

Clubs Events

Requirements Specification and Analysis

v.1.0

12 March 2018

Team Members Murat Akalın Begüm Bilgin

Murat Yiğit

Mert Çetinkaya

Prepared for

SE302 Software Engineering

Clubs Events

**Table of Contents**

1.

Introduction..............................................................................................................1

1.1. Purpose of the System .......................................................................................1

1.2. Scope of the System ..........................................................................................1

1.3. Objectives and Success Criteria of the Project ...................................................1

1.4. Definitions, Acronyms, and Abbreviations ........................................................2

1.5. Overview ..........................................................................................................2

2. Current System.........................................................................................................2

3.

Proposed System ......................................................................................................2

3.1. Overview ..........................................................................................................2

3.2. Functional Requirements...................................................................................3

3.3. Nonfunctional Requirements .............................................................................4

Usability ....................................................................................................................4 Reliability ..................................................................................................................4 Performance...............................................................................................................4 Supportability ............................................................................................................4 Implementation ..........................................................................................................4 Interface.....................................................................................................................5 Packaging ..................................................................................................................5 Legal..........................................................................................................................5

3.4. System Models..................................................................................................5

Scenarios....................................................................................................................5 Use case model ..........................................................................................................9 Object model............................................................................................................34 Dynamic model........................................................................................................35 User interface—navigational paths and screen mock-ups .........................................35

4. Glossary .................................................................................................................42

5. References..............................................................................................................43

i

Clubs Events

**REQUIREMENTS ANALYSIS DOCUMENT [1]**

**1. Introduction**

* 1. **Purpose of the System**

Club Events is a web-based system, whose purpose is to provide an efficient and online meeting point for school clubs and students / people.Also, students/ people can follow clubs’ events , clubs’ information on web.

* 1. **Scope of the System**

The system provides functionalities to students / people and school clubs. Also, the system includes a superuser( Admin) whom has extended functionalities and permissions, such as having direct access to managing records hold in the database.

As stated above, the system includes three actors which are students/people, system moderator and an admin.Since each of these system users have different functionalities, but they use same interface. Opening new parts like moderator panel with additional privileges inside.

Since all our actors share certain attributes int the database regarding their personal information ( Email, Password, etc..) they are all inherited from an abstract table named “ User”. All actors are an instance of “ User” and thet share these attributes regarding personal information. They are specialized as “ Normal User” , “ Moderator” or “Admin” with a discriminator role column in the database. Login authentication is a common functionality for all actors. While logging in to the system, “User” table is searhed if the login information is correct , and the system redirects the user to the main page.

There are two actors except admin. First actor is normal user, second actor is Moderator. Moderator is a normal user, also have an authority to adding clubs/ editing clubs/ disable clubs and adding events/editing events/ disable events. They are approved by admin at registration process.

Every user logged in to the system can view their personal information . They can’t change their personal information. They are allowed to change their password at any time. If a user forgets their password and cannot authenticate, the login screen will have an option to send them an e-mail.

Normal User has limited authorities on system. Normal User can add comments on events, can show all clubs and their events. And also ıt can add own favorite clubs and events.

Admin has many authorities on system. Admin can add, change or delete clubs and events. Admin can display all members (*both normal users and moderators*). They can be deleted from the system by admin. Moderator is approved or rejected by admin. Admin can approve or reject any comment from the users.

* 1. **Objectives and Success Criteria of the Project**

The main arguments required for the system to be successful are:

* The system should be used by the people who is related to domain
* The system should keep protected and guarantee every user’s information and their data.
* The system has implementations understandable, clear and efficient
* The general design of system in order to have fast, efficient system
* Well association between front-end and back-end
* To provide reliable, efficient and lossless data.
  1. **Definitions, Acronyms and Abbreviations**
* DB is short version of database term
* Normal User is an actor on Clubs Events, who is default user in system
* Moderator is an actor on Clubs Events, who is approved by admin
* HTTP is a protocol for secure communication over a computer network which is widely used on the internet
* RAD: Requirements Analysis Document
  1. **Overview**

The rest of our RAD documentation contains Current System Section, Proposed System section, overview of Clubs Events section, Functional Requirements section ( *includes high-level functionality of the system)* , Nonfunctional Requirements section ( *includes usability, reliability, performance, supportability, implementation , interface, operational, packaging and legal requirements*), System Models section, Object Model section, Dynamic Model section and Glossary.

In System Model section , we described scenarios and models of Clubs Events. These models include use case models, object model, dynamic model and user interface view( mockup). Each of these models helps us better understand and analyze the system in different ways. Scenarios tell us the functional requirements in detail.

1. **Current System**

There is no existing web site like Clubs Events in our school.Our school is using only phone applications. Işık University has two online systems that the students and moderators in the faculty use, Campus Online and Course Online. We are accustomed to both of these systems and some of the functions in these systems will also be in Clubs Events.Our purpose is the project will integrate into the Campus Online or Course Online.