot shows the 'Add New Club' form interface. At the top left is a logo with a purple circle containing a white 'U' followed by the text 'UiTM Club Hub'. At the top right is a purple button labeled 'Log Out'. The main content area has a light gray background and contains a white rectangular form with a gray border. The form has a title 'Add New Club' in bold black font. Below the title are three input fields, each with a label in purple font: 'Club Name' with a placeholder 'e.g. Archery Club', 'Official Email' with a placeholder 'name@domain.com', and 'Password'. A 'Close - X' button is located in the top right corner of the form.

Figure 2.1.17: 'Add new club' interface

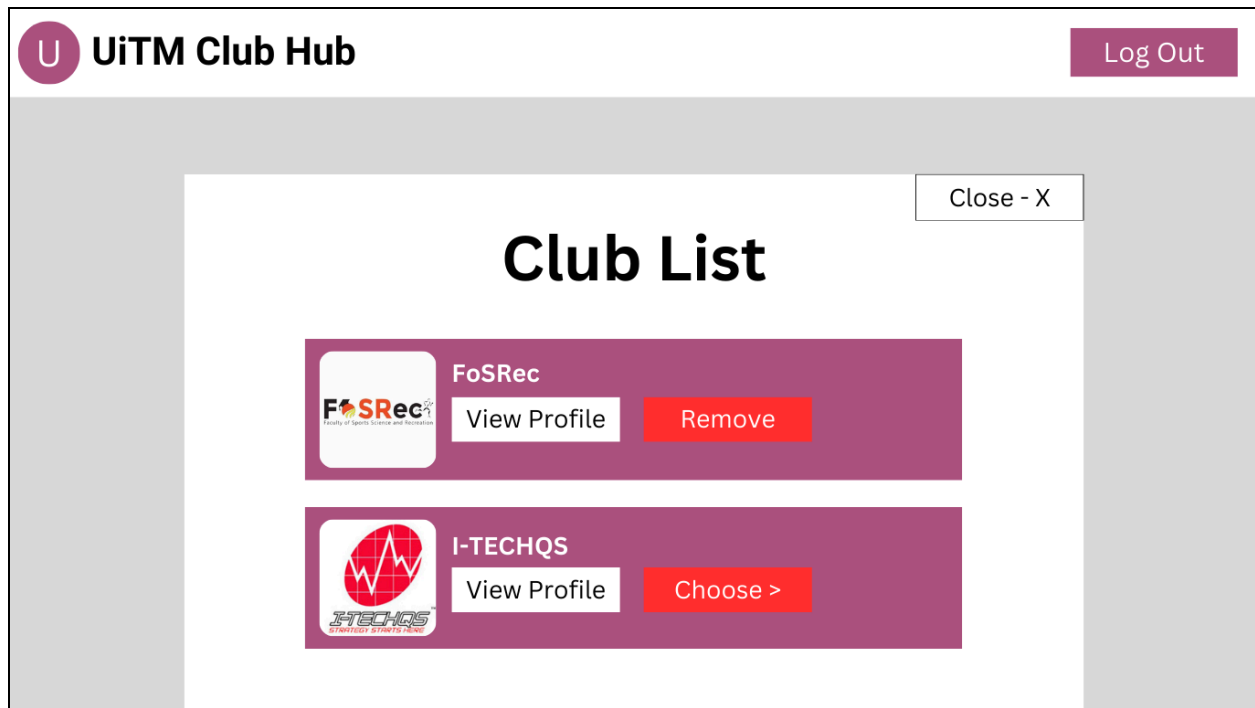


Figure 2.1.18: Club list interface

2.2 Hardware Interfaces

There are several hardware required for the system to be used smoothly. The requirements needed are different based on the device it runs from.

Table 2.2.1: List of required hardware for PC or laptop device

Hardware Name	Requirement	Explanation
Monitor	Any display monitor	To display user interface
Mouse	Any mouse	To navigate through the system and clicking button
Keyboard	Any keyboard	To input data
Processor	1 GHz or faster processor	To ensure the system run smoothly
RAM	2 GB or above	

Table 2.2.2: List of required hardware for mobile device

Hardware Name	Requirement	Explanation
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Processor	1 GHz or faster processor	To ensure the system run smoothly
RAM	1 GB or above	

2.3 Software Interfaces

The system will require several softwares for it to ensure all functionalities are working.

Table 2.3: List of required software

Requirements	Explanation
Operating System	Windows Vista or above
Bit Architecture	32-bit or 64-bit
Database	Xampp and MySQL

2.4 Communications Interfaces

The system requires several communication tools such as email and browser to ensure all functionalities can be fulfilled.

Table 2.4: List of required communication tools

Requirements	Explanation
Email	Any email (gmail or student email)
Browser	Supported browser including: <ul style="list-style-type: none"> • Chrome • Firefox • Edge • Opera

3. Functional Requirements

Users/Stakeholders	Function	Description
Student	User registration	<ul style="list-style-type: none">- The system will allow the user to create or register a new account by providing their username, email address and password
Student, Club admin, Student affairs admin	User login	<ul style="list-style-type: none">- The user can fill in the required detail in the login page, then the system will check the data based on the database and will grant access to the user based on the data in database
Student	View club / Search club	<ul style="list-style-type: none">- The student will be showed a bunch of club category to choose and to be view or the student can search a specific club on the search bar
Student	Club application	<ul style="list-style-type: none">- The student will be given an option to join the club or not, if the student tend to join the club, then they can send an application to the club admin and wait for the result

Club admin	Edit club information	<ul style="list-style-type: none"> - The club admin can edit their club information in the profile section
Club admin	View application	<ul style="list-style-type: none"> - The club admin can approve or decline any application that exists in the “view application list” section - They also can view the applicants profile before accepting or decline any request
Club Admin	Add/Delete announcement	<ul style="list-style-type: none"> - The club admin can add an announcement to notify all the club members about incoming activity or meeting - An existing announcement also can be deleted if necessary
Club admin	View/Remove club members	<ul style="list-style-type: none"> - The club admin can view all the club members of their club - They also can remove any of their club members if necessary

Student affair's admin	View all information including clubs and students	<ul style="list-style-type: none"> - The student affairs admin will be directed to the superuser menu where the user can view all club information such as the list of clubs that exist in the system, the list of students that have registered into the system, and all the information regarding the system.
Student affair's admin	Add/Delete club	<ul style="list-style-type: none"> - The club admin can add new club to the system by providing club name, official email and password - They can also delete existing club from the system

4. Other Nonfunctional Requirements

4.1 Performance Requirements

1. User registration and login will complete within 2 seconds

- Ensures a smooth and efficient user experience, reducing frustration and preventing users from abandoning the registration or login process due to delays.

2. Adding or deleting an announcement should be processed within 1 second

- Ensures that all students will get the up to date information as quick as possible.

3. Adding or deleting a club should be processed within 2 seconds

- Ensures that the club list will always view the up-to-date existing club in system to make sure that students will not miss opportunities joining a new club.

4.2 Safety and Security Requirements

1. Protect the privacy of user data and ensure that sensitive information, such as personal details is securely stored and transmitted.

2. Require strong passwords and support multi-factor authentication (MFA) to add an extra layer of security for user accounts.

3. Regularly update and patch the system to protect against known vulnerabilities.

4. Perform regular automated backups of all critical data to enable recovery in case of data loss or corruption.

Appendix