

AnteaterWellness System Requirement Specification

March 6, 2022

Arzoo Singh | Jenelle Monge | Claire Wodzien | Jacob Bigham | Nicholas Cabral | Wendy Sanka

Table of Contents

Meeting Minutes	3
Meeting One	3
Meeting Two	4
Meeting Three	4
Field Notes	5
Requirements Elicitation 1/17/22	5
Requirements Elicitation 1/24/22	8
Requirements Elicitation 1/31/22	12
Requirements Elicitation 2/7/22	14
Requirements Elicitation 2/14/22	17
Requirements Elicitation 2/28/22	19
Systems Requirements Specifications	22
1. Introduction	22
1.1 Purpose	22
1.2 Scope	22
1.3 Definition, acronyms, and abbreviations	23
1.4 References	23
2. General description	23
2.1 Product Perspective	23
2.2 Product Functions	24
2.3 User Characteristics	25
2.4 General Constraints	25
2.5 Assumptions and Dependencies	26
2.6 Apportioning of Requirements	26
3. Specific Requirements	26
3.1 Essential Requirements	26
3.1.1 Functional Requirements	26
3.1.2 Non-functional Requirements	33
3.1.3 External Interface Requirements	36
3.1.3.1 User Interfaces	36
3.1.3.2 Hardware Interfaces	41

3.1.3.3 Software Interfaces	41
3.1.4 Logical Data Model	42
Appendix	43
Stakeholder Model	43
Rich Picture	44
Textual Stakeholder Analysis	44
Goal Model	47
Model 1: “Improve Student’s Mental Health”	47
Model 2: “Improve Students’ Grades”	50
Model 3: “Maximize Security”	53
Model 4: “Promote Community Wellness”	55
Model 5: “Develop Healthy and Sustainable Student Habits”	57
Scenarios	59
Scenario 1 - Managing from Subsystem	59
Scenario 2 - Setting, Creating, and Completing goals	60
Scenario 3 - Creating and Maintaining a Community	61
Scenario 4 - Joining and Participating in a Community	61
Scenario 5 - OIT Responsibilities	62
Scenario 6 - Approve Communities, Facilitate Student Behavior, Suggest Goals	64
Use Case Model	65
Use Case Description	66
Class Diagram Model	94
Class Diagram Description	95
Missing Information	98
Gaps	98
Assumptions	98
Questions	98

Meeting Minutes

Meeting One

Team ID: 11 Date: March 1, 2022

Team Members	Role
1. Claire Wodzien	Notes Taker
2. Arzoo Singh	Notes Taker
3. Wendy Sanka	Notes Taker
4. Nicholas Cabral	Notes Taker
5. Jenelle Monge	Notes Taker
6. Jacob Bigham	Notes

Agenda for this meeting	Outcomes
<ul style="list-style-type: none"> 1. Create the new assignment document 2. Begin planning for the SRS document 3. Delegate work to each team member 	Done

Problems Encountered	Resolution
We had to delegate a lot of work which took some time since we had to come up with the requirements as we split them up	After some thought and teamwork we were able to delegate all the work pretty much evenly

Plans for Next Meeting	Responsibility
Wrap up assignment 5 and submit	Each individually review and then submit once confirmed we are all happy with the document

Meeting Two

Team ID: 11 **Date: March 3, 2022**

Team Members

- | | Role |
|--------------------|-------------|
| 1. Claire Wodzien | UI Designer |
| 2. Arzoo Singh | UI Designer |
| 3. Nicholas Cabral | UI Designer |

Agenda for this meeting

- | | Outcomes |
|------------|-----------------|
| UI mockups | Complete |

Problems Encountered

- | | Resolution |
|--------------------|---|
| Figuring out Figma | Claire has some experience so she helped us along the way |

Plans for Next Meeting

- | | Responsibility |
|---|-------------------------------|
| The other half of the team has to do software interfaces, hardware interfaces, and logical data model | For Jacob, Jenelle, and Wendy |

Meeting Three

Team ID: 11 **Date: March 6, 2022**

Team Members

- | | Role |
|------------------|------------------------------|
| 1. Jenelle Monge | Data Model/Hardware/Software |
| 2. Jacob Bigham | Data Model/Hardware/Software |
| 3. Wendy Sanka | Data Model/Hardware/Software |

Agenda for this meeting

Outcomes

Hardware Interface, Software Interface, Logical Data Model	Models were completed
Problems Encountered	Resolution
We had trouble finding time to meet.	Working a bit on our own and then coming together at the end.
Plans for Next Meeting	Responsibility
Submit!	Everyone has to review by Sunday evening so we can submit

Field Notes

Requirements Elicitation 1/17/22

1. Where does the information from the wellness wheel come from?
 - a. It comes from the assessment test that students take once they open the app.
2. What does the assessment test include?
 - a. There is an example assessment in the case study. it will address all wellness categories
3. Can the assessment test be retaken?
 - a. Yes, if the Wellness Staff recommends it.
4. How can students contact the wellness staff?
 - a. Through an in-app messaging system. It should be simple and similar to e-mail, where it is not a live chat system.
5. Where should this app be available?
 - a. iOS and Google Play Store
6. Will there be app usage information available?
 - a. Yes, the wellness staff will be able to access that information through the web-based subsystem. They will also be able to access basic information about students' wellness profiles.
7. Can students make suggestions?
 - a. Yes, students should be able to make suggestions to Wellness Staff through the messaging system.
8. Will there be a system for students to chat to other students?
 - a. No, but we may want to add that in the future.
9. Should there be a calendar view in the app?
 - a. Yes, there can be a calendar view that shows upcoming events/workshops.

10. Will students use personal emails to log in?
 - a. No. They must use their UCI Net ID.
11. When would you like this system completed?
 - a. There should be a prototype before April and a final release sometime before Summer
12. Can scores on elements of the wellness wheel go down for any reason?
 - a. Yes. Lack of completion of goals and much elapsed time since the improvement in that category can cause the wellness score to drop.
13. How are communities created?
 - a. Communities can be created by either Wellness Staff or students. Students can choose to make their communities either public or private.
14. Will there be a moderation system in the communities?
 - a. Moderators/UCI Wellness Staff can delete inappropriate comments.
15. What does the wellness profile consist of?
 - a. The wellness wheel, attended events, basic user information. Shared with staff and communities (optionally).
16. What will be the incentives?
 - a. UCI-related gifts (from UCI bookstore). Staff will reach out to students through message systems to offer gifts.
17. What is the budget?
 - a. \$80,000. No sponsors/investors.
18. Are there any expected future updates?
 - a. More community features (live chat).
19. Where do goals come from?
 - a. Goals are set up by students themselves. The student will select a wellness category and the system will recommend premade goals. The student will select one and choose a time frame to complete that goal (also recommended by the system or they can make their own.)
20. Will this app sync with other calendar app systems (Google/Apple Calendar)?
 - a. No. Maybe in the future though.
21. Do you have any requirements for what coding language this should be created in?
 - a. Basic HTML/JavaScript. Must be compatible with iOS/Android.
22. What information can staff see about students?
 - a. Name, age, major, contact information, goals, events attended, and wellness wheel.
23. What coding language should the web-based support system be coded in?
 - a. Same language as the main app.
24. Are assessment results shared in communities?
 - a. No, it is only shared to Wellness Staff.
25. How many expected users?

- a. The system should be prepared to handle all students of UCI and 30-50 Wellness Staff
26. How will data be kept secure?
- a. Data encryption, authentication questions to access private data
27. How will content be moderated?
- a. There should be an auto-recognition system for hateful comments. Will warn the offending students.
28. How often should students be notified?
- a. After 2 weeks of absence from the app, notify students two times a week
29. Can users change what is public/private about their profiles?
- a. Yes
30. Can users reserve appointments with wellness staff through the app?
- a. Yes
31. Will workshops be online or offline?
- a. Both will be available.
32. Will this app have paid features?
- a. No
33. How can students add people to communities?
- a. They can add friends to communities through UCI Net ID. The other user will need to accept the invite within their app.
34. Will this app connect with other social media platforms?
- a. No
35. Will the app support other languages?
- a. The app should only support English as of now.
36. What about accessibility?
- a. The app should feature basic accessibility features such as Screen Reader and colorblind mode.
37. Who will maintain this app?
- a. Health Center developers will maintain the app and work with the OIT center.
38. Will there be a “friend” system implemented?
- a. No, just the community feature.
39. What should be the basis of the design?
- a. User-friendly, simple interface. No more than 4 tabs in the dash
40. What data should be backed up?
- a. All data regarding student privacy should be backed up in case of a system crash.
41. Can students create workshops?
- a. Not now, maybe in the future.
42. Will parents have access to the app?
- a. No
43. How will the word of the app get out?

- a. It will be promoted on wellness center website
44. Should the database be secure?
- a. Yes
45. What should the 4 tabs be?
- a. It's up to us, but an example would be events/workshops, goals, community, and profile/message system
46. What is the maximum number of goals a student can have?
- a. Maximum 4. Students will get a warning if there are too many goals for one day.
47. Will there be different levels of access for staff?
- a. No, staff should all have the same level of access.
48. Can users see each other's wellness wheels?
- a. No?
49. Will there be a search system?
- a. Yes, users can search for events/workshops and communities.
50. What about maintenance?
- a. There should be no more than 5 minutes of downtime for maintenance.
51. Can users create their own custom goals?
- a. Yes, but they will need to message Wellness Staff to get it created.
52. What are recommended goals based on?
- a. Assessment test results
53. What should the theme of the app be?
- a. UCI themed. UCI logo, anteater logo, blue and yellow.
54. Are users required to finish goals?
- a. No
55. Do users have to take the assessment test?
- a. Yes they do, but it does not have to be done all at once. Their progress can be saved.
56. What is the notification system based on?
- a. Goal deadlines.

Requirements Elicitation 1/24/22

1. Who can this app be used by?
 - a. Just students
2. Can assessments be retaken or just the first time the app is used?
 - a. It will be just the first time, but the wellness center staff can order another assessment to be taken if necessary
3. Is there a specific color scheme the design of the app should be?
 - a.
4. Does the app have to keep track of if students go to a workshop or event

- a. Yes, it must record that data. It can be just manually updated
5. What platforms must it be available on?
 - a. iOS and Android and a web based interface for staff
 6. What is the social aspect of the app?
 - a. Users can comment on each others goals and support each other that way
 7. Will there be a safety feature to moderate the comments and socializing?
 - a. Comments can be deleted by whoever posts or whoever's post was posted on
 8. How will the app's success be measured?
 - a.
 9. How exactly does the app facilitate developing healthy habits?
 - a. Notifications to check in for goals
 - b. Reminds students about future events or workshops
 10. Will the goals have a form of achievements or awards that can be shown off to other users in the app? Similar to a gaming profile.
 - a. Awards and incentives will be distributed by the wellness center staff
 11. How will the UCI Counseling Center access consultation information that students submit through the app?
 - a. Uci counseling center will not have direct access to the information
 12. Where will the suggestions for goals come from?
 - a. They will come from the assessment results. If a student gets a low grade in the physical category then the suggestions may be setting up goals for certain exercises
 13. If some students are not comfortable with practicing in one or some of the areas of the wellness wheel, how would you like this to be addressed?
 - a. Students can directly leave messages in the message center so that the wellness center staff see their message and help them with any certain category
 14. How does OIT support and manage this app? Is OIT responsible for deploying the app?
 - a. The OIT will be the experts in the technical aspects of this app, they are the entire development team. They would also be the ones to maintain the app. Maintenance will be every month
 15. What are some metrics you would want to track for usage?
 - a. For the unit related interface it should be showing in the web based subsystem. And for metrics you can maybe graph some graphics. X and y coordinates for graphics. You can see total amount of students using this app, You can also see how many students attend certain events or workshop
 16. How does the app know that a student actually attended a wellness event/service?
 - a. All information should be available in the web based subsystem and through the system can add date and time to view total students present
 17. Can students configure notifications?

- a. Students can pick what type of notifications they want on this app. Depending on a certain goal, time, and reminder for any future goals or events.
18. How will the app continue to make “extra” suggestions for a student who is excelling in a certain area and has already “completed” all current suggestions? Will the staff need the ability to manually add relevant suggestions?
- a. The staff has the ability to manually add any suggestions for the student. Students can also reach out to the wellness center about their personal issues or about adding any goals. It will be through a messaging system.
19. How should the reports for capabilities on usage, wellness improvements, etc. be displayed in the web-based subsystem? A graph, a chart, both?
- a.
20. What type of graphics/design should be used throughout the mobile application?
- a. The main color should follow the uci website theme. Yellow and blue. The students should set their desired font size. Maximum 3 to 4 tabs in application. Features should be in tabs and can be arranged by themselves.
21. Will the faculties be informed of the students’ health status?
- a. Professors should not have access but if they want to see they should request the wellness center.
22. Does the app need the internet to function?
- a. Yes
23. Will there be a web version of the mobile app?
- a. No, only mobile app for students and the web-based subsystem for wellness center staff
24. What is the expected lifetime of the application?
- a. Hopefully as long as UCI exists, at least 5 - 10 years
25. What data needs to be backed up in case of system failure?
- a. Information regarding student privacy (goals, workshops/services attended, progress) needs to be backed up
26. For the center services, do you want to promote UCI events only or expand to 3rd parties?
- a. We only need UCI, on campus events right now
27. When a student completes a goal, what happens? Do they automatically “increase” their wellness on the pie chart/scale initially provided if related?
- a. When a student completes a goal, the category of that goal should have some changes like the wellness scale should be increased. How much increase should be decided by the wellness staff
28. What does a goal consist of and how will users keep track of them?
- a. Goal name(required), description(optional), category(required), check in frequency(required)
29. What kinds of incentives should the staff be able to offer/award using the subsystem?

- a. Determined by wellness center staff, incentives from UCI Bookstore (pencils, notebooks, gifts, etc.)
30. Are there any features that should be available without the internet, or is it that if the user does not have internet, they shouldn't be able to do anything with the app?
- a. Can see registered events and current goals, but cannot register for new events or create new goals
31. Will it have to interact with any existing system in the wellness center?
- a. It will not interact with any existing system in the wellness center
32. How will the app continue to make “extra” suggestions for a student who is excelling in a certain area and has already “completed” all current suggestions? Will the staff need the ability to manually add relevant suggestions?
- a. The staff has the ability to manually add any suggestions for that student, students can also reach out to the staff for assistance regarding this. *Solved through a message system.*
33. What should be included in a user's wellness profile?
- a. Basic information (name, ucinet id, student id, birthday), services/workshops attended, accomplished/archived goals
34. How do we define an area that the user appears to be doing well in as opposed to not doing well in, and should we treat those areas differently?
- a. Areas should be treated differently based on the score, if a certain score is low, the app should suggest more events/goals based on that area. What score is determined to be low is managed by wellness staff?
35. Which services should the student be able to directly access through the app and which services should they not be able to?
- a. Cannot directly access third party services
36. What is the process for the results of the assessment to be evaluated?
- a. Assessment results evaluated by wellness staff, wellness wheel automatically updated based on scores in each category of the assessment
37. How similar should the initial assessment on the mobile app be in comparison to the original paper version? What changes need to be made if any?
- a. Assessment test should be the same as the paper version
38. Did you plan on the system running on existing servers/software?
- a. Should run on iOS/android
39. What is the format of the assessment test, for example, do the students manually enter the number of percentages in each category on the wellness wheel?
- a. The test should be formatted by a 1-5 scale for a bunch of statements.
40. What information about a student's goals and accomplishments should not be distributed? Do students get to choose different amounts of info to share with peers vs parents?

- a. UCI students in the same community can choose to post certain/goals accomplishments to the community. Parents don't have direct access to this information.
41. Is attending an event/service, is it the same as completing the goal?
- a. Wellness wheel score for that category is updated based on events/services attended. Wellness center staff determines how much of an increase each specific event should be.
42. How will the app know if a student attended an event
- a. Attendance should be taken at events
43. When a student graduates, how should their final report look like and what type of information will it display?
- a. A graduated student gets a final report with archived information of what events they attended, goals completed, and final wellness wheel status
44. What are the different tabs in the mobile app and what should each of them include?
- a. 3-4 tabs, up to developers as long as all subjects of the application are included
45. Would students be able to look up other students on the application who are currently pursuing the same goals as they are? Would students be able to make groups where they can chat and show their progress?
- a. Students cannot look up other students on the application. In a community, you can view others progress on current goal that that user has shared
46. Will relevant clubs be able to organize events in the app?
- a. No, these clubs do not have access to edit events in the app. If they want to recommend something, they can contact the wellness center staff. The wellness center staff can then input the activity if they approve it.

Requirements Elicitation 1/31/22

1. Can students create personal goals or not?
 - a. Yes they can, they can choose a category, title, and optional description. The goal will go through a process of being reviewed by the wellness center staff. 3 days for approval
 - b. Yes, their personal goals
 - c. Staff will review and take three days to see dashboard their goals are approved or not
2. What services (Workshops, consultations, etc.) should be accessed through the application?
 - a. They can see them through this app but only the wellness center services have access to enrollment
3. How is the wellness wheel visualized?
 - a. Pie Chart and histogram

4. Should the online web pages (with articles that have educational information regarding different health topics) be linked on the app
 - a. Yes, for any event description there can be weblinks included in the description of the activity. There should be an in app browser to show the webpage
5. How much of a user's personal information will be kept private?
 - a. All their information will be confidential such as their uci information and what events they have participated in. If multiple students are in the same community the students can choose what information they want visible to other students
6. What should the user be able to do for the social media feature
 - a. Cannot see other students profiles or message other students but can see their posts and comment on goals and such
 - b. There is a community where they can post their goals and comment on others goals
 - c. There is a ranking system where they can compete with other students, awards are distributed based on these
7. Out of the features you described, which would you consider to be your main priorities for the system?
 - a. Message system feature for staff to message users and vice versa.
 - b. Also a dashboard to show events where students can enroll in them them
8. How do users join communities and how are communities created
 - a. Creation is done by students submitting a community description/application to the wellness center staff.
 - b. The staff will verify the community and approve/deny
 - c. Students can send invitations to the community to other students
9. What type of usage data should be reported to staff members?
 - a. What workshops and events they attend and the goals they accomplish. This information will be shown to staff members in the online web based app. They can also see the total amount of students enrolled in the workshops and have requested assessments
10. What sort of system quality attributes (-ilities) are important for the app?
 - a. Scalability - lots of students, need to be dynamic, changes each year
 - b. Speed - of the app, showing all the events and workshop information
 - i. Web based should be updated quickly if the app gets updated
 - ii. Messaging should be done quickly with students and staff
 - c. Portability - because of the mobile app, not for the web-based version
11. How does the app plan on meeting the values of advocacy, awareness, and empowerment?
 - a. How does the app plan to build awareness through assessment and goal-setting?
 - i. Notifications based on how often they need to fulfill goals. Also have notifs for workshops and services

- b. To what extent should the app enforce users to promote wellness.
 - i. Goal for this app is for students to establish their health habits. Students can also see their rankings for goals completed and such to motivate them
 - c. Why is advocacy listed as a requirement for this app?
- 12. How can users send feedback on the application? Is it an internal function or external through an app store?
 - a. Sending feedback will be an internal function in the settings page
- 13. Will there be any monitoring of the posts/comments made in a community? Or a reporting feature if a post is inappropriate?
 - a. Yes, staff can monitor communication on the
 - b. Our development team will do the monitoring community environment
 - c. Student can report one another in the community
- 14. Can users delete comments?
 - a. Yes their own comments on any post or others comments on their own post
- 15. Main goals?
 - a. Students to use app to enroll in workshops and services
 - b. Students to communicate with wellness center staff
- 16. Why is it being developed?
 - a. Create a work life balance
 - b. Help with mental health

Requirements Elicitation 2/7/22

1. Will there be study workshops for students as part of the events the wellness center staff provides?
 - a. No study workshops, just wellness/health related workshops.
2. Will there be specific seminars with topics such as “Improving Mental Health”?
 - a. Yes, events/seminars have a wellness wheel category associated with them.
3. Will Duo two-step authentication have to be used to access the app?
 - a. Yes, just like how we sign in to canvas or any other school related systems
4. Will there be an automatic log out? Will students have to log back into their account every time they open it (like in a bank account app) or will it keep them logged in (like in a social media app)?
 - a. The app will keep them logged in. If they do not open the app for more than 2 days, then the user will be automatically logged out.
5. Should the wellness staff be able to include events held by other UCI centers such as the Womxn's Center?
 - a. If that event is related to health care or wellness related, then they should be able to show those events on the app. They will go through the process of having their activities or workshops shown on the app through the wellness center staff

6. What information is needed to create a community?
 - a. Students need to submit a title and description and any goals they want to be initiated for that community. They can submit a request then to Wellness Center Staff. Response should be expected within 3 days.
7. Will OIT be responsible for providing routine maintenance to the app and its databases?
 - a. Yes, for the technical issues OIT will be responsible for that. Small maintenance will be performed every week, not during school hours 3am-5am web based maintenance
8. How will a student be notified if the community is rejected/accepted? In the messaging center?
 - a. Yes, through the messaging system. Within 3 days they'll get a message from the wellness center staff to let them know whether or not it was approved
9. Is there a maximum number of students in a community?
 - a. There is not a maximum right now. There won't be a maximum, so it will be the number of students enrolled at UCI
10. Will AnteaterWellness prioritize the protection of user information from hackers and other bad actors?
 - a. Yes, we expect user information to be kept confidential and their privacy to be protected. This will be the responsibility of the OIT department
11. Are the community rankings going to be based on goal-setting alone or will it also be based on events/workshops completed?
 - a. Both. Ranking for different areas of the wellness wheel in communities.
12. How do students find a community? Is there a search function? Will communities be visible?
 - a. There will be a searchable option for this. Students can filter the information by the community category or description.
13. Can students get suggestions on health-related resources based on assessment results?
 - a. This app does recommend recommendations and they will be associated with a goal or workshops. If students aren't currently using the app then it will push notifications on them
14. Will students get rewards from Wellness Center staff if they only attend workshops?
 - a. Wellness center staff will decide what activities will get students rewards. So yes.
15. So community creation requires title, description, goals, max number and category?
 - a. These are the required information and are required to create a community
16. How will the Wellness Center staff login to the AnteaterWellness web application?
 - a. The web based staff will have an employee number / ID to log into the system. They will also have to go through the two-step authentication process as well. If they want to test the students/mobile version of the app to test the functionality they can use a student version to test that. There will be a student account that the staff can use to log in and check the app/website

17. Do public communities also have shareable invites or only private communities?
 - a. Public communities also have shareable invites. For all communities students can send the invite links to other students for them to join. For private communities, students need the invite link. For public ones, they can just search for the community
18. Can the community creator remove members?
 - a. Yes
19. Does the removal of a member require a report to be sent?
 - a. Yes, they need to report the student's comments or anything to the wellness center staff. Once verified, that user can be removed
20. Will the system automatically backup important data or will OIT do it manually?
 - a. Yes, it will automatically update
21. When a person is reported (for removal from a community or a comment), does that student know that they are being reviewed? Or receive a message after the process?
 - a. When a message is reported, the user will receive a warning. If they don't correct their behavior and get reported again they will simply be removed from the community
22. Will user information be encrypted?
 - a. Yes
23. Is there a limit to the number of communities a student can create?
 - a. Limit of 5 communities to be *created* by one student, but students can *join* as many communities as they would like.
24. Will the community disappear if the creator leaves the community?
 - a. No, a public community will stay indefinitely if the creator leaves. For example, if a student is graduating, the wellness center staff can contact the graduating student and help them pass the management role to another student. If a successor is not selected, the highest ranking person in the community will automatically become the manager. For private communities though, if the creator leaves without changing roles, the community will disappear.
25. What notifications are sent for a community (e.g. when a member accomplishes a community goal, shares something, makes comment, etc)?
 - a. For notification how the users setting they can click on the box to receive post/comments or remove that option for notifications. If they check all the boxes they can see all the activities within that community.
26. Are the notification settings specific to each community?
 - a. Yes it can be. A student can choose to mute certain communities if there are too many notifications.
27. How long will their information be held in databases after a student graduates?

- a. For one year after a student graduates, the student can request a report from Wellness Staff. The system will automatically remove students' information a year after graduation
- 28. Once a student graduates, does their activity still remain visible to other students? Or does it stay for 1 year and get removed?
 - a. Once a student graduates, the activity is no longer visible to other students. It is only stored in the database. Posts and comments will remain there, but the profile will be blank if clicked on; "this account is not active".

Requirements Elicitation 2/14/22

1. Do you have to login before taking the first wellness assessment? Is there anything that comes before the wellness assessment?
 - a. You have to log in first, then the assessment is directly after.
2. Do you see your wellness wheel scores immediately after taking the wellness assessment?
 - a. Not immediately since there are short answer questions. The test should be processed within two days. Once a student gets the results, they can use the other features of the app.
3. What is an example of a goal that is suggested to a student?
 - a. The goal suggested will be suggested based on the student's wellness wheel. If they are lacking in physical activity, it will give them a goal around physical activity
4. Are there long term goals? (For example, a goal to go to the ARC twice a week for a month). If so, how would it work? When would the goal be complete?
 - a. Depends on the student settings of the goals. For preset goals by Wellness staff, students can change the time range/frequency of tasks for the goal. Completion depends on how much students check in for the goal.
5. What kind of view is available on the community tab? Is it just the list of the communities that a person has joined? Do you also search communities from this tab?
 - a. They can search communities they're interested in. The students in this app also have a filtering feature so they can search for communities based on the categories and based on how big the communities are.
6. Is a student in any communities by default? If a student is not in any communities, are there any posts they can see or comment on?
 - a. No default communities for those who just create an account, they are not required to join any communities.
7. Can the user do anything while they wait for their wellness assessment test results?
 - a. During the time of waiting, they cannot do anything regarding this application. They can only wait for results. It takes approximately one day to get them back.

8. What additional details can they see once a user clicks on a specific community? Can they see who created the community?
 - a. Students can see the posts, the category, the name, the description, and any goals shared within that community. There's a button they can click to request to join
9. Is there a place in the app where a student can view all the communities that a user has joined?
 - a. In the community tab, students can view communities they have joined.
Community tab has two functions: one to search for new communities, the other to check posts on their already joined communities.
10. How does a student know they got an incentive for attending an event/ completing a goal?
 - a. All students will get an incentive for attending an event/ competing a goal. Details of event is provided by the staff
11. How do community goals work? Are community goals automatically added to a community member's goals? Can a member choose which community goals they want to work on?
 - a. Community goals will automatically be added to a community member's goals.
Members can choose which community goals they want to work on.
12. What's the first thing that the user sees in the app once their wellness assessment scores have finished processing?
 - a. The first thing is that they can see the recommendations which are goals related to the category which they got a low score for.
13. Will OIT help users with account issues (forgot password, account hacked, etc.)?
 - a. Yes they can send a message to OIT department
14. Once a user completes a community goal, does it automatically update both their own wellness wheel score and the community's score? What if the user does not want to make a post about completing the goal, will the community score still be updated?
 - a. Once they complete a goal, it's automatic that it'll be posted within the community so that other students can be encouraged. The score is only based on if the user accomplishes the goal. If the user doesn't want to make the post, they can choose not to.
15. After a user sees their wellness wheel scores and suggested goals, will they be directed to the other features of the application? What is the first thing they see? Is it their wellness profile?
 - a. After the suggested goals are shown on the interface, students can choose if they want to add any goals into their personal goals and once they do that they will be directed to other features of the app, like the main interface with the goal stages and also look at the community tab, workshop tab, and profile tab.

Requirements Elicitation 2/28/22

1. Should drafts for posts be supported?
 - a. Drafts will not be supported for community applications or other requests. If the “submit button” is not pressed, the content will be deleted. Drafts will be saved in the web based support system, for example a work in progress event will be saved.
2. How are reports made? Is there a reporting form?
 - a. There is a simple form that includes reasoning for the report and the category (of abuse?) it is associated with. This is submitted to Wellness Center Staff and OIT.
3. Who can create community goals? (and how?)
 - a. Only the owner of the community, all students inside community they have the same level for creating community goals. Once submitted they will go through a process of approval through the wellness center staff
4. Are goals (milestones/task due dates) represented on the calendar?
 - a. In the dashboard the students can choose their view, they can choose either to see a list or a calendar view. The calendar will not be linked to another 3rd party.
5. If there are no members in a public community, will the community get deleted?
 - a. Yes. This will be detected by OIT. If there is no activity or members in a public community in over a week, the community will be deleted.
6. When are event notifications sent? Are event notifications customizable (e.g. 10 minutes in advance, 1 day before, 2 days before, etc.)?
 - a. Students can customize the frequency of the notification and they can choose how many minutes in advance they can receive the notification
7. Can a community have multiple categories?
 - a. Yes, it can. For all the categories, whether it's associated a goal event or community, they all fall into 6 wellness categories
8. Can users turn off notifications for certain features of the application?
 - a. Yes, they can turn off notifications for certain communities
9. Can Wellness Center Staff interact with or notify communities, or how is information about new events distributed?
 - a. If the wellness center staff detects improper usage, they can report the community.
10. What type of information should be included in the goal reminder notification sent to the user?
 - a. Mandatory: Goal name/title, also include things such as “you need to finish this task today”.
11. If a student is unable to complete the assessment will they still be able to message OIT or Wellness Center Staff?
 - a. They can directly email Wellness center if they have issues completing the assessment.
12. When are community goals created? When the community is initially created? Can goals be added or removed later on?

- a. Communities can be created by both students and wellness center staff. The staff can directly create it, but students need to submit an application and be approved. Goals can be added and removed, students within the community can do it also.
13. What hardware does the application need to be connected to?
- a. The UCI database system for student information. Any any backend system for the application.
14. What is the view of the Wellness Center Staff when using the web-based subsystem? For example, if the staff wanted to look up a student or community or the staff wanted to post/create a new workshop, how would they do so?
- a. If staff wanted to look up a student, there should be a search bar in the web based subsystem. They staff should be able to search the students name/uci net id. When clicked on, they can view the student s basic personal information as well as wellness information such as the wellness wheel and any events/workshops attended. To create a new workshop, there should be a text editor page in which staff can add descriptions for workshops and edit anything. There should be a publish button at the end of the page.
15. Can a community goal be a pre-made goal (listed by the Wellness Center staff)? Would it also need approval by the staff?
- a. If the community is created by the staff for all students then there will be premade goals. For that community it will be managed by the wellness center staff. The students wont be able to create/delete any goals made by the staff. For community made they will need to submit goals and get them approved.
16. If a student disconnects from the server when they send a private message, will that message be sent once they reconnect? Will it be marked as pending in the meantime?
- a. The draft of the message will be left in the application. Kind of like an email. Before it is sent it will remain in the draft section.
17. Are images allowed to be sent through the messaging portion of the app? Are rewards considered to be images when sent as a message or are they an attachment?
- a. Yes images will be supported in the messaging portion of the app. Physical rewards information will be textual (asking the student for contact info to be able to distribute the incentive). Digital rewards can be sent as images or external links.
18. In what cases will the student contact a Wellness Center staff through the messaging center?
- a. Depending on the student's own issues. Health issues, issues with the application, features they are confused about. They can contact the Wellness Center for any of these mentioned.
19. What actions does the system perform if an event is canceled?
- a. The app will push notifications to any students who had registered for that event

20. What happens if the system is unable to add the event to the student's calendar after they have signed up?
 - a. They can report the issue to the OIT department in the user feedback section.
21. Will students be prompted to save if they attempt to leave a modified page without hitting save?
 - a. The message will be saved without pressing send/save. Community edits will not be saved without pressing save.
22. What is the maximum length of goal description allowed when creating a new goal?
 - a. Around 500 characters
23. Are students able to create their own community goals and if so, how?
 - a. Goes through a process of getting approval from the wellness center staff. There's a goal section in the community page where they can create them. It's like creating a personal goal and then clicking submit to send that request to the wellness center staff
24. Will students be allowed to leave communities, or will they have to submit a form to leave?
 - a. Yes students can leave a community without any formal approval. They can destroy a community anytime they want
25. Will the user feed be similar to those seen on Facebook, Instagram, and other social media apps?
 - a. Yes, the post timeline can be viewed in chronological order events. Just like social media apps, the students can scroll down different posts in a community.
26. When the Wellness Center Staff view the application usage metrics in the web-based subsystem, is there a specific format to the data and what can the staff do to view that data?
 - a. We expect that the staff will be able to view the data through graphics that will be associated with an x & y axes representing student usage and the time. Multiple graphics will be provided to track student progress.
27. How do students register for events?
 - a. In the mobile app, there will be an event page and category. Students can click any of the events and scroll to the bottom and they can click the "join" button.
28. Will incentives be given in a form that every student can achieve and receive or will it take the form of a raffle for a more significant incentive?
 - a. For the rewards and gift this is determined by the wellness center staff. If they perform well, how many goals they complete or how much they improved their wellness health. For some incentive if a lot of students achieve this then the wellness staff can create a raffle for that reward.
29. How difficult will it be to achieve the incentives in the app?
 - a. It's difficult to achieve incentives. There are different levels of incentives. If it is significant it'll be through a raffle. But if it is small or digital then it won't be difficult.

30. How do students invite others into their community?
 - a. Students can send a link to another student to invite or they can send the community information. There should be a share button that provides many different ways to share the community. It should connect to the software (like how you press share on an iPhone and that little menu pops up).
31. How does a staff member create a new event? Does the system have a form where the staff member needs to input all relevant information?
 - a. Yes, within the web based system, there will be a form that will have the event name, description, and categories. They are required to provide a link to the registration form for the app so students can register through the app or an external link

Systems Requirements Specifications

1. Introduction

1.1 Purpose

During these unprecedented times with the COVID-19 pandemic, managing health and wellness has become more difficult for many people, including students. The UCI Center for Student Wellness and Health Promotion originated 5 years ago with the purpose of improving health and wellness amongst the student body of UCI. The Anteater Wellness application is being created in order to facilitate student wellbeing and further the work of the center. The application will help students in a variety of ways, such as creating awareness of mental health, developing healthy habits, creating balance in life, and inspiring the community to work together and lead each other in their wellness journeys. These goals are guided by the main values of awareness, advocacy, and empowerment. The application will facilitate this through assessments, goals, events/workshops, and communities. These functions will work together in order to create a cohesive and helpful system for the student to be able to track/improve their wellness and be able to share this information with other students. This application will also allow the staff of the Wellness Center to be able to better connect with students and be able to help them on their wellness journeys.

1.2 Scope

The software to be produced is AnteaterWellness. AnteaterWellness will be used by UCI students to track their wellness progress and to have easy direct communication with UCI's Wellness Center. It will also have a social aspect to help students connect with each other over mutual wellness goals. The main objective of AnteaterWellness is to promote student wellness; it's meant to serve as support for UCI students.

1.3 Definition, acronyms, and abbreviations

Word	Definition
UCI	University of California, Irvine
OIT	Office of Information Technology
WCS	Wellness Center Staff
Duo Two Factor Authentication	An external system that adds a layer of security by either making the user enter a code or sending a notification to a permanent trusted device
UCI Net ID	Username given to UCI Affiliates to access UCI related software
iOS	Operating System run on Apple mobile devices
Android	Operating System for mobile devices

1.4 References

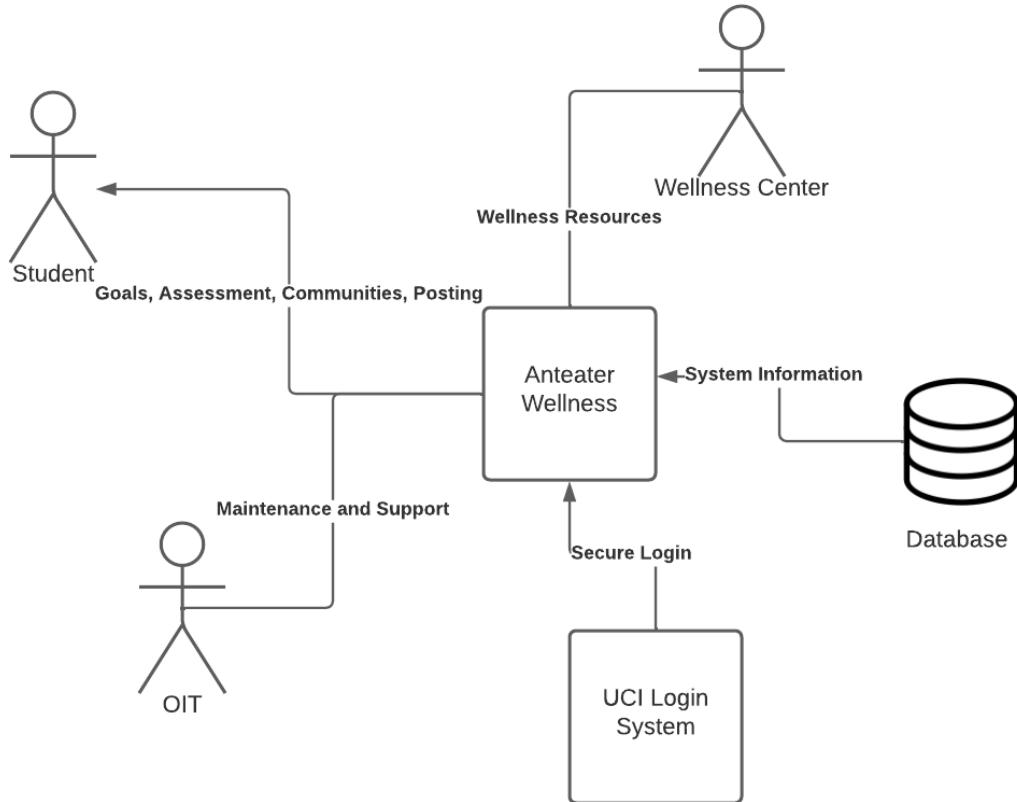
- CSWHP (<https://studentwellness.uci.edu/>)
- SQL Documentation (<https://docs.microsoft.com/en-us/sql/?view=sql-server-ver15>)
- iOS (<https://en.wikipedia.org/wiki/IOS>)
- Android ([https://en.wikipedia.org/wiki/Android_\(operating_system\)](https://en.wikipedia.org/wiki/Android_(operating_system)))
- Nielsen's Heuristics (<https://www.nngroup.com/articles/ten-usability-heuristics/>)
- OIT (<https://www.oit.uci.edu/>)

2. General description

2.1 Product Perspective

AnteaterWellness will be used by UCI students through a mobile application (either iOS or Android) and Wellness Center staff through a web application. AnteaterWellness will get necessary information such as event times, the wellness survey, and goals through the Wellness Center staff. The application shall use UCI's login system and Duo two-factor authentication to verify the identity of the user(s).

AnteaterWellness will store its data and be maintained through servers managed and run by OIT.



2.2 Product Functions

AnteaterWellness is a tool for UC Irvine students to make informed decisions to support their health and create a healthy environment. Students will take a wellness assessment this will help gauge the correct communities and goals for the student.

The system shall allow students to create, track, and share wellness goals. These goals will strive to promote wellness in six different areas: physical, financial, intellectual, emotional, social, spiritual. These categories will be defined on the students' wellness wheel.

Communities are an integral part of AnteaterWellness. These communities can be created by the wellness center staff as well as students. Within these communities, there will be specific events, goals, and communication. There will be a level of monitoring communication within the communities. Students will be able to report other students for bullying and/or violating guidelines.

Wellness center staff shall be able to track students' progress, while also suggesting new goals. To promote healthy habits the staff will offer and award incentives for students' participation.

2.3 User Characteristics

This system shall support the following types of users:

1. Students
 - a. Students will be the primary users of AnteaterWellness. System functionality will heavily rely on supporting the needs of students as they are the largest groups of system users. The needs of students include setting goals and tracking goal progression in both personal and community-wide scenarios.
 - b. Students will be technically literate in using software functions because of their experience using similar software systems on their mobile devices. Students' technical literacy will make them capable of navigating and using AnteaterWellness. Their technical literacy will require the system to offer quality features that further serve student user needs including goal making, tracking, and progress monitoring.
2. Student Wellness Center Staff
 - a. Student Wellness Center Staff will monitor reported student users and will offer additional wellness resources in correspondence to user goals for student users. Student Wellness Center Staff will communicate with student users through the system messaging feature to provide additional wellness resources.
 - b. Student Wellness Center Staff members will be expected to have a technical foundation in order to properly navigate the software. The system shall be easy to work with and offer features to make monitoring content and offering/updating resources simple.
3. OIT Staff
 - a. OIT Staff members will technically manage AnteaterWellness and be designated technical tasks involving/including but not limited to: user management, database issues, updating software, etc. OIT Staff members will service AnteaterWellness as needed.
 - b. OIT Staff members will be technically fluent and have background/ experience in technically managing software systems.

2.4 General Constraints

1. AnteaterWellness requires constant internet connectivity otherwise content displayed will be outdated from the previous time the application was used with an internet connection and user activity will be restricted.
2. The application will be iOS and Android compatible for student users
3. The application will be available in browsers including, but not limited to:
 - a. Google Chrome and Chromium-Based Browsers
 - b. Mozilla Firefox

- c. Microsoft Edge
- d. Safari

2.5 Assumptions and Dependencies

1. Assumed that students will use the application to its full potential by actually completing their goals, joining and participating in community activities, and scheduling events/workshops
2. Assumed that wellness center staff will be working from 8am to 5pm
3. Anteater Wellness is assumed to be usable by all students
4. Anteater Wellness is assumed to have the same login process and security as other UCI systems

2.6 Apportioning of Requirements

In future versions of this app, it is expected that Anteater Wellness will come with

1. Live chat
 - a. Students can ask Wellness Center staff about goals and communities
 - b. Wellness Center will be able to respond to students in the span of 10 minutes
2. Application sync with calendar systems
 - a. Students can sync the events and workshops they are going to with calendar apps
 - b. In-app calendar is optional
3. Students can create workshops
 - a. As of now, only wellness center staff can create workshops

3. Specific Requirements

3.1 Essential Requirements

3.1.1 Functional Requirements

ID: TKWLLTST

TITLE: Take Wellness Assessment

DESCRIPTION: The system shall present a wellness assessment for the user to take. The wellness assessment contains multiple statements about the user's daily habits which the user answers on a 1-5 scale. The assessment will suggest which types of categories (physical, school, mental, etc.) goals the user should work on based on the results that came from the test. The system gives the user which type of goals they should achieve 2 days after submitting the test.

PRIORITY: High

SOURCE: 1/17 (2), 1/24 (39), 2/14, (2)

EVENT/USE CASE: TakeAssessment

RATIONALE: The first thing that happens after the first time the user logs into the app, the assessment test is presented. For students to know what type of goals they need to achieve, the wellness assessment gives them a good idea of which types of goals they should work on. These goals aren't mandatory, but they are helpful since they are created by the wellness staff. It's like they are customized for the user.

DEPENDENCIES: N/A

STABILITY: High

ID: CRTCMM

TITLE: Create Communities

DESCRIPTION: The system shall allow both wellness staff and students to create communities. In order for students to submit a community application, a community creation requires a title, description, goals, max number and category. After they submit, they need to wait approximately 3 days or less until the wellness staff approves the application. Wellness staff can create communities by themselves. Communities can be both private and public.

PRIORITY: Medium

SOURCE: 1/17 (13), 1/31 (8), 2/7 (6, 15)

EVENT/USE CASE: CreateCommunity

RATIONALE: A community is a space for users with similar goals and ambitions to share goals. Communities have posts that are shared whenever a user completes a goal. Communities can also post goals that everyone in the community has the option to complete on their own.

DEPENDENCIES: Community must be approved by staff. Only 5 communities can be created by 1 student

STABILITY: High

ID: JNCOMM

TITLE: Join Community

DESCRIPTION: The system shall allow users to join communities. A user can either search for a community or be invited to a community by another user. The system also provides a filter search for communities that students want to join. Communities are either private or public.

PRIORITY: Low

SOURCE: 1/31 (8), 2/7 (17), 2/14 (5),

EVENT/USE CASE: SearchForCommunity/

RATIONALE: Joining a community lets a user join a space where they share common goals and ambitions with other users. They are motivated by others to make more goals for themselves.

DEPENDENCIES: Some communities may be private so users may need an invite. The community must be made already

STABILITY: High

ID: SNDMSG

TITLE: Send Messages

DESCRIPTION: Users shall be able to send messages through an in-app messaging system. Students shall only be able to message Wellness Center Staff. Wellness Center Staff shall be able to message any other type of user and shall be able to view student reports of inappropriate behavior through the messaging system

PRIORITY: High

SOURCE: 1/31 (6,7) 2/7 (8)

EVENT/USE CASE: ManageMessages

RATIONALE: For Students to communicate with the Wellness Center Staff, they must have a messaging system. It is simpler to have this system built into the application rather than rely on an external messaging system such as email. For the Wellness Center Staff to approve goals or review student reports, they need a messaging system to contact students

DEPENDENCIES: N/A

STABILITY: High

ID: VWCLN

TITLE: View Calendar

DESCRIPTION: Students must be able to view events Wellness Center Staff have added through a calendar or list view. They shall be able to see dates, times, and locations on the calendar. Users shall also be able to see their goals displayed on the calendar. If any issues arise with adding events they have signed up for to the calendar, students will contact OIT. Events users have signed up for shall be highlighted in some manner on their calendars. The calendar must also be automatically updated if the user decides they aren't going to the event. In the future, the system might support third-party calendars like Google Calendar

PRIORITY: Medium

SOURCE: 1/17 (9, 20) 2/28 (4,10)

EVENT/USE CASE: ViewEvent

RATIONALE: Students need to be able to view events in a practical manner as part of their goals may be to attend certain workshops. They also shall be able to view events that may not be related to their goals but interest them.

DEPENDENCIES: N/A

STABILITY: High

ID: RSVP

TITLE: RSVP for Events

DESCRIPTION: Students shall be able to RSVP for events. This shall be available through a link that the Wellness Center Staff provide them through the messaging system or through the calendar. There shall be a "join" button on events shown in the calendar for users to officially

sign up for them

PRIORITY: Medium

SOURCE: 2/28 (27)

EVENT/USE CASE: ViewEvent

RATIONALE: Part of the students' goals may require them to attend certain events. In this case, they must be able to RSVP for events so the Wellness Center Staff can keep track of how many people are coming and possibly put a cap on the total amount of people

DEPENDENCIES: Calendar to view events and the messaging system

STABILITY: High

ID: SHRECOM

TITLE: Share Communities

DESCRIPTION: The user shall be able to share a specific community by pressing on a “Share” button on the community page. This button will open the operating systems share function to allow the user to share the community, either by copying a link to an invitation for the designated community or sharing the community information (title, description and link) to any supported app that is downloaded to the user’s device that is accessible from the operating system’s share UI.

PRIORITY: Low

SOURCE: 2/28 (30)

EVENT/USE CASE: InviteToCommunity

RATIONALE: In order to make communities lively hubs, users must be able to share their communities with others in order to facilitate others joining. This can also be a way for users to connect with people that they know in real life on the app.

DEPENDENCIES: Student must be a member of the desired community.

STABILITY: High

ID: APRVCOM

TITLE: Approve Communities

DESCRIPTION: Wellness Center Staff shall be able to view applications for communities within the web-based subsystem. Here, the staff member can review the submitted information for the community application (title and description). From here, the staff can decide whether to accept or deny the application and press the according button within the application.

PRIORITY: Medium

SOURCE: 1/31 (8), 2/28 (12)

EVENT/USE CASE: ApproveCommunity

RATIONALE: In order to ensure that communities within the application are appropriate and relevant to the purpose of the application, communities should need to be approved by staff in order to exist.

DEPENDENCIES: Staff must be logged in to the web-based subsystem. There must be a community application to accept.

STABILITY: Medium

ID: SRCHCOM

TITLE: Search for Communities

DESCRIPTION: Users shall be able to use a search bar function within the communities tab of the application to use textual search to be able to find public communities that match the search criteria. The student shall further be able to filter their search by the criteria of wellness category or community size (number of members). The user shall be able to select a community from the search results and view its information page.

PRIORITY: Medium

SOURCE: 1/17 (49), 2/7 (12, 17), 2/14 (5, 9)

EVENT/USE CASE: SearchForCommunity

RATIONALE: The user should be able to search for communities that align with their goals and values. This will help create a better experience for the user by connecting them with like-minded peers.

DEPENDENCIES: N/A

STABILITY: High

ID: RCMNT

TITLE: Report Comments

DESCRIPTION: Students shall be able to report comments of other students for being inappropriate.

PRIORITY: High

SOURCE: Elicitation questions (1/31) 13, (2/7) 19, 21, (2/28) 2

EVENT/USE CASE: N/A

RATIONALE: In order to keep the online environment of AnteaterWellness safe for all students, students should be able to report the inappropriate content of other students so that those comments can get removed. Reporting comments will also limit abusive activity since users getting reported can be removed.

DEPENDENCIES: N/A

STABILITY: High

ID: CSETNG

TITLE: Change Settings

DESCRIPTION: Students shall be able to adjust system settings to fit their needs and preferences.

PRIORITY: Medium

SOURCE: Elicitation questions (2/7) 25, 26, (2/14) 4,

EVENT/USE CASE: AdjustSettings

RATIONALE: In order to motivate user activity, students should be able to change settings.

Changing settings will make the application more personalized for the user, thus encouraging user activity.

DEPENDENCIES: N/A

STABILITY: High

ID: PGOAL

TITLE: Post Goals

DESCRIPTION: Students shall be able to post goals they are interested in making progress toward.

PRIORITY: High

SOURCE: Elicitation questions (1/24) 40, (1/31) 6, (2/14) 14, (2/28) 25

EVENT/USE CASE: CreateGoal, UpdateGoal, MarkGoalComplete

RATIONALE: In order to improve student wellness, students should be able to post their goals to hold accountability for themselves and increase their motivation to work toward their goals.

DEPENDENCIES: Take Wellness Assessment, Create Goals

STABILITY: High

ID: APRGOAL

TITLE: Approve Goals

DESCRIPTION: The system shall allow wellness center staff to approve goals that are created by students

PRIORITY: High

STABILITY: Medium

SOURCE: 1/24 (18, 27, 39, 28), 2/7 (1) 1/31 (1)

EVENT/USE CASE: ReviewCustomGoal

RATIONALE: This functionality will allow students to create new and unique goals. Approving goals will ultimately satisfy the main vision of Anteater Wellness of empowering students to make informed health decisions.

DEPENDENCIES: ViewStudentProfile

ID: WCREC

TITLE: Wellness Center Recommending

DESCRIPTION: This functionality shall allow the wellness center to recommend goals to students.

PRIORITY: High

STABILITY: Medium

SOURCE: 1/17 (9, 52)

EVENT/USE CASE: RecommendGoal

RATIONALE: In order to improve student wellness the wellness center staff will recommend communities, goals, and events. These recommendations will be the baseline for the students' overall profile and wellness journey.

DEPENDENCIES: Create Goal, Take Wellness Assessment

ID: CRGOAL

TITLE: Create Goals

DESCRIPTION: Students and Wellness Center staff shall be able to create goals. These goals will need to have several base elements. The goal will need to have a category, title, and optionally a description.

PRIORITY: High

STABILITY: Medium

SOURCE: 1/17 (19), 1/24 (18), 1/31 (1)

EVENT/USE CASE: CreateGoal

RATIONALE: Creating a goal helps a student build awareness of their individual health and creating a healthy environment. Allowing students to create a goals also empowers them, which is one of the three main values of AnteaterWellness.

DEPENDENCIES: Take Wellness Assessment

ID: VWMSSG

TITLE: View Messages

DESCRIPTION: Students and Wellness Center staff shall be able to view their messages on their mobile device or web app, respectively. They must have the ability to distinguish between messages they have already read and ones they have yet to view

PRIORITY: High

STABILITY: High

SOURCE: 1/31 (6,7) 2/7 (8)

EVENT/USE CASE: ManageMessages

RATIONALE: Users must be able to access the messaging system as that is one of the main features of the app. The messaging system allows the wellness center staff to interact with the students and vice versa. Students also get their goals and communities approved through the messaging system

DEPENDENCIES: Users must have messages to be able to view any. Once their first message is sent or received, the messages should appear on their application until they choose to delete them

ID: CRTCOM

TITLE: Create Comments

DESCRIPTION: Students shall be able to post comments on their peers' posts.

PRIORITY: Low

STABILITY: High

SOURCE: 1/31 (6,7) 2/7 (8)

EVENT/USE CASE: CommentOnGoals

RATIONALE: Part of the app's functionality is to promote social interaction through participation in wellness goals. For students to be able to communicate with each other, there must be a way for them to comment on each other's goals

DEPENDENCIES: Only posts can be commented on and posts only exist within communities. Therefore, the student making a comment must be part of a community that has posts in it

3.1.2 Non-functional Requirements

ID: SCRTY

TITLE: Security

DESCRIPTION: The users' information should be kept secure to prevent any data or privacy breaches. The main form of security will be by using an external system to log in. Logins will be done through the UCI Login system and Duo Two-Factor Authentication. The system shall also log users out after two days of inactivity

PRIORITY: High

SOURCE: 2/7 (3,4,16)

EVENT/USE CASE: N/A

RATIONALE: For any application to be successful, the users must be confident that the app values security. This is especially important considering the University of California's history with data breaches

DEPENDENCIES: N/A

STABILITY: High

ID: RLBTY

TITLE: Reliability

DESCRIPTION: The application shall have a rate of failure of less than 5%.

PRIORITY: High

SOURCE: Industry Standard

EVENT/USE CASE: N/A

RATIONALE: The application should be reliable in order to please the user base.

DEPENDENCIES: N/A

STABILITY: Medium

ID: ACSBLTY

TITLE: Accessibility

DESCRIPTION: The application shall have very secure accessibility. Duo-step authentication is needed in order to use the system. The wellness staff is able to access app usage information and student profile information through the web-based subsystem. Parents, UCI counseling center, and professors are not allowed to look at any information.

PRIORITY: High

SOURCE: 1/17 (6, 26, 36) 1/24 (11, 21)

EVENT/USE CASE: N/A

RATIONALE: The application offers accessibility to users' accounts, respectively. Other accounts may not be accessible unless username and Duo-step authentication are accessed.

DEPENDENCIES: N/A

STABILITY: High

ID: PRVCY

TITLE: Privacy

DESCRIPTION: Each profile should be private, users should not have access to other users' profiles within the application. While students may not have access to other profiles, they can still view the public content of other users. Users should be able to adjust what content is private and what content is public. Each community should have the option to be private when being initially created.

PRIORITY: High

SOURCE: Elicitation Questions (1/17) 13, 29, (1/31) 6, (2/7) 17

EVENT/USE CASE: CreateCommunity, CreateGoal

RATIONALE: In order to protect student user privacy, students should be able to control what information is displayed publicly and what information is kept private. While Wellness Center Staff has access to student profiles, they will only be allowed access to the same public

information other users have access to. Any other private content is kept confidential unless otherwise changed by the user and any personal information will remain confidential regardless.

DEPENDENCIES: A student must have created a goal and/or created a community to edit the privacy settings.

STABILITY: High

ID: MOBDEV

TITLE: Mobile Device

DESCRIPTION: The student version of Anteater Wellness shall work on both IOS and Android mobile devices. There will not be a desktop version for students. There shall not be a mobile version for Wellness center staff.

PRIORITY: High

STABILITY: High

SOURCE: 1/24/22 (20, 23, 37), 2/7/22 (16)

EVENT/USE CASE: N/A

RATIONALE: The system is meant to be accessible for students and easy to use. Having the system on mobile devices makes it more likely for students to use it. This also allows the students to set notifications to stay on track with their goals.

DEPENDENCIES: N/A

ID: DESKDEV

TITLE: Desktop Device

DESCRIPTION: The Wellness Center staff version of Anteater Wellness shall only work on Desktop. There will not be a desktop version for students. There shall not be a mobile version for Wellness center staff.

PRIORITY: High

STABILITY: High

SOURCE: 1/24/22 (20, 23), 2/7/22 (16)

EVENT/USE CASE: N/A

RATIONALE: The wellness center staff doesn't need to have the accessibility that students have. The staff will sign in on a desktop at the center and perform their duties.

DEPENDENCIES: N/A

ID: MTNBLTY

TITLE: Maintainability

DESCRIPTION: The app must be maintainable by OIT. They must have access to all the database(s) and any required student information to monitor conduct

PRIORITY: High

STABILITY: Medium

SOURCE: 2/7 (7) 2/14 (13)

EVENT/USE CASE: ViewMetrics, MonitorStudentConduct

RATIONALE: The application is expected to need upgrades or expected to have some bugs. For this, it is necessary to have a team to maintain the application and its database(s)

DEPENDENCIES: N/A

3.1.3 External Interface Requirements

3.1.3.1 User Interfaces

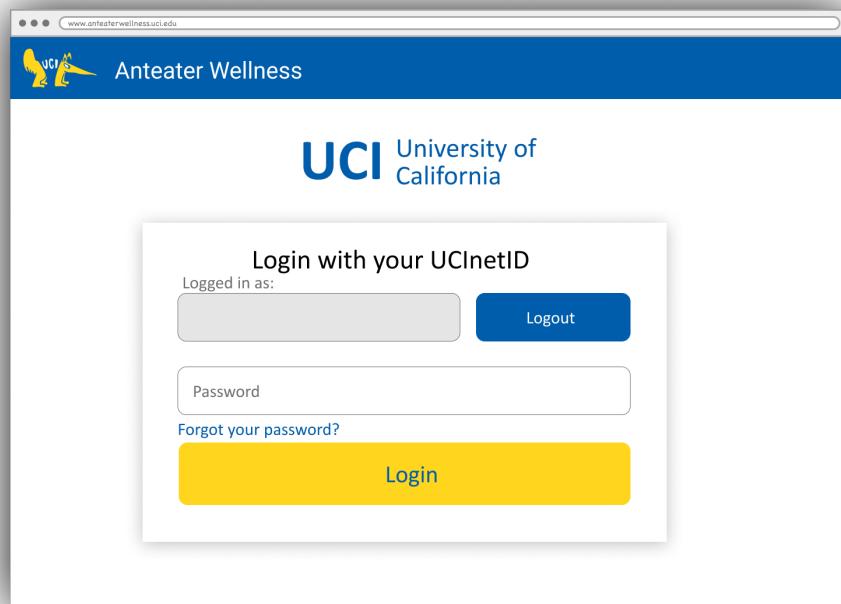


Fig 1: Log in page on web interface for Wellness Center Staff

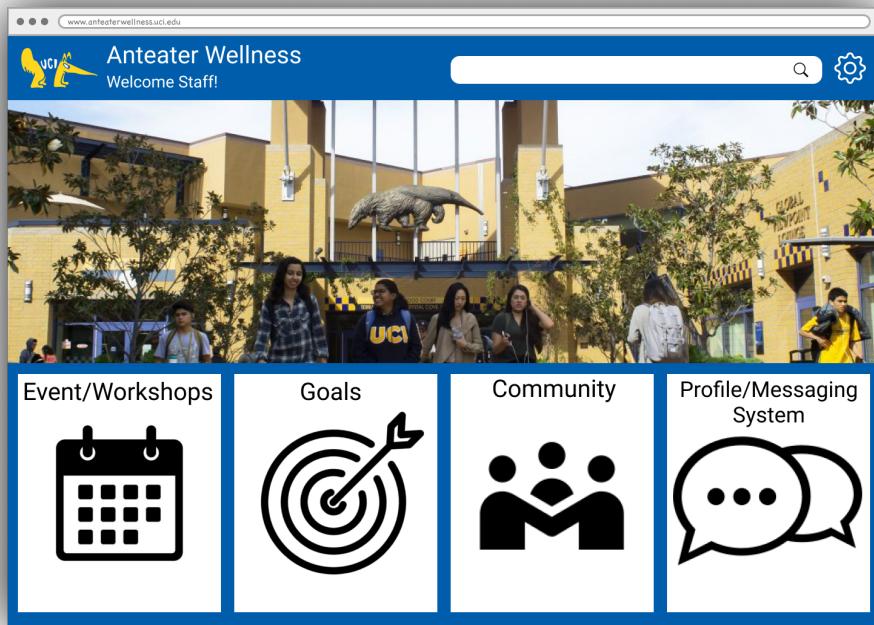


Fig 2: Home page for Web interface for Wellness Center Staff

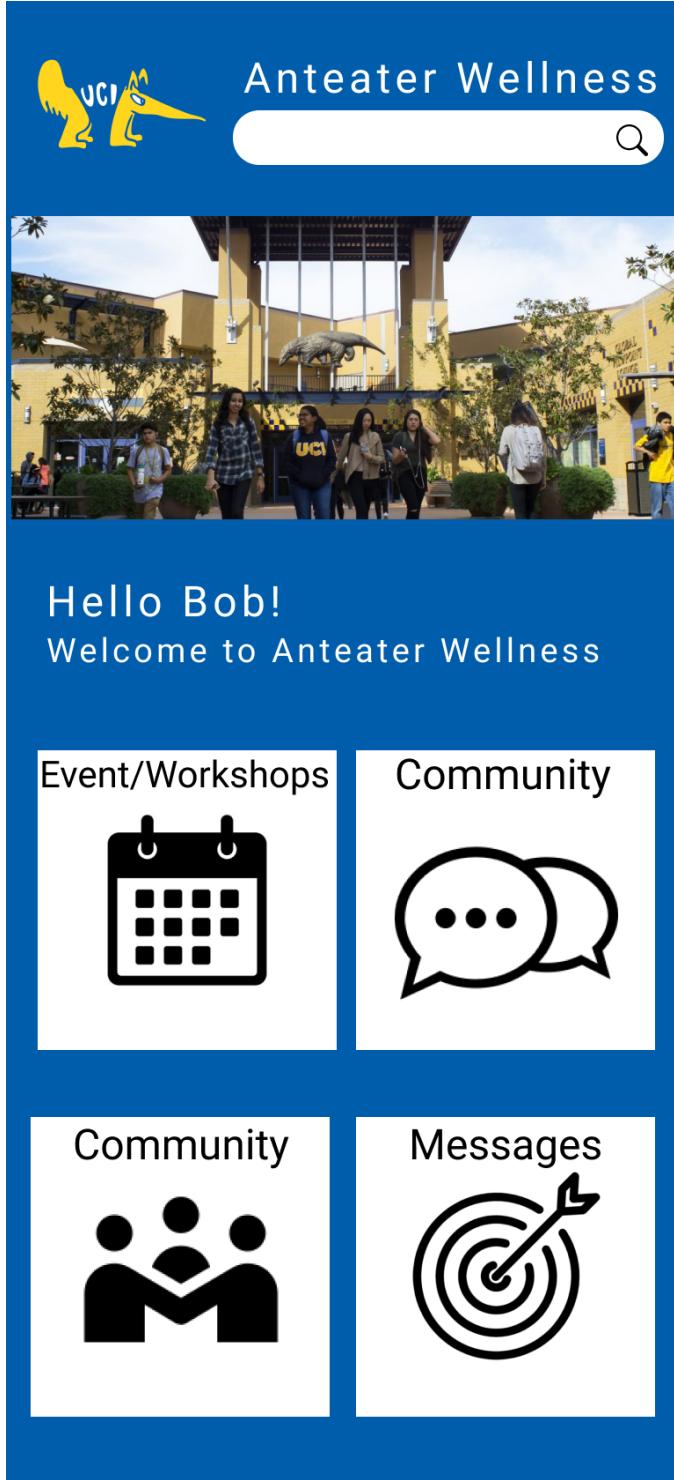


Fig 3: Home page for Phone Interface

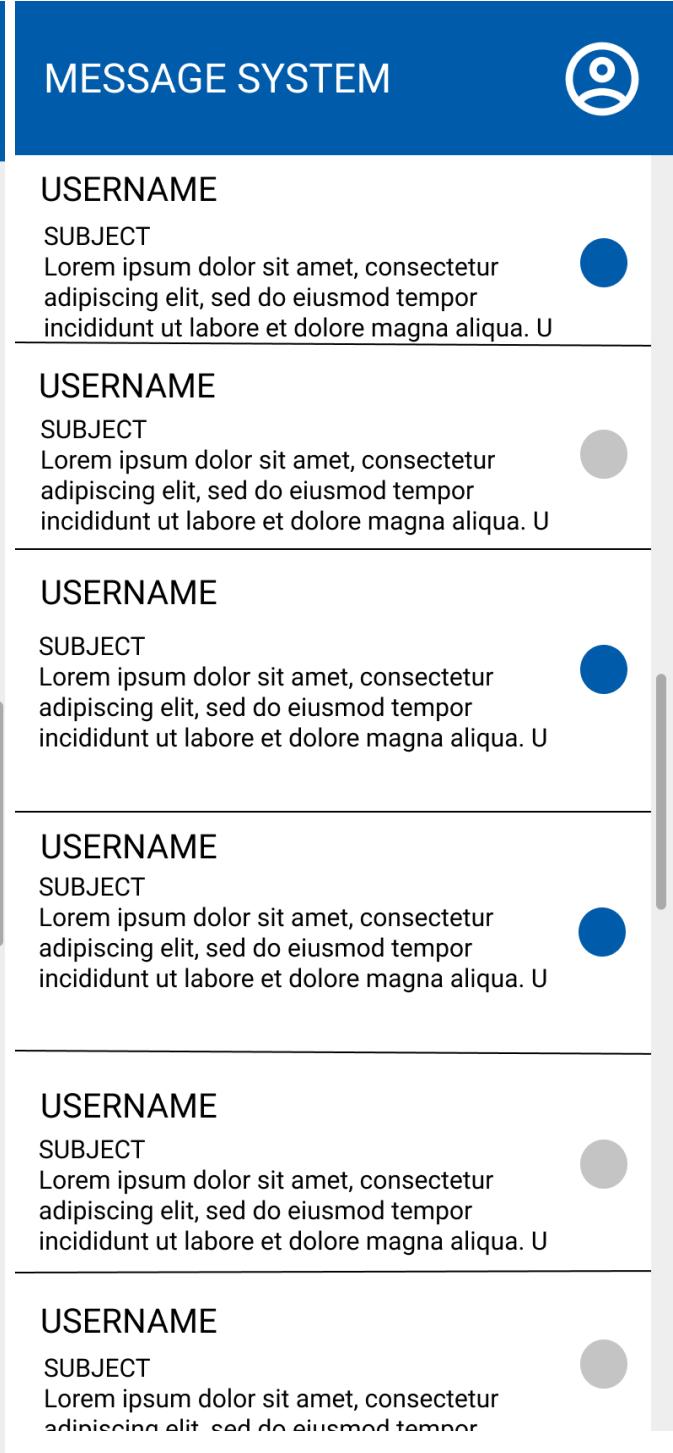


Fig 4: Messaging System on Phone Interface

COMMUNITY NAME



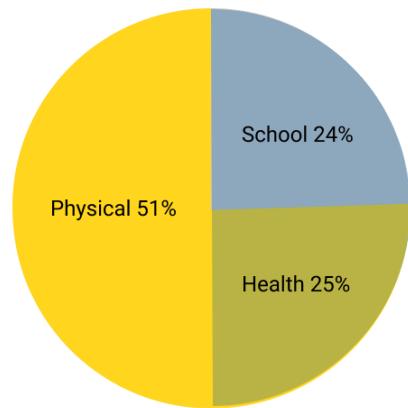
Description Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. U

- Post** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. U
- 
-
- Post** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. U
- 
-
- Post** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. U
- 
-
- Post** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. U
- 
-
- Post** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. U
- 
-
- Post** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. U
- 

GOALS



Wellness Wheel



MY GOALS

Goal 1

Goal 2

Goal 3

Goal 4

Fig 5: Phone View from inside a community

Fig 6: Student view of their goals

EVENTS & GOALS

March 2022

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

www.a-printable-calendar.com

Event 3/1 Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Event 3/2 Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Event 3/3 Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Event 3/4 Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Fig 7: Events page with Calendar

3.1.3.2 Hardware Interfaces

AnteaterWellness will be available on mobile devices, such as iOS and Android, on the applications' store for student users. AnteaterWellness will be available for Wellness Center Staff on desktop/laptop web-browsers.

iOS Mobile

The iOS version of AnteaterWellness shall be compatible with iOS hardware, the main hardware platform being ARM architecture.

Android Mobile

The Android version of AnteaterWellness shall be compatible with Android hardware, the main hardware platform being ARM architecture.

Desktop/ Laptop

The web-browser version of AnteaterWellness will be run on a desktop/ laptop, the hardware will have no direct relationship to the AnteaterWellness system.

3.1.3.3 Software Interfaces

These are the external softwares that work with Anteater Wellness to create the user experience.

Web Browser

The role that web browsers play in Anteater Wellness is to provide access to the web-based subsystem for the Wellness Staff.

WebAuth

The main role that WebAuth plays in Anteater Wellness is to facilitate user log in and authentication through their UCI NetID.

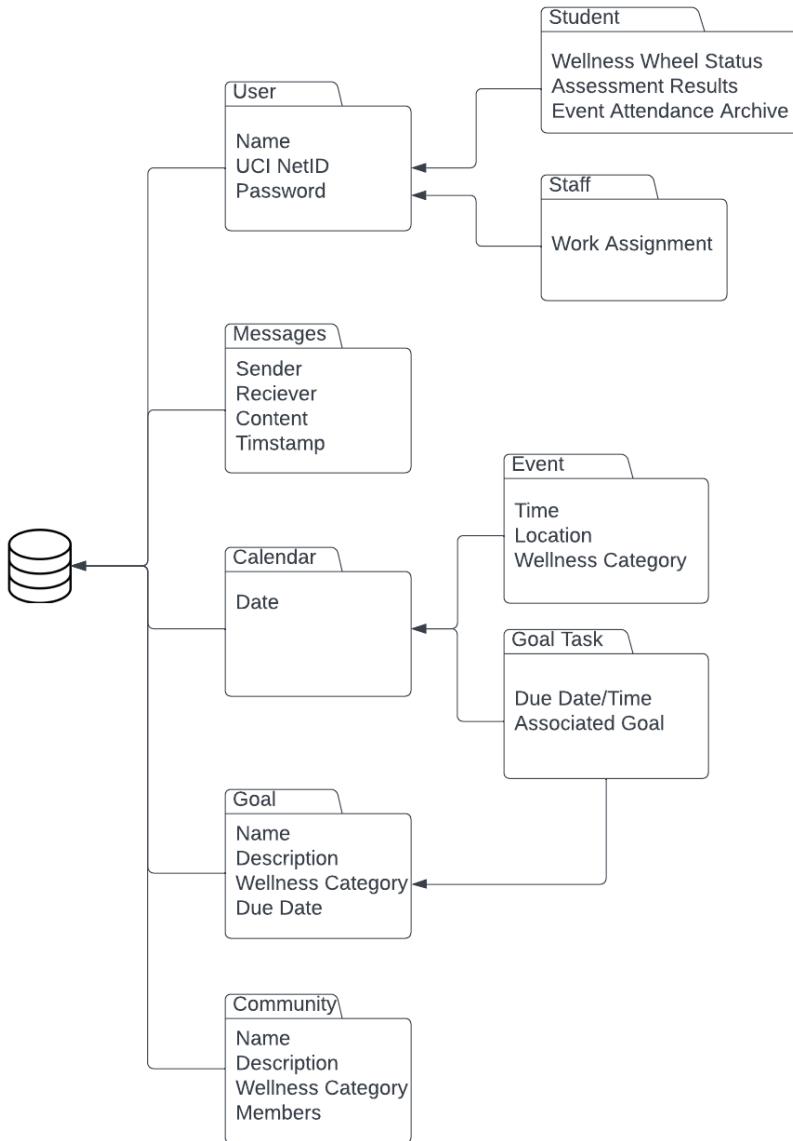
Shibboleth

Shibboleth powers WebAuth and enforces WebAuth's abilities and performance.

UCI Registrar

UCI Registrar provides data essential to the identification of users within Anteater Wellness.

3.1.4 Logical Data Model



- **Users:** For each user, the database shall store Name, UCI NetID and Password. The sub role of student shall additionally store Wellness Wheel Status, Assessment Results, and Event Attendance Archive.
- **Messages:** For each message, the database shall store Sender, Receiver, Content, and Timestamp.
- **Calendar:** In the database, the calendar shall store the date and two types of categories. One is Event, which will store Time, Location, and Wellness Category. The other is Goal Task, which will store Due Date/Time and Associated Goal.

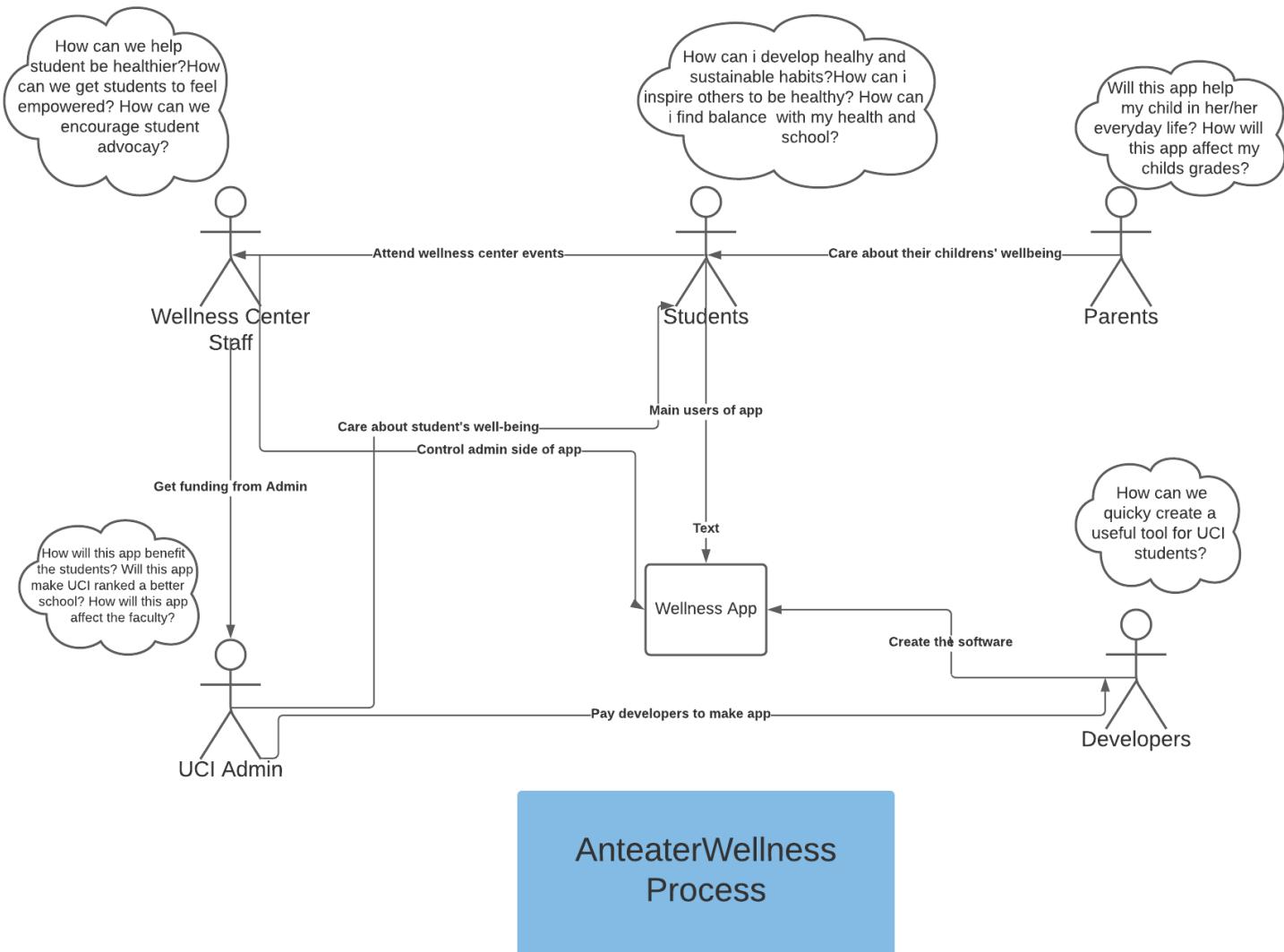
- **Goal:** For each goal, the database shall store Name, Description, Wellness Category, and Due Date. Additionally, Goal Task extends Goal and shall store Due Date/Time and its Associated Goal.
- **Community:** For each community, the database shall store Name, Description, Wellness Category, and Members.

Appendix

Stakeholder Model

1. Students:
 - a. Types/ Roles/ Functions:
 - i. Users of the app
 - ii. Interact with Wellness Staff
 - iii. Take Survey
 - iv. Track Wellness
2. Wellness Center Staff:
 - a. Types/ Roles/ Functions:
 - i. Provide support
 - ii. Schedule events
 - iii. Use web app
 - iv. Promote the app
3. UCI Admin:
 - a. Types/ Roles/ Functions:
 - i. Sponsors of the Wellness App
 - ii. Promote the app
 - iii. Financial support of the app
4. Developers:
 - a. Types/ Roles/ Functions:
 - i. OIT
 - ii. Creators of the app
 - iii. Develop and schedule updates /maintenance
5. Parents:
 - a. Types/ Roles/ Functions:
 - i. Guardian of student (user)
 - ii. Monitor how the student is progressing from using the app

Rich Picture



Textual Stakeholder Analysis

1. Students:
 - a. Priority
 - i. High (students are one of the two groups of end-users for this application, and it is ultimately in developing their wellbeing that all other parties have a stake)
 - b. Relation to Other Stakeholders

- i. Students are the main users/stakeholders of the application.
 - ii. They are the ones that the Wellness Center Staff is trying to support.
 - iii. UCI administration also wants the students to have a positive experience in school and, thereafter, as alumni (happier, thriving students are more likely to contribute to the school with donations in the future and to bolster its reputation by the students' successes).
 - iv. Parents want their children to lead healthy lives, and they may very well decide to stop paying tuition if they deem that UCI is not fostering an amenable environment for their child.
 - c. Area of Expertise/Knowledge
 - i. Insofar as students' needs are concerned, we might suppose that students have a decent knowledge—although the degree to which students understand their strengths and weaknesses (as well as their emotional, social, physical, and nutritional needs) will vary, potentially dramatically. We can reasonably assume that most students are familiar enough with phone apps to navigate a well-produced one with low friction.
 - d. Primary Concerns
 - i. The app should be easy to use and effective in helping them achieve their wellness goals.
 - ii. They want their private information to be kept secure and safe.
 - iii. They want to be able to connect with other students on the app.
2. Wellness Center Staff:
- a. Priority
 - i. High. Wellness Center Staff will be adding scheduled appointments and events. They will also be able to give students the ability to retake the survey.
 - b. Relation to Other Stakeholders
 - i. Wellness Center Staff are the main source of help users will turn to since staff will have access to the backend of the application through the web app.
 - ii. They care about the well-being of students
 - c. Area of Expertise/Knowledge
 - i. The area of knowledge is in student health, offering the best resources and aid for students through all mediums of health. Staff provide guidance as to what they believe is best for student wellness and health
 - d. Primary Concerns
 - i. Want the students to be able to improve on health
 - ii. They want the students to improve on their grades
3. UCI Admin:
- a. Priority

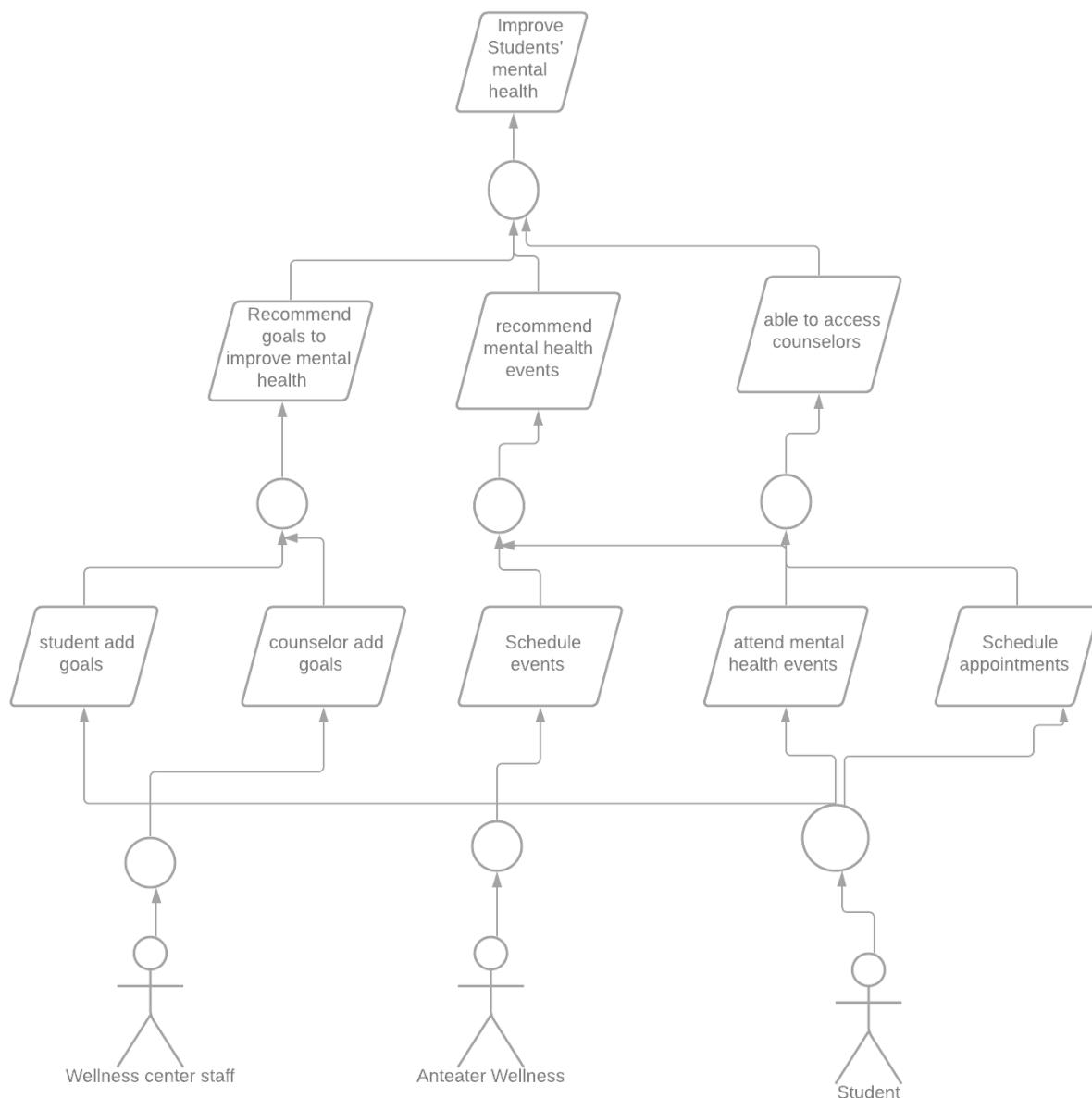
- i. Medium. They aren't direct users of the app but the results and effects that this app has will affect them.
 - b. Relation to Other Stakeholders
 - i. Pay developers and UCI Wellness Staff
 - ii. Care about student well-being
 - c. Area of Expertise/Knowledge
 - i. They know what will be beneficial to the school because they have a lot of experience in that area. They have lots of experience with dealing with students and how to help them.
 - d. Primary Concerns
 - i. They want the app to have a positive impact on students
 - ii. They want the app to give UCI a better reputation
4. Developers:
- a. Priority
 - i. Medium. They won't directly be affected by the app. However, since they're the ones creating it, they must get the requirements correct so it's usable by the students and wellness staff
 - b. Relation to Other Stakeholders
 - i. Create a wellness app for Students and Wellness staff to use. For students, this app must be iOS and Android compatible. For the wellness staff, it should be used as a web browser application
 - ii. For their work on the app, the developers will be compensated by the UCI Admin
 - c. Area of Expertise/Knowledge
 - i. Their area of expertise lies in software engineering. This is integral to the wellness app as they're the ones who will be implementing the requirements
 - d. Primary Concerns
 - i. They want to make their app efficient for use
 - ii. They want to create their app so there can be improvements made later on
5. Parents:
- a. Priority
 - i. Low. While they care about their children, the parents will not be directly using, developing, or funding this app
 - b. Relation to Other Stakeholders
 - i. Care about the wellbeing of their children.
 - c. Area of Expertise/Knowledge
 - i. They potentially know their child's health history (possibly even to a greater extent than does the student) and, possibly, knowledge of physical and mental health matters writ large.

d. Primary Concerns

- i. The main concern for parents is for their child/ren. To know they have the resources and community they need to help them succeed.

Goal Model

Model 1: "Improve Student's Mental Health"



Model Explanation:

This model demonstrates how the Anteater Wellness App will improve student mental health. College can be very stressful, so having a helpful resource for students to go to when they feel their mental health/wellness is struggling is vital. Through recommended goals, events, and counselors, the app will help students on their wellness journey.

Goal Annotation:

1. Recommend Goals to Improve Mental Health

- a. Definition: The system uses student habits and assessment results to recommend relevant goals to the student.
- b. Type: Soft
- c. Source: 1/24/22 Session, Question 11
- d. Priority: High

2. Recommend Events for Mental Health

- a. Definition: The system will store event information and recommend certain ones to students based on their wellness wheels and assessment results.
- b. Type: Soft
- c. Source: Session 1/24/22, Question 32
- d. Priority: High

3. Able to Access Counselors

- a. Definition: Through an in-app messaging system, students will be able to connect with counselors to talk about their wellness needs.
- b. Type: Achieve
- c. Source: 1/24/22, Question 17
- d. Priority: Medium

4. Students Add Goals

- a. Definition: Students can add goals for themselves on the app. These have to be approved by the wellness center staff
- b. Type: Achieve
- c. Source: Session 1/31/22, Question 1
- d. Priority: High

5. Counselors Add Goals

- a. Definition: Counselors can add goals for the students.
- b. Type: Achieve
- c. Source: Session 1/24/22, Question 11
- d. Priority: High

6. Schedule Events

- a. Definition: Events can be scheduled and added to Anteater wellness by the wellness center staff. This will be shown on a calendar
- b. Type: Maintain
- c. Source: Session 1/24/22, Question 42, Session 1/17/22, Question 9

- d. Priority: High

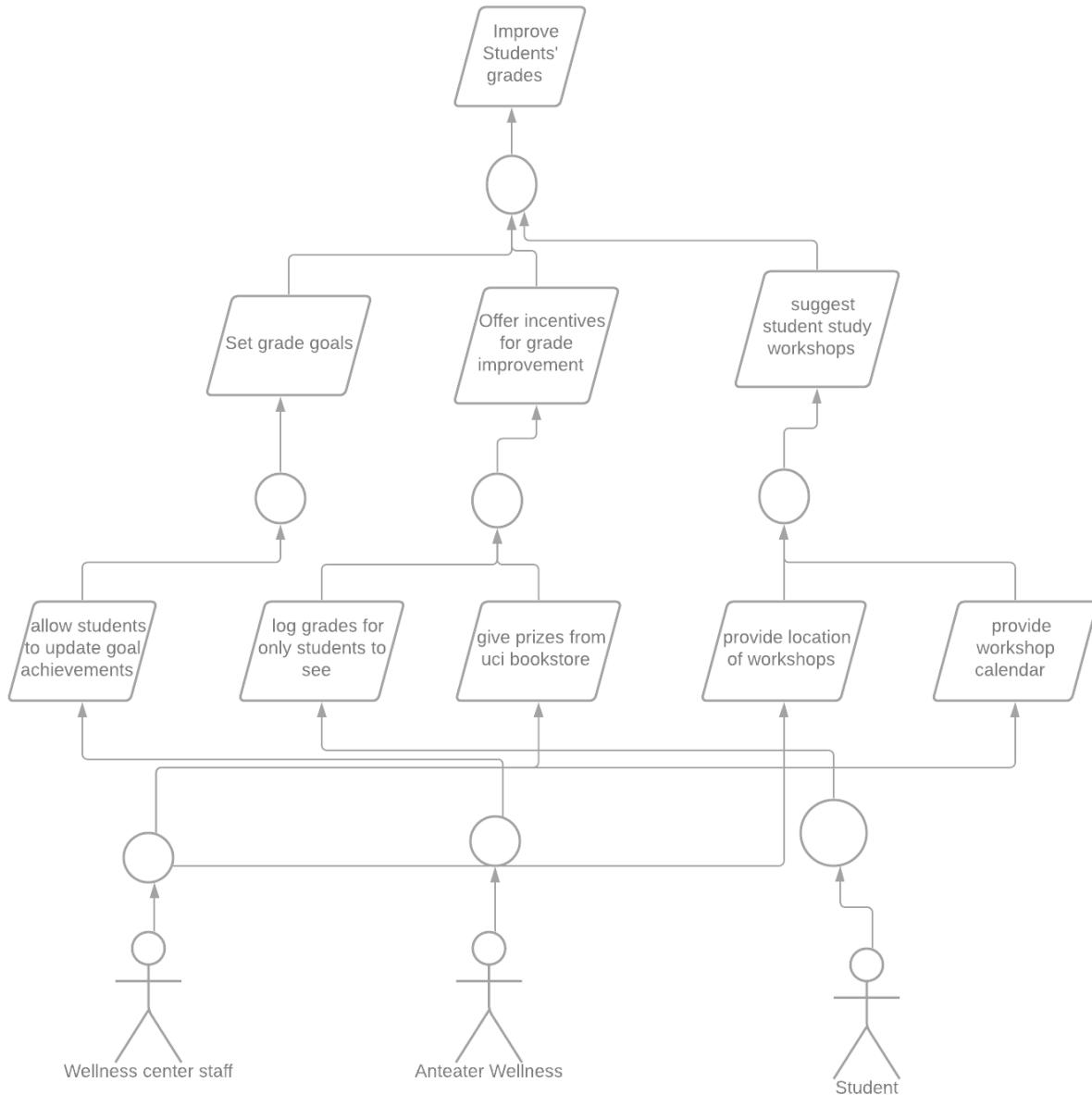
7. Students Attend Mental Health Seminars

- a. Definition: Some of the events that the students can attend will be focused on mental health.
- b. Type: Achieve
- c. Source: Session 1/31/22, Question 16 (assumption based on this question, we may have to ask a follow-up question)
- d. Priority: Medium

8. Schedule Appointments

- a. Definition: Students can schedule appointments with the wellness center staff. Counselors can then approve the appointments
- b. Type: Maintain
- c. Source: Session 1/17/22, Question 4 & 7
- d. Priority: High

Model 2: “Improve Students’ Grades”



Model Explanation:

One key insight into student wellness is that there is feedback between mental health and academic performance: poor mental health can lead to lower grades, which can discourage a student and lead to lower grades still. Accordingly, AnteaterWellness seeks to bolster students' academic performance whenever and however possible. In particular, the application provides an interface for students to log their grades and incentives, prizes, workshops, and goals to engender confidence in their academic performance. Notably, the Wellness Center achieves this incentivization indirectly—not, for example, by allowing staff to directly access students' grades and offer commensurate advice, intervention, etc.

Goal Annotation:**1. Set Grade Goals**

- a. Definition: Students or wellness center staff will be able to set goals for the students regarding their grades. Goals can also be set automatically after the assessment is taken.
- b. Type: Achieve
- c. Source: 1/24/22, Question 11
- d. Priority: High

2. Offer Incentives for Grade Improvement

- a. Definition: The wellness center staff can offer incentives to the students to achieve their grade-related goals. This can include physical prizes
- b. Type: Soft
- c. Source: 1/24/22, Question 9 partially and 1/17/22, Question 12 partially
- d. Priority: Medium

3. Suggest Student Study Workshops

- a. Definition: The Wellness center staff may be able to offer the students study workshops as part of their events
- b. Type: Soft
- c. Source: Have to ask if this will be part of the events offered by the staff, 1/24/22 Question 8 partially covers this
- d. Priority: Medium

4. Allow Students to Update Goal Achievements

- a. Definition: Students can update their goal achievements through the app to see how close or far they are from achieving their goal
- b. Type: Achieve
- c. Source: 1/24/22, Question 9
- d. Priority: High

5. Log Grades for Tracking

- a. Definition: Students can log their grades in the app to be able to track their grades. This way, they have a clear way of seeing whether or not they are improving
- b. Type: Maintain
- c. Source: 1/31/22, Question 1
- d. Priority: Medium

6. Earn Prizes from UCI Bookstore

- a. Definition: Students can get prizes from the UCI bookstore upon completion of goals. Wellness center staff will decide what the prizes are and why/when they will be awarded.
- b. Type: Soft
- c. Source: 1/24/22, Question 27

- d. Priority: Medium

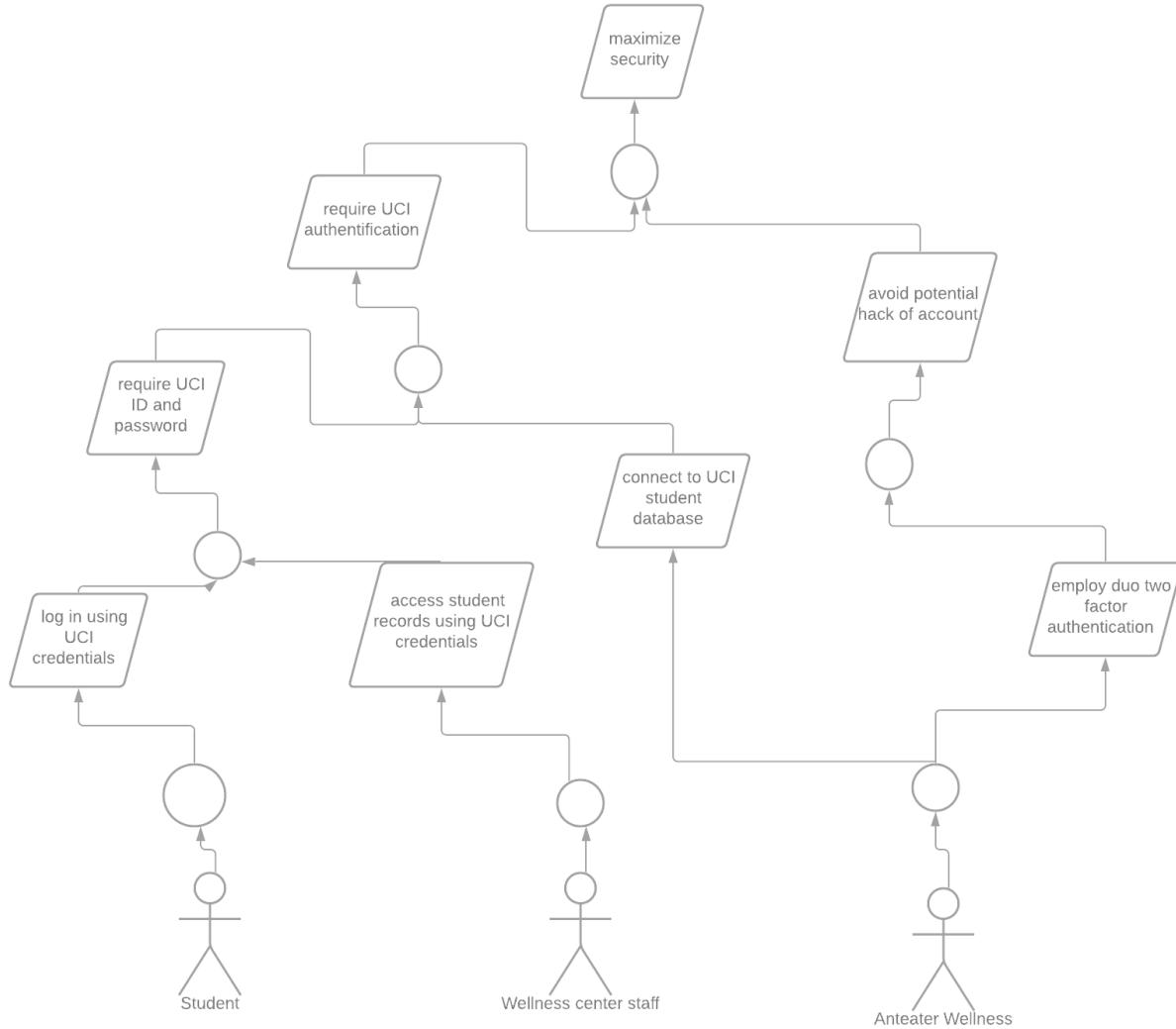
7. Provide Location of Workshop

- a. Definition: The wellness center staff can provide locations of the events and workshops. These will be displayed on the app
- b. Type: Achieve
- c. Source: 1/17/22, Question 9
- d. Priority: High

8. Provide Workshop Calendar

- a. Definition: There will be a calendar provided on the app on which users can see the dates and locations of the workshops and events. These can be updated by the staff
- b. Type: Achieve
- c. Source: 1/17/22 Question 9
- d. Priority: High

Model 3: "Maximize Security"



Model Explanation:

For both legal and ethical reasons, AnteaterWellness must preserve the privacy of its users. There are, of course, certain components that each student may make public (e.g., sharing goals, comments, etc.), but at the fundamental level the application must ensure that 1) each student has unique and exclusive access to their account and 2) login and other non-public information remains private. So too does this scheme enforce the requirement that only UCI students are able to use the application and access its resources.

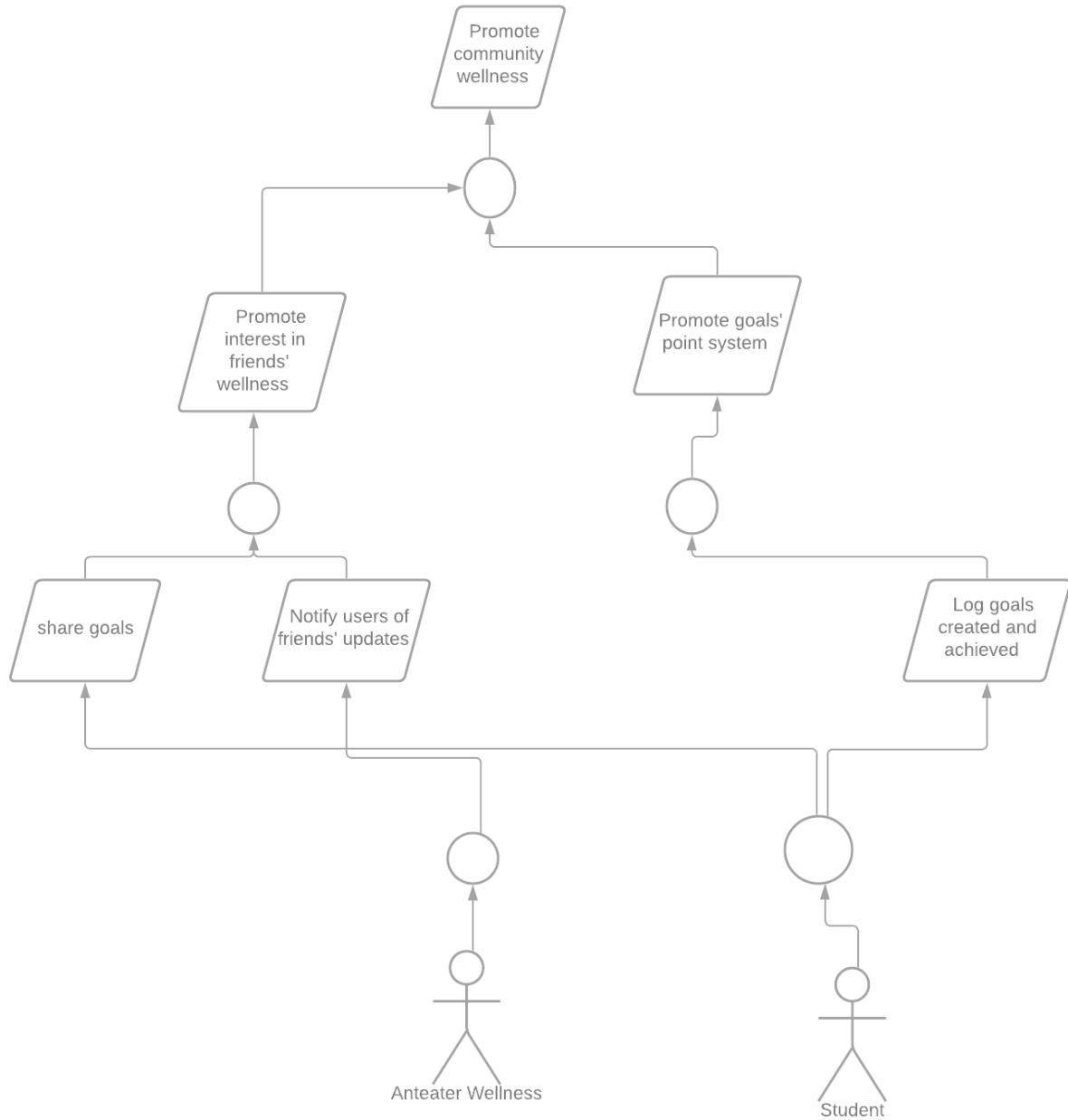
Goal Annotations:

1. Require UCI Authentication

- Definition: The log-in system shall go to an external software for UCI Authentication
- Type: Achieve

- c. Source: 1/24/22, question 1 (only students can use the app)
 - d. Priority: Low
- 2. Avoid Potential Hacking of Accounts**
- a. Definition: Students' UCI accounts shall be protected from outside security threats
 - b. Type: Avoid
 - c. Source: 2/7/22, question 10
 - d. Priority: High
- 3. Employ Duo Two-Step Authentication**
- a. Definition: Duo Two-Step Authentication shall be employed to add a second layer of security in the app
 - b. Type: Maintain
 - c. Source: 1/24/22, question 1 (only students can use the app) (combined with the fact that authentication for UCI accounts requires MFA), as well as (directly elicited) 2/7/2022, question 3
 - d. Priority: High
- 4. Require UCI ID and Password**
- a. Definition: To use the UCI Authentication requires the user to know their UCI email and password they have chosen for it
 - b. Type: Maintain
 - c. Source: 1/24/22, question 1 (only students can use the app)
 - d. Priority: High
- 5. Connect to UCI Student Database**
- a. Definition: The log in system will connect to the UCI Student Database to verify the profile information users enter
 - b. Type: Achieve
 - c. Source: 1/24/22, question 1 (only students can use the app)
 - d. Priority: High
- 6. Log in using UCI credentials**
- a. Definition: To access the app, UCI students will need to use their UCI net ID and password
 - b. Type: Maintain
 - c. Source: 1/24/22, question 1 (only students can use the app)
 - d. Priority: High
- 7. Access Student records using UCI credentials**
- a. Definition: The log in system will connect to the UCI Student Database to verify the profile information users enter
 - b. Type: Maintain
 - c. Source: 1/24/22, question 1 (only students can use the app)
 - d. Priority: High

Model 4: “Promote Community Wellness”



Model Explanation:

While much of AnteaterWellness’s functionality revolves around individual motivation, the Wellness Center (and we software designers) recognize that building community is key to developing and maintaining wellness in the long term. As such, AnteaterWellness allows students to share their goals with others and to receive updates when their friends make

achievements. Additionally, there is a point system affixed to the goals that encourage accumulating accomplishments that can be shared.

Goal Annotation:

1. Promote Interest in Friends' Wellness

- a. Definition: UCI students shall feel interested in their peers' wellness by accessing their goal updates through anteater wellness
- b. Type: Soft
- c. Source: 1/24/22, Question 5
- d. Priority: Medium

2. Promote Goals' Point System

- a. Definition: The system shall promote the points system around the goals to incentivize students to complete goals
- b. Type: Maintain
- c. Source: 1/31/22 Question 6, Part C
- d. Priority: High

3. Share Goals

- a. Definition: UCI students shall share their goals on the app for their peers to access
- b. Type: Maintain
- c. Source: 1/24/22, Question 37
- d. Priority: Medium

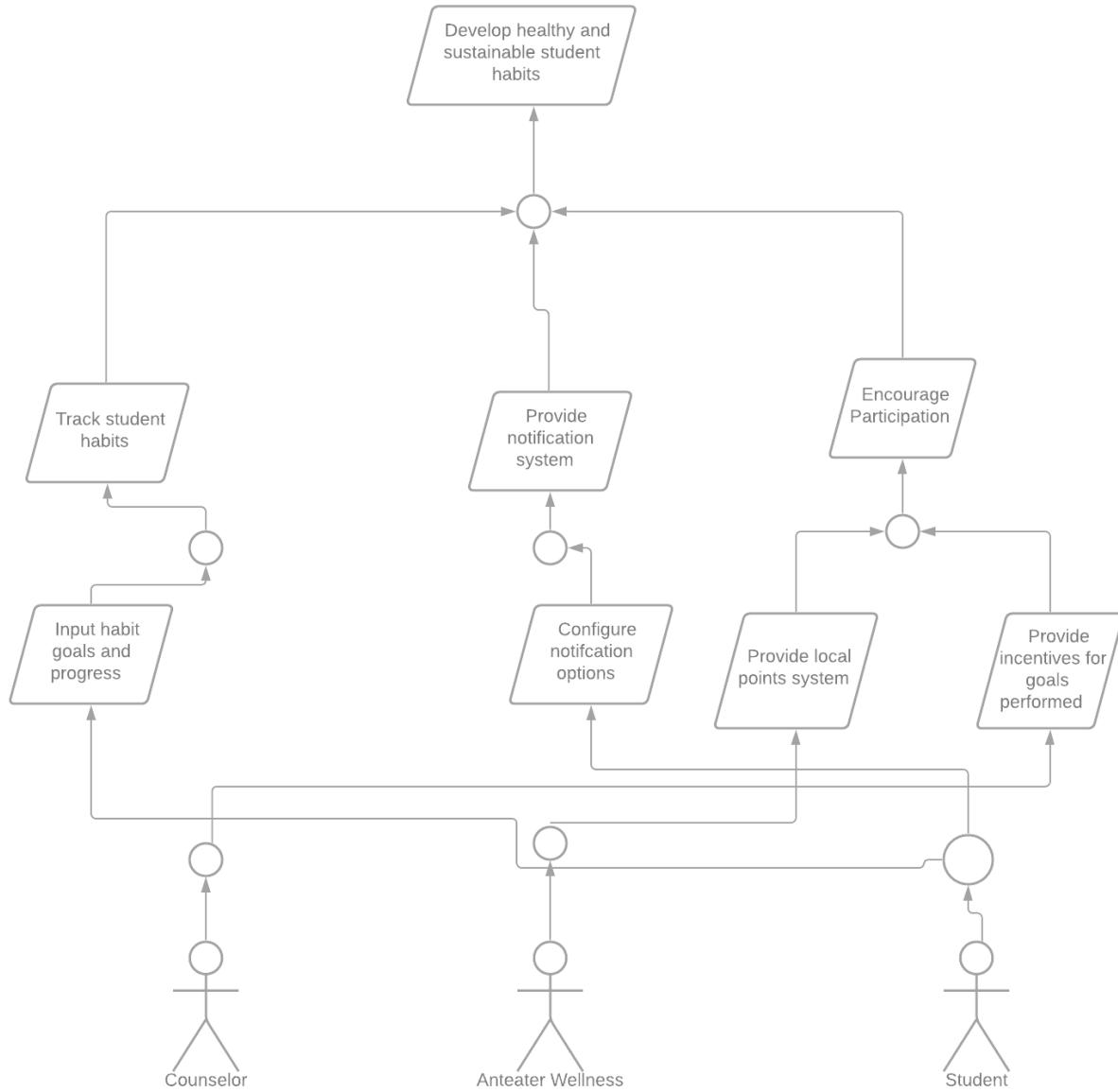
4. Notify Users of Friends' Updates

- a. Definition: The anteater wellness app shall notify users when their friends post their goals to the community.
- b. Type: Achieve and Maintain
- c. Source: 2/7/22, Question 25
- d. Priority: Low

5. Log Goals Created and Achieved

- a. Definition: Students shall log the goals they create and achieve so that other students can see their wellness updates
- b. Type: Maintain
- c. Source: 1/24/22, Question 9
- d. Priority: High

Model 5: “Develop Healthy and Sustainable Student Habits”



Model Explanation:

AnteaterWellness is not intended to be a stopgap in cultivating student wellness. Indeed, the application’s core goal is to develop healthy *and sustainable* habits so that students are more reliably well even long after matriculating from UCI. Developing those habits requires a sustained effort by the application just as much as it requires a sustained effort from students. The application’s effort comes in the form of encouragement and periodic notifications reminding students of their goals, habit, and progress as well as incentives and virtual rewards for students’ sustained efforts.

Goal Annotation:**1. Track Student Habits**

- a. Definition: Students' habits shall be easily tracked to see where they could use improvements and whether their goals are helping them
- b. Type: Maintain
- c. Source: 1/24/22, Question 8
- d. Priority: High

2. Provide notification system

- a. Definition: There shall be a notification system to remind students of their goals and what they have to do regularly to achieve them
- b. Type: Achieve
- c. Source: 1/24/22, Question 8
- d. Priority: High

3. Encourage participation

- a. Definition: Wellness center staff shall encourage the students to participate by working towards their goals
- b. Type: Soft
- c. Source: 1/17/22, Question 43
- d. Priority: High

4. Input habit goals and progress

- a. Definition: Students shall input their goals and report on the progress on the goals
- b. Type: Maintain
- c. Source: 1/24/22, Question 8
- d. Priority: Medium

5. Configure notification options

- a. Definition: Students shall have the ability to control what they get notifications for through the app
- b. Type: Achieve
- c. Source: 1/24/22 Question 16
- d. Priority: Medium

6. Provide local points system

- a. Definition: Students shall be provided with a points system for their goals
- b. Type: Achieve
- c. Source: 1/24/22 Question 10
- d. Priority: Medium

7. Provide incentives for goals performed

- a. Definition: Wellness center staff shall provide incentives to the students to achieve their goals
- b. Type: Maintain
- c. Source: 1/17/22, Question 16

Scenarios

Scenario 1 - Managing from Subsystem

By: Wendy Sanka

Source: Elicitation Sessions

- 1/17 (4, 6, 14, 16, 22, 51)
- 1/24 (27, 29)
- 1/31 (1, 8, 9, 13)
- 2/7 (6, 8, 14, 15, 16, 21)
- 2/14 (10)

Assumptions: Wellness Center Staff will only be available from 8 AM - 5 PM, Monday through Friday. There is an active user base on the app.

Questions:

- More specifics on the process of how custom goals can be added?
- What should be the limit to the number of people that can be in a community?
- Are warning messages for reported comments manual or automatic?
- How will incentives get to the students? Pick-up?

Lizzie is a staff member at the UCI Wellness Center. Her assigned work task for today is to check on the new mobile app, Anteater Wellness. She logs on to the web-based support system of the app using her UCI email and DUO two-step authentication. Once in the system, she is able to check if any messages have been sent by students for support that she needs to respond to. A student named Mia is asking for help in creating her own custom goal, top stop vaping. Lizzie is able to approve her request through the system. Lizzie sees she has received another message from a student named Troy. He is looking for general help in how to improve his physical wellness. He says that throughout his life he has never been one to exercise. Lizzie is able to check Pedro's wellness wheel and see what goals he currently has and what events he has attended. With this information, Lizzie is able to recommend goals, such as jogging once a day or riding a bike. She is also able to invite him to a workshop for Beginner's Exercise Tips. Lizzie sees another message that is a request from a student, Alex, who wants to create a new community. The community he is requesting is called "Social Anxiety Awareness at UCI" and he would like it to be a public community that anyone can join. He describes it as a resource for people with social anxiety at UCI and as a place for these students to help each other. It will be designated under the "mental" part of the wellness wheel. Lizzie reviews the proposed goals for this community and is satisfied with the information she sees, so she approves the creation of the new community.

About a month later, Lizzie checks on Troy's progress on the physical aspect of his wellness wheel and how he is doing on his goals. She sees that he has completed his physical goal for the month and there is a substantial increase in the physical aspect of his wellness wheel.

For this, Lizzie sends Troy a message congratulating him on all his hard work and offers him a UCI water bottle from The Hill (UCI Bookstore) as an incentive.

Scenario 2 - Setting, Creating, and Completing goals

By: Nicholas Cabral

Source: Elicitation Sessions

- 1/17 (49, 19)
- 1/24 (18, 27, 39, 41, 28)
- 2/7 (1)
- 2/14 (12, 2, 14)

Assumptions: Student uses Anteater Wellness app to its full potential

Questions:

- Will the user be able to make goals out of extracurricular activities?
- Can the user go to a wellness center workshop that they aren't struggling in?
- Can the assessment test be taken in person?

Riley is a 2nd year Biochem major. Lately, he's been struggling with school as he doesn't know how to balance it with his social life, volunteering, and working out. Also, on top of that he's taking 20 units. He's been feeling very overwhelmed lately, and needs to find a way to get his goals and priorities straight. He's seen the new app that UC Irvine has been advertising "Anteater Wellness" which helps students formulate goals based on what they're struggling on. He downloads the app and then takes the assessment test. He's asked a bunch of questions and answers them on a 1-5 scale, and answers a few short answer questions. He gets his results back after 2 days.

After getting his results back, he realized there were a few things he needed to improve on. He scored low on the academic category and the physical category. The system suggested the premade goals "spend 2 hours a day on biochem homework" and "workout at least 3 days a week." He also creates some goals for himself like "limit social time to 3 days a week" and "get 8 hours of sleep a day" by filling out the goal name description, category, and check in frequency of the goals. Throughout the quarter as he completes these goals he updates these goals and it gets posted in the community and his account. This encourages other students to create and improve on their personal goals. Since he's been doing so well with completing his goals. The wellness staff has created more challenging goals for him. His wellness scale actually has increased by 1 in both academic and physical categories.

He also goes to weekly workshops that are posted on the website to improve and work on his habits. Since he wants to keep improving on his academic and physical wellness, he searches for workshops that help with those categories.

Scenario 3 - Creating and Maintaining a Community

By: Claire Wodzien

Source: Elicitation Sessions

- 1/17 (13, 33, 49)
- 1/24 (45)
- 1/31 (8)
- 2/7 (6, 8, 9, 12, 15, 17, 23)
- 2/14 (5, 6, 8, 11)

Assumptions: There will be unique notification options for a community admin.

Questions:

- If the community is private will people still be able to search for it?
- Will there be an easy way to find a specific community (not just a name/category)?
Perhaps by an ID number?
- Will the admin of a community be able to set goals for the community as a whole?

Linda Flores is a sophomore at UC Irvine. She has been using the Anteater Wellness App since she started at UCI. Linda has enjoyed using the app and joining in communities, but she is now ready to create her own community. The community will be centered around her passion for hula hooping. She hopes that the community will be a place for hoopers to learn new tricks, accomplish goals, and share their progress. With this idea in mind, Linda submits an application for the community to the wellness center staff. In this application, she includes the community description, name, max number of members, category, and goals. She receives a response within three days that her application has been approved through the messaging system. Ecstatic that her community has been approved, she is beginning to add her friends to the community.

She decides to make the community private to only allow those who are as passionate about the sport as she is. She will also be able to add her current group of hula hoopers to her community via their UCI Net ID. For those students that she doesn't know their UCI Net ID she will send an invite link via the Anteater Wellness app. Since the community is private no one will be able to search for her community they will only be able to join via an invite. To approve requests into the community promptly, Linda turns on notifications for each request.

Scenario 4 - Joining and Participating in a Community

By: Arzoo Singh

Source: Elicitation Sessions

- 1/24 (40, 45)
- 1/31 (5, 8)
- 2/7 (6, 8, 9, 11, 12, 15, 17, 25, 26)
- 2/14 (5, 8, 9, 11, 14)

Assumptions: N/A, pulled directly from Elicitation Sessions

Questions:

- When users leave communities, can they still access the goals they were working on in them?
- Does it affect community performance if a user chooses only a few of the community goals to work on?
- Can communities have official events to work on goals together?

Sarah Lynn is a student at UC Irvine. She is a student that has been using the school provided Anteater Wellness App. She has found the app to be very useful. In the past, she had filled out the assessment and has been working on completing her individual goals. The one part of her wellness wheel that she is struggling to see progress for is "Physical Wellness". Sarah Lynn's friend Princess Carolyn also uses the Anteater Wellness and told her she has a community called Hollywoob on the app.

Sarah Lynn opens her app up and goes to the community search function. Here, she searches "Hollywoob" and sets the filter to "physical wellness". The first result is the group Princess Carolyn told her about. She sends a request to join this group. A few days later, she sees in the in-app messaging system that she has been approved for the group. Sarah Lynn can now look through the community. She notices that the group has about nine group goals. She chooses to add three of these goals to her personal goals:

Take a 30 minute walk three times a week for 4 weeks

Meatless Mondays for 4 weeks

Sugarless Sundays for 4 weeks

Sarah Lynn spends the next couple weeks working on these goals. After two weeks, she notices that her friend Mr. Peanutbutter has completed one of his five community goals! Proud of her friend, Sarah Lynn comments on his post "Good job Mr. Peanutbutter! Woof Woof!". At the end of the 4 weeks, Sarah Lynn completes her goals. In turn, her personal and community wellness improves.

Scenario 5 - OIT Responsibilities

By: Jacob Bigham

Source: Elicitation Sessions

- 1/17 (10, 14, 25, 40)
- 1/24 (14, 25, 43)
- 1/31 (10, 13)
- 2/7 (4, 7, 10, 27)
- 2/14 (13)

Assumptions: For now, I am assuming that OIT staff are available only during working hours and that from 5 PM to 5 AM there is no one available to assist with account problems, but that

someone is responsible for carrying out maintenance during downtime hours once a month (or, week?). (Similarly, if the system goes down outside working hours, no one is dedicated to fix it.)

Questions:

- What are the hours and staffing like at OIT? Are we to assume that there are representatives available at all hours of the day?
- Is routine maintenance scheduled ahead of time and automated, or is it carried out by an individual during downtime hours?
- Exactly how do we measure the performance of the application? (The -ilities from 1/31/22 #10 are a start, but do we have specific benchmarks we need to meet, or are we going to go off of feedback from users?)
- Is the account recovery process really going to require that you call or send a message to OIT? (re: 2/14/22 # 13)
- 1/24/22 #14 says maintenance is every month, but 2/7/22 #7 says once a week. Is it one or the other—or different types of maintenance on different schedules?
- Do users interact with OIT directly through the app, or are they referred to contact them offline?

Alan Allen is a twelve-year veteran of the UCI Office of Information Technology (OIT). He's heard from colleagues about a recently-released app called AnteaterWellness (AW), and he's encountered a few ticket requests to help users regain access to their accounts after forgetting their passwords. At lunch, he joins a meeting with the AW team, who are finalizing the details surrounding their first routine monthly maintenance. Apparently, the app has worked well so far, with few instances of inappropriate conduct in its community environments (which, of course, OIT has to monitor). Unfortunately, Alan drew the short straw today, and the AW team wants him to come in from 3AM-5AM to make sure there are no system failures or security breaches during the maintenance.

He's a night owl anyways, so he's excited to learn more about the inner workings of the app and exactly what needs to be updated, archived, and enhanced. The team tells him that they want to use the downtime to push a few optimizations to the messaging system, which has, according to student feedback, been a little sluggish, and they also want to add a few more automatic filters for monitoring community content. He should also use the time to archive student information and posts and, in the future, clear out data from students who graduated more than a year ago. At 3 AM, Alan kills the server, pushes the new updates, archives the user data, and of course there's a hangup: Alan discovers that when he took down the app's back end, it accidentally logged out all users, even though they are supposed to remain logged in. Otherwise, everything looks good, and by 4:15 AM he brings the server back on and leaves his notes for the AW team to review the next morning.

Scenario 6 - Approve Communities, Facilitate Student Behavior, Suggest Goals

By: Jenelle Monge

Source: Elicitation Sessions:

- 1/17 (18, 32)
- 1/31 (8, 13)
- 2/7(6, 8, 19, 21)
- 2/14 (3, 14)

Assumptions: Wellness Center Staff will only be available from 8 AM - 5 PM, Monday through Friday. Wellness Center Staff can leave comments as to why community formations are denied

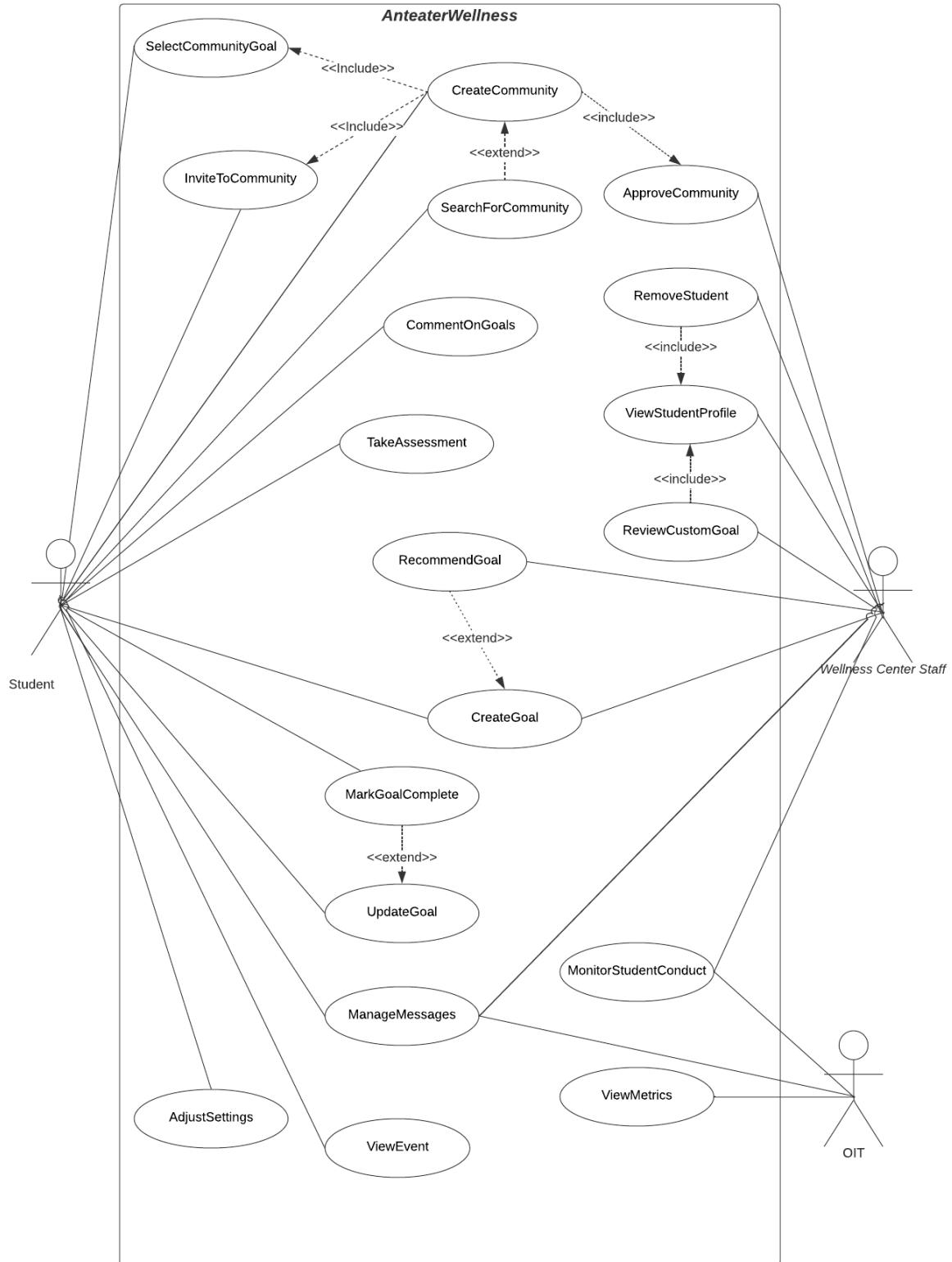
Questions:

- What will Wellness Center Staff hours look like? Will there be any sort of after hour staff hotline?
- Will community approvals and suggestions be made during work hours only?
- What information is needed to create a community?
- How will a student be notified if the community is rejected/accepted? In the messaging center?
- Does the removal of a member require a report to be sent?

Green Bean is a 5-year-experienced UCI Student Wellness Center Staff. Green Bean is now assigned to work closely with the newly released app AnteaterWellness and finds two communities that require approval: The Bean Stock and Stalk Climbing. The Bean Stock was created nearly 3 days ago, so she prioritizes that community, but notices the description is a repetition of the title of the community. She has no choice but to deny the making of the community with the comment, "The description needs more detail. It should give students an overview of the purpose of the community," and submit the status. Now, she moves on to the next community, Stalk Climbing, and finds the description to be very informative and welcoming to students with realistic goals to follow. The description is, "A place to prioritize physical well being and goals through our shared interest in stalk climbing. No experience needed!" and the goals include: Climb 10 feet, Climb with a group, Climb once every 3 weeks for 4 months. Impressed and excited, Green Bean approved the community, so the owner can now invite friends.

While working on community approval requests, she notices a report has been made on a student named Pea Pod. She looks through the report and finds that Pea Pod has been reported 6 times due to inappropriate comments, one report for each comment. She goes through the comments made by Pea Pod and confirms that Pea Pod is being a cyberbully in the Mighty Mentality community with discouraging comments like, "Meditating is silly and lame." Green Bean sees that Pea Pod has already received a warning, so she has no choice but to remove Pea Pod from the community. Pea Pod is removed from Mighty Mentality. Green Bean finds no other reports or requests on her end so she heads out to take her lunch break and prepare for the next flood of requests and reports.

Use Case Model



Use Case Description

Use Case Name	SelectCommunityGoal
Author	Niko
Priority	Medium
Source	2/7 (25), 2/14 (11, 14)
Short Description	The user is given community goals based on what category the user is struggling in. The user then selects the goal and tries to complete it
Goal(s)	This will help the student improve on goal categories that they are in struggling in
Primary Actor	Student
Secondary Actor	N/A
Preconditions	Student takes assessment test
Success End Condition	The user selects the goal and tries to complete it
Failed End Condition	The user isn't given a set of community goals
Trigger	The user selects a goal in the community tab
Basic Flow	<ol style="list-style-type: none"> 1. Student selects "Community" tab 2. Student receives community goal automatically based on which category they are struggling in 3. Student can choose which community goal they want to work on
Alternative Flows	<ol style="list-style-type: none"> 1. Student receives community link 2. Student navigates to the link 3. Student receives community goals 4. Student can choose which community goal they want to work on
Exception Flows	<ol style="list-style-type: none"> 1. Student selects "Community" tab 2. Student sees no goals posted
Relationship to other use cases	<<include>> CreateCommunity

Supplementary Information	Communities can be joined by anyone as long as they are public. Invites are needed to join a community that is private. Community goals are separate from personal goals. Completing these goals will show up in the community and on your profile.
Open Issues	Certain communities may be private.

Use Case Name	CreateCommunity
Author	Niko
Priority	High
Source	1/17 (13), 1/31 (8), 2/7 (5, 15, 23), 2/14 (8)
Short Description	A student or wellness center staff member will create a community for the rest of the users on this app to see and join
Goal(s)	Create a community for other users with similar goals to join
Primary Actor	Student
Secondary Actor	Wellness Center Staff
Preconditions	The user must be logged into Anteater Wellness.
Success End Condition	The community will be created for all the users of the application to see and join
Failed End Condition	The community is not created because it is not approved
Trigger	The user navigates to the “Community” tab and selects the “create” button
Basic Flow	<ol style="list-style-type: none"> 1. Student starts application 2. Includes a description, name, max number of members, category, and goals 3. Submit an application 4. Wellness Center approve within 3 days

Alternative Flows	<ol style="list-style-type: none"> 1. Student starts application 2. Includes a description, name, max number of members, category, and goals 3. Submit an application 4. Wellness Center denies application 5. Student resubmits 6. Wellness Center approves
Exception Flows	<ol style="list-style-type: none"> 1. Student starts application 2. Includes a description, name, max number of members, category, and goals 3. Student submits application 4. Student is denied due to already having 5 created communities 1. Student starts application 2. Student forgets description 3. Student is unable to submit
Relationship to other use cases	<ol style="list-style-type: none"> 1. <<Extend>> SearchForCommunity 2. <<Include>> ApproveCommunity 3. <<Include>> InviteToCommunity 4. <<Include>> SelectCommunityGoal
Supplementary Information	Title, description, goals, max number and category are REQUIRED to make a community. A student can only create 5 communities.
Open Issues	None

Use Case Name	InviteToCommunity
Author	Niko
Priority	Medium
Source	1/17 (33), 2/7 (17)
Short Description	After a community is created, a user is able to invite other users of AnteaterWellness to the community

Goal(s)	Encourage other user with similar ambitions to complete goals
Primary Actor	Student
Secondary Actor	N/A
Preconditions	Logged onto AnteaterWellness, Community to be created
Success End Condition	The user is able to invite other users to the community
Failed End Condition	The user is unable to invite other users to the community
Trigger	The user sends an invite link to others (private community) The user can tell someone about a community and he/she can search for the community (public community)
Basic Flow	<ol style="list-style-type: none"> 1. Select communities tab 2. Navigate to intended community 3. Type in user UCINetID 4. Select “invite”
Alternative Flows	<ol style="list-style-type: none"> 1. Select communities tab 2. Navigate to intended community 3. Copy link 4. Send link to another user
Exception Flows	<ol style="list-style-type: none"> 1. Select communities tab 2. Cannot navigate to intended community because of deletion
Relationship to other use cases	<<include>> InviteToCommunity
Supplementary Information	Communities need to be created in order for this use case to happen. A student can also be kicked out of a community if they aren't using it properly
Open Issues	None

Use Case Name	ApproveCommunity
---------------	------------------

Author	Jenelle
Priority	High
Source	1/17 Question 13 1/31 Question 8 2/7 Question 6, 15, 23
Short Description	Once a student drafts a community to be made, it will be sent to the Wellness Center Staff for approval to check if the title, description and goals follow guidelines.
Goal(s)	Approve community to engage and motivate students to accomplish their wellness goals with their peers.
Primary Actor	Wellness Center Staff
Secondary Actor	Student
Preconditions	Community has been drafted by Student and the request for the community is sent to Wellness Center Staff for approval
Success End Condition	Community is officially live on the App for students to invite friends and set more community goals.
Failed End Condition	The Community is declined and review and re-submission will be needed to move forward.
Trigger	Student drafts a community and submits to Wellness Center Staff when the community is ready to be published and Staff will review.
Basic Flow	<p>Wellness Center Staff receives appropriate community request</p> <ol style="list-style-type: none"> 1. Student submits a community draft to Wellness Center staff 2. Title is appropriate 3. Description is appropriate and follows the same theme as the title 4. Max number of members allowed in community is set 5. Category is set 6. Community goals are initiated and

	<p>appropriate</p> <p>7. Community is approved</p>
Alternative Flows	<p>1a. Wellness Center receives inappropriate community request</p> <ol style="list-style-type: none"> 1. Student submits a community draft to Wellness Center staff 2. Title is inappropriate 3. Community is declined 4. Students re-submits community request with appropriate title 5. Return to basic flow 3
Exception Flows	<ol style="list-style-type: none"> 1. Wellness Center Staff logs into application 2. Staff reviews requests 3. Staff approves a community request but while the system is processing approval the application crashes 4. Community approval did not go through and still requires review
Relationship to other use cases	<<include>> CreateCommunity
Supplementary Information	Community requirements include an appropriate title, description, maximum number of members allowed, and category with option of initiating community goals.
Open Issues	We assume that communities can only be approved during work hours Monday through Friday from 8AM - 5PM.

Use Case Name	SearchForCommunity
Author	Jenelle
Priority	Medium
Source	1/17 Question 49 2/7 Questions 12, 17 2/14 Questions 5, 9
Short Description	Student will search for a community of their

	choice and join if they choose to.
Goal(s)	Find different communities of their interest and expand student goals to accomplish on the AnteaterWellness App
Primary Actor	Student
Secondary Actor	N/A
Preconditions	Student will need an account with suggested goals
Success End Condition	Student will find a community that is a good fit for their goals and interests
Failed End Condition	Community does not exist or does not fit student needs so student will need to create community or settle for an alternative.
Trigger	Goals are suggested after assessment
Basic Flow	<p>Student searches for a community</p> <ol style="list-style-type: none"> 1. Student creates account for AnteaterWellness 2. Student takes assessment 3. Student receives assessment results 4. Student is suggested goals 5. Student searches for community that are in line with their goals
Alternative Flows	<p>1a. Student wants a new community, not specified</p> <ol style="list-style-type: none"> 1. Student looks through list of community themes 2. Return to basic flow 5
Exception Flows	If Student loses connection before step 5, no communities will appear when searching
Relationship to other use cases	<<extends>>CreateCommunity
Supplementary Information	Student needs to have an account and take the assessment before searching for a community.
Open Issues	We assume there is a list of community themes to search through

Use Case Name	CommentOnGoals
Author	Jenelle
Priority	Low
Source	1/17 Questions: 14, 27 1/24 Questions: 6, 7 1/31 Questions: 6, 13, 14
Short Description	Students will be able to view the goals of their peers through posts in AnteaterWellness and have the ability to comment on those posts.
Goal(s)	Motivate and support those with goals with words of encouragement and cheer in the comments
Primary Actor	Student
Secondary Actor	N/A
Preconditions	Student goal(s) need to be posted in order to comment.
Success End Condition	Comment is created and published to support their peer.
Failed End Condition	Comment inappropriate and requires deletion and report.
Trigger	Student goal(s) are posted
Basic Flow	Student comments on goal(s) 1. Student logs into AnteaterWellness 2. Student sees a peer has posted a goal 3. Student comments words of encouragement within the post
Alternative Flows	1a. Student comments on own goal(s) 1. Student logs into AnteaterWellness 2. Student sees their own goal posting 3. Student comments words of self-encouragement within the post
Exception Flows	Post has been deleted but the page is not refreshed, so Student can see the goal post but cannot comment

Relationship to other use cases	N/A
Supplementary Information	Goal(s) cannot be commented on if deleted even the view has not been updated
Open Issues	N/A

Use Case Name	TakeAssessment
Author	Arzoo Singh
Priority	High
Source	1/17: Questions 1,2,3,24,55 1/24: Questions 36,37,39
Short Description	When a student logs on to Anteater Wellness for the first time, they must take a wellness assessment.
Goal(s)	For the student to see what part of their wellness/health could use improvement
Primary Actor	Student
Secondary Actor	N/A
Preconditions	Student must have the app and must be a UCI Student.
Success End Condition	Assessment is completed
Failed End Condition	Assessment is incomplete or not taken
Trigger	Student downloads app and logs on for the first time
Basic Flow	<ol style="list-style-type: none"> 1. Student downloads Anteater Wellness onto their phone 2. Student logs on to Anteater Wellness using their UCI net id 3. Student takes assessment 4. Student receives their goals and wellness wheel
Alternative Flows	Student had the Anteater Wellness app

	<p>downloaded previously (they had forgotten, maybe done during SPOP or something of the sort)</p> <ol style="list-style-type: none"> 1. Continue from Basic 2 <p>Student had downloaded and logged onto Anteater Wellness during Spop</p> <ol style="list-style-type: none"> 1. Continue from Basic 3
Exception Flows	<p>Student does not download app</p> <p>Student downloads app and doesn't log on</p> <ol style="list-style-type: none"> 1. Student downloads Anteater Wellness onto their phone 2. Student never opens app <p>Student doesn't complete the assessment test</p> <ol style="list-style-type: none"> 1. Student downloads Anteater Wellness onto their phone 2. Student logs on to Anteater Wellness using their UCI net id 3. Student starts assessment 4. Student exits out part of the way through and never completed it
Relationship to other use cases	N/A
Supplementary Information	The assessment will be provided by the Wellness Center Staff
Open Issues	N/A

Use Case Name	RecommendGoal
Author	Arzoo Singh
Priority	High
Source	1/17: Question 9, 52
Short Description	Wellness Center Staff can recommend goals to students aside from the ones they are automatically given by the assessment
Goal(s)	Wellness Center staff wants to improve the health of UCI Students

Primary Actor	Wellness Center Staff Member
Secondary Actor	N/A
Preconditions	Student must have already taken the assessment
Success End Condition	Goals are assigned to a student
Failed End Condition	Goals are not assigned to a student
Trigger	Student takes Assessment Test
Basic Flow	<ol style="list-style-type: none"> 1. Wellness Center Staff (WCS) logs on to web app 2. WCS Member goes through their list of students 3. WCS Member notices one of their assigned students is struggling with one of their goals 4. WCS Member adds an easier to achieve goal to student 5. WCS Member messages student about their goal update
Alternative Flows	<ol style="list-style-type: none"> 1. Wellness Center Staff (WCS) logs on to web app 2. WCS Member selects multiple students at once 3. WCS Member assigns goal to all students 4. WCS Member sends a message to the multiple students on their list
Exception Flows	<ol style="list-style-type: none"> 1. WCS Member logs on to web app 2. WCS Member goes to set manual recommendations. 3. WCS Member has a pressing situation come up and has to go work on something else 4. The system saves their work for next time
Relationship to other use cases	Extends Create Goal
Supplementary Information	N/A
Open Issues	Can the WCS Member assign goals to

	<p>multiple students at once?</p> <p>Can the WCS Member send messages to multiple people that will get delivered individually?</p>
--	--

Use Case Name	ReviewCustomGoal
Author	Arzoo Singh
Priority	High
Source	1/31: Question 1
Short Description	Wellness Center Staff must review and approve goals students set for themselves
Goal(s)	Provide students with the opportunity to set goals for their own wellness
Primary Actor	Wellness Center Staff
Secondary Actor	Student
Preconditions	Student must submit their custom goal for review
Success End Condition	Goal is approved/denied
Failed End Condition	Goal is never reviewed
Trigger	Student submits custom goal
Basic Flow	<ol style="list-style-type: none"> 1. WCS Member logs on to system 2. WCS Member checks messages and sees that a student has submitted a goal pending review 3. WCS Member checks student profile to see if goal is appropriate 4. WCS Member approves goal 5. WCS Member sends message to indicate goal has been approved
Alternative Flows	<ol style="list-style-type: none"> 1. Same as Basic 1 2. Same as Basic 2 3. Same as Basic 3 4. WCS Member rejects goal

	5. WCS Member sends message to indicate goal has been denied
Exception Flows	<p>Never checks messages</p> <ol style="list-style-type: none"> 1. Same as Basic 1 2. WCS Member never checks their inbox and never sees the pending review <p>Gets distracted</p> <ol style="list-style-type: none"> 1. Same as Basic 1 2. Same as Basic 2 3. WCS Member gets distracted with other work and forgets about the pending review. Since the message was “read” they never open it again
Relationship to other use cases	Includes ViewStudentProfile
Supplementary Information	N/A
Open Issues	Will there be a way for the WCS Member to see the pending reviews once they've received the message regardless of if they're read it? This could lessen the chances of the Exception Flow

Use Case Name	ViewStudentProfile
Author	Arzoo Singh/Claire Wodzien
Priority	Medium
Source	1/17: Question 6
Short Description	Wellness Center Staff Member must be able to view a student's profile
Goal(s)	This use case will accomplish the goal of creating a positive and safe environment for students by allowing them to create custom goals as well as remove students who do not follow the code of conduct.
Primary Actor	Wellness Center Staff
Secondary Actor	N/A

Preconditions	Student must have a profile
Success End Condition	WCS Member successfully views profile
Failed End Condition	The WCS member is unable to access the student's profile. The profile doesn't exist.
Trigger	Student sends a goal for review Student's account or one of their actions is reported by another student
Basic Flow	<ol style="list-style-type: none"> 1. WCS Member logs onto system 2. WCS Member checks inbox, sees a pending goal review 3. WCS Member checks user profile to assure the goal matches their needs 4. WCS Member approved/rejects goal
Alternative Flows	<ol style="list-style-type: none"> 1. WCS Member logs onto system 2. WCS member receives a complaint about a student's conduct in a community. 3. The WCS member reviews the information and details of the complaint. 4. WCS Member makes a decision and either removes the student from the community or allows them to stay.
Exception Flows	<ol style="list-style-type: none"> 1. WCS Member logs on to system 2. WCS Member clicks on pending goal review 3. WCS Member attempts to check user profile 4. User profile won't load, HTTP error displayed
Relationship to other use cases	Is included by RemoveStudent and ReviewCustomGoal
Supplementary Information	N/A
Open Issues	N/A

Use Case Name	CreateGoal
Author	Claire Wodzien
Priority	High
Source	1/17: Question 19 1/24: Question 18 1/31: Question 1
Short Description	This use case is for students and Wellness Center Staff to create new goals individually or for a community.
Goal(s)	This use case will accomplish the goals of allowing students to create a new goal, allowing students to create goals for a community, and allowing Wellness Center Staff to create goals for students.
Primary Actor	UCI student, Wellness Center Staff
Secondary Actor	None
Preconditions	The actor shall have a UCI Net ID and have created a login for the app.
Success End Condition	The actor will be able to successfully create a new goal with all the required elements.
Failed End Condition	The actor will not have successfully created a new goal with the correct required elements.
Trigger	The actor selects create new goal option.
Basic Flow	<ol style="list-style-type: none"> 1. The user navigates to their profile or their community to create a new goal 2. The user selects create new goal 3. The system prompts the user with a list of required fields to define goal 4. The user fills out all the required fields. 5. The user submits the completed list and the new goal is created
Alternative Flows	<ol style="list-style-type: none"> 1. The user selects create new goal 2. That goal is already created, the user adds that pre-made goal to their profile

Exception Flows	<ol style="list-style-type: none"> 1. The user navigates to their profile or their community to create a new goal 2. The user selects create new goal 3. The system prompts the user with a list of required fields to define goal 4. The user doesn't fill out all the required fields. 5. The user submits the goal, but the system takes the user to an error page stating they didn't enter all the required information.
Relationship to other use cases	<<extend>> RecommendGoal
Supplementary Information	Some goals are already created and the user can search through those to find goals similar to the one they are wanting to create.
Open Issues	None

Use Case Name	MarkGoalComplete
Author	Clare Wodzien
Priority	Medium
Source	1/24 Questions: 18, 27, 41 2/14 Questions: 14
Short Description	A student marks completion on goal objective complete a goal.
Goal(s)	This will assist with the goal of facilitating healthy habits in students.
Primary Actor	UCI Student
Secondary Actor	None
Preconditions	The student shall have a goal started in which they have completed.
Success End Condition	The student has completed all the requirements for a goal and is able to mark the goal off as complete.

Failed End Condition	The student has not completed all the goal requirements and therefore, their goal is not able to be marked as complete.
Trigger	All of the requirements for a goal are met.
Basic Flow	<ol style="list-style-type: none"> 1. The student picks a goal they want to accomplish. 2. The student works on that goal and achieves all the requirements to complete the goal 3. The goal is marked as complete 4. The student receive their reward
Alternative Flows	<ol style="list-style-type: none"> 1. The student is assigned a goal 2. They complete the necessary requirements 3. They submit the goal as complete 4. The goal is marked as complete and they receive their reward
Exception Flows	<ol style="list-style-type: none"> 1. The student picks a goal they want to accomplish. 2. The student works on that goal but does not complete all the requirements of the goal. 3. The goal is marked as incomplete and remains on their goal list
Relationship to other use cases	<<extend>> UpdateGoal
Supplementary Information	Goals can be assigned, created, or chosen. Therefore, the student can either accept or decline certain goals.
Open Issues	None

Use Case Name	RemoveStudent
Author	Claire Wodzien
Priority	Low
Source	1/24 Question: 13

	2/7 Questions: 18, 19, 21
Short Description	This use case represents the processes of removing a student from a community and/or the Anteater Wellness app.
Goal(s)	This will assist with the goal of facilitating a healthy, positive, and safe environment.
Primary Actor	Wellness Center Staff
Secondary Actor	None
Preconditions	The student must have had several complaints against them and be in the community currently
Success End Condition	A decision is made to either keep the student or remove them from the community or Anteater Wellness App.
Failed End Condition	A decision is not made to either keep the student or remove them from the community or Anteater Wellness App.
Trigger	A student submits a complaint on another student to wellness center staff.
Basic Flow	<ol style="list-style-type: none"> 1. The student has an interaction with another student that goes against the code of conduct. 2. The student submits a complaint against the student 3. WCS reviews the complaint. 4. WCS makes the decision to remove the student. 5. The student is removed from the community.
Alternative Flows	<ol style="list-style-type: none"> 1. The student has an interaction with another student that goes against the code of conduct. 2. The student submits a complaint against the student 3. WCS reviews the complaint. 4. WCS makes the decision to not remove the student.

	5. The student is not removed from the community, but is given a warning.
Exception Flows	<ol style="list-style-type: none"> 1. The student has an interaction with another student that goes against the code of conduct. 2. The student submits a complaint against the student 3. WCS reviews the complaint. 4. WCS doesn't make a decision. 5. The complaint is never resolved
Relationship to other use cases	<<include>> ViewStudentProfile
Supplementary Information	None
Open Issues	None

Use Case Name	UpdateGoal
Author	Wendy Sanka
Priority	High
Source	1/17 (19, 56), 1/24 (9, 27, 28) 2/14 (4, 14)
Short Description	A student marks progress on goal objectives.
Goal(s)	This will assist with the goal of facilitating healthy habits in students.
Primary Actor	Student
Secondary Actor	N/A
Preconditions	The user must be logged into Anteater Wellness with their UCI netID. A goal must be created in order for it to be updated.
Success End Condition	The goal's task is updated and the goal is moved to the next step.
Failed End Condition	The goal's task is not updated and the goal status remains stagnant.
Trigger	The user navigates to the "Goals" tab and then

	selects a specific goal that they want to update.
Basic Flow	<ol style="list-style-type: none"> 1. Student navigates to “Goals” tab on the app. 2. Student navigates to specific goal they want to update. 3. Student will mark a task related to the goal completed.
Alternative Flows	<ol style="list-style-type: none"> 1. The student has added a community goal to their personal goals. 2. The student updates the tasks of that goal.
Exception Flows	<ol style="list-style-type: none"> 1. Student navigates to “Goals” tab on the app. 2. The student has no current goals, so there is nowhere to proceed from here.
Relationship to other use cases	MarkGoalComplete extends UpdateGoal if all tasks for a goal are completed.
Supplementary Information	N/A
Open Issues	How will check-in notifications work exactly? What types of tasks can there be?

Use Case Name	MonitorStudentConduct
Author	Wendy Sanka
Priority	Medium/Low
Source	1/17 (14, 27), 1/31 (13), 2/7 (21)
Short Description	Student comments on community posts will be monitored for profanity and deleted accordingly. Offending students will receive a warning.
Goal(s)	This will assist in making the app a safe and enjoyable place for students.
Primary Actor	Wellness Staff

Secondary Actor	OIT
Preconditions	The app is downloaded, OIT is available to moderate report requests
Success End Condition	The profane comment is deleted and the student is given a warning.
Failed End Condition	The profane comment remains intact.
Trigger	A student reports a comment.
Basic Flow	<ol style="list-style-type: none"> 1. Student reports comment 2. Wellness Staff reviews report 3. Wellness Staff decides that the comment needs to be deleted 4. Comment is deleted 5. A warning message will be sent to the student who posted the comment
Alternative Flows	<ol style="list-style-type: none"> 1. Student reports comment 2. Wellness Staff reviews report 3. Wellness staff decides that the comment is appropriate and does not need to be deleted.
Exception Flows	<ol style="list-style-type: none"> 1. Student reports comment 2. Wellness Staff does not see report request 3. Offending comment remains intact
Relationship to other use cases	N/A
Supplementary Information	In the future, we may want to implement an auto-recognition software for profanities.
Open Issues	We are not sure exactly what role OIT plays in monitoring student conduct.

Use Case Name	AdjustSettings
Author	Wendy Sanka
Priority	Medium
Source	1/17 (15, 29), 1/24 (17, 22), 1/31 (5), 2/7 (26)

Short Description	The student should be able to adjust settings regarding privacy and notifications.
Goal(s)	Customize app experience to the user and make sure student's privacy is upheld.
Primary Actor	Student
Secondary Actor	N/A
Preconditions	The student has logged in with UCI netID.
Success End Condition	The student is able to customize their settings for the app regarding privacy and notifications.
Failed End Condition	The student is unable to change any settings in the app regarding their privacy and notifications.
Trigger	The student pressing the settings button on the app.
Basic Flow	<ol style="list-style-type: none"> 1. Student presses the settings button. 2. The Student selects whether they wish to change privacy or notification settings. 3. The Student selects one and makes changes according to their wants/needs. (Ex: changing certain aspects of their profile to be public/private.) 4. The Student is able to navigate back to the main app.
Alternative Flows	<ol style="list-style-type: none"> 1. The Student presses the settings button. 2. The Student selects whether they wish to change privacy or notification settings. 3. Student decides not to make any changes. 4. The Student is able to navigate back to the app.
Exception Flows	<ol style="list-style-type: none"> 1. The Student presses the settings button.

	2. Student selects setting preferences 3. The Student loses internet connection and the changes are not saved.
Relationship to other use cases	N/A
Supplementary Information	N/A
Open Issues	Where will the settings button be in the app, since it can't be a tab.

Use Case Name	ViewEvent
Author	Jacob
Priority	Highest (1/31 #7)
Source	1/17 #9, 49, 1/24 #9b, 30a, 1/31 #4
Short Description	On the events tab of the main app screen, students have access to a calendar detailing all upcoming wellness events, including those in which they have enrolled.
Goal(s)	The application shall foster student wellness by developing community, inclusion, and education.
Primary Actor	Student
Secondary Actor	Wellness Center Staff (who control available events)
Preconditions	A student is successfully logged in and has already completed their assessment.
Success End Condition	The application is able to access event information stored locally (and, if applicable, remotely), and the events are displayed to the user, who can then view details about individual events.
Failed End Condition	The application is not able to access event information stored locally or remotely. Events are thus not displayed to the user, who is directed back to the tab from which they

	came.
Trigger	A student clicks on the Events tab
Basic Flow	<ol style="list-style-type: none"> 1. Student clicks on the Events tab 2. The app fetches events stored locally and those on the remote server 3. The app displays the events on a calendar for the user 4. The student clicks on an individual event 5. The details for that event are displayed
Alternative Flows	<ol style="list-style-type: none"> 1. Student clicks on the Events tab 2. The app fetches only those events stored locally (because the device is not connected to the internet) 3. The app displays these events on a calendar for the user 4. The app specifically notes that this list only includes those that are stored locally—and that event information may have changed 5. The user acknowledges this warning and can see the calendar 6. The student clicks on an individual event 7. The details for that event are displayed
Exception Flows	<ol style="list-style-type: none"> 1. Student click on the Events tab 2. The app attempts to fetch events stored locally and those on the remote server 3. The app is unable to access any events (<i>not the same as accessing the events in the case that there are actually no events</i>) 4. The app flags the user that there is an issue accessing events 5. The user acknowledges this notification 6. The app directs the user back to their previous tab
Relationship to other use cases	N/A
Supplementary Information	Events are entirely controlled by UCI

	Wellness Center staff,
Open Issues	Not entirely sure the mechanism for storing events locally: do we only store those events that users have indicated they'll attend, or do we keep a running cache of events every time the user opens the app and is connected to the internet?

Use Case Name	ManageMessages
Author	Jacob
Priority	Highest (1/31 #7)
Source	1/17 #4, 7, 16, 45, 51, 1/24 #13, 18, 32, 1/31 #7, 2/7 #8, 16, 2/14 #13,
Short Description	Much of the application's functionality (setting custom goals, interfacing with Wellness Center staff, etc.) depends on a robust messaging system that allows communication between students and Wellness Center staff. Both students and staff members (and, potentially, OIT staff) should be able to send messages to each other—though students are not able to send messages directly to one another outside of community boards.
Goal(s)	<ul style="list-style-type: none"> - Students shall be able to reach out to Wellness Center staff for guidance, assistance, and requests (including to add custom goals). - To maintain a safe and appropriate environment in the application, students shall be able to report misconduct in communities to Wellness Center staff. - Students shall be able to report account and other technical issues to OIT.
Primary Actor	Student, Wellness Center Staff, or OIT staff.

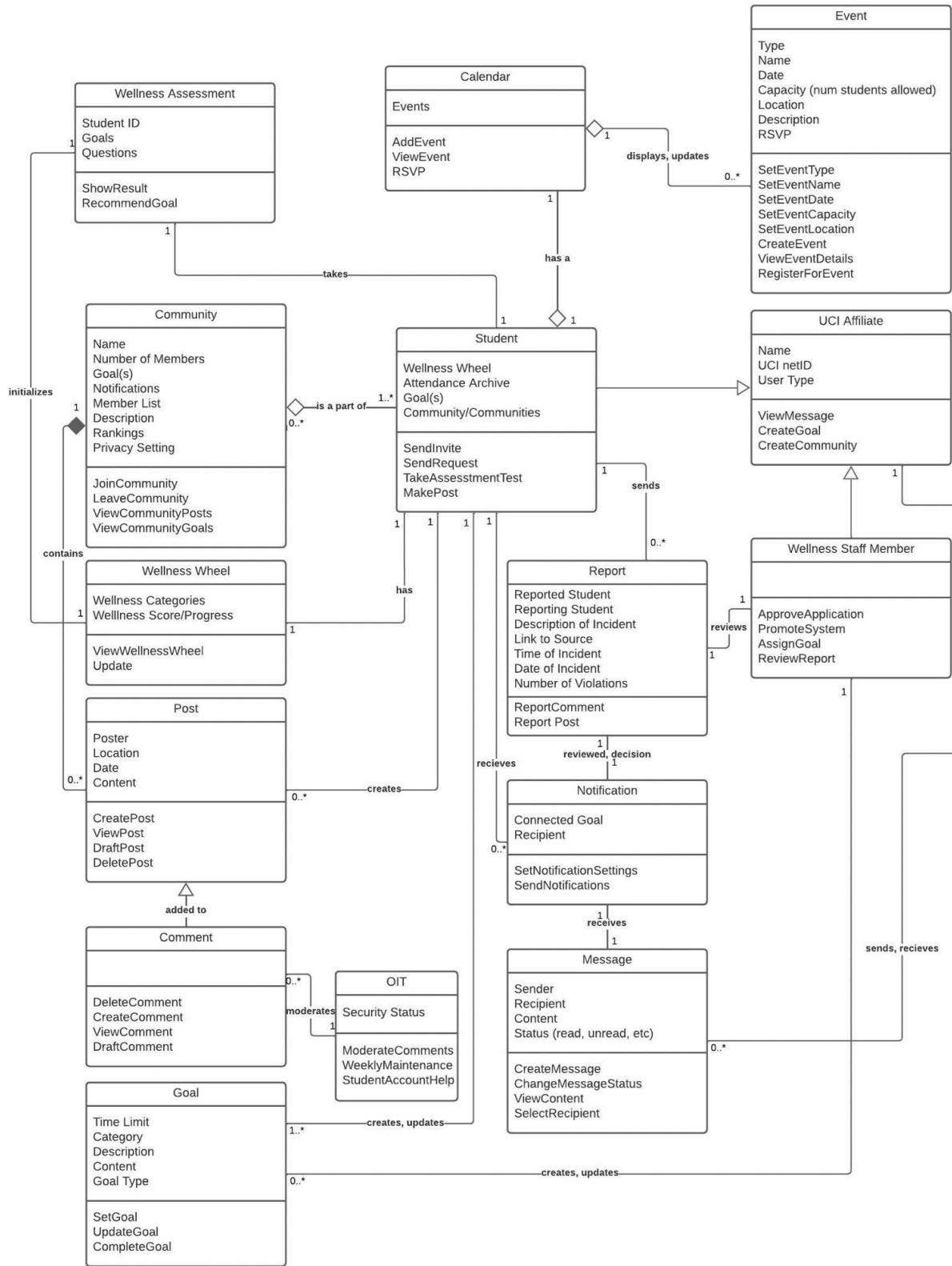
Secondary Actor	N/A
Preconditions	A user is logged into the application. If the user is a student, they have already completed their assessment.
Success End Condition	The user can view, delete, and respond to their messages, which have been loaded from the server.
Failed End Condition	Messages cannot be loaded from the server, and the user is redirected back to the tab from which they came.
Trigger	A user clicks on the Messages tab.
Basic Flow	<ol style="list-style-type: none"> 1. User clicks the Messages tab 2. The application loads their messages from the server 3. The application displays the messages 4. A user may now select an individual message to read, delete, or reply to
Alternative Flows	N/A
Exception Flows	<ol style="list-style-type: none"> 1. User clicks the Messages tab 2. The application attempts to load their messages from the server 3. The application is unable to load the messages 4. The app flags the user that there is an issue accessing messages 5. The user acknowledges this notification 6. The app directs the user back to their previous tab
Relationship to other use cases	N/A
Supplementary Information	The Messages tab is the primary mechanism for communication between Wellness Center staff and students in the application. Custom goal requests, direct messages, and goal suggestions are all sent the same way (i.e., in the same message form, whatever that may be).

Open Issues	We are not certain that OIT will manage messages directly through the application (or, for that matter, even through its web interface). It could be the case that OIT staff will deal with tickets submitted directly through the OIT website instead. We're leaving them included now because it would be better to operate under the assumption that we need their accounts to be able to access messages and then later revoke that privilege and functionality than to never build in the option. (2/14 #13 heavily implies that students and OIT will interface directly through the application—but in the event of an account lockout, how does a student access messaging without being logged in? Is that channel open just for providing performance feedback?)
-------------	--

Use Case Name	ViewMetrics
Author	Jacob
Priority	Low
Source	1/24 #14, 1/31 #10, 12, 2/7 #7
Short Description	In order to maintain the reliability, speed, and security of the application, OIT staff must be able to access performance reports and user feedback.
Goal(s)	<ul style="list-style-type: none"> - The application shall be scalable and allow for a growing number of users. - The application shall facilitate a fast messaging system. - OIT shall be able to access performance metrics for the application.
Primary Actor	OIT staff
Secondary Actor	N/A
Preconditions	OIT staff member is logged into the application.

Success End Condition	The application presents performance data to the user.
Failed End Condition	The application does not present performance data to the user.
Trigger	The user requests a performance report through the app (or, potentially, through the web interface)
Basic Flow	<ol style="list-style-type: none"> 1. OIT staff member logs in 2. They navigate to Settings 3. They request a performance report 4. The performance report is compiled from data stored remotely 5. The performance report is displayed to the user, who can download or share it.
Alternative Flows	N/A
Exception Flows	<ol style="list-style-type: none"> 1. OIT staff member logs in 2. They navigate to Settings 3. They request a performance report 4. The performance report data cannot be accessed from the server 5. The app flags the user that an error has occurred 6. The user acknowledges the notification 7. The user is redirected to their previous tab
Relationship to other use cases	N/A
Supplementary Information	This should form the core of the maintenance that OIT conducts each month (week?). Feedback from users will also be important, but direct metrics reveal exactly what is working well and what is not working according to specifications.
Open Issues	We haven't really outlined exactly what data will get stored (or, really, <i>if data will get stored</i>). Much of this backend still requires further elicitation.

Class Diagram Model



Class Diagram Description

UCI Affiliate

A UCI Affiliate is anyone who is associated with the school. In this case, it refers to the Students and the Wellness Center Staff Members. A UCI Affiliate has to have a name, UCINetID, and User Type (Student or Staff Member). A UCI Affiliate must be able to view messages on their account, create communities, and create goals. UCI Affiliate is a generalization of both Student and Wellness Staff Member.

Student

A Student is anyone who attends UC Irvine and is considered a user of the system. A student has all the attributes of a UCI Affiliate, which generalizes it. It also has its wellness wheel that is received after the assessment, its list of goals, an archive of its event attendance record, and any community to which it belongs. The student may send an invite to another student to join a community, send a request to join a public community, take the assessment test, and make posts. Naturally, students are aggregated into communities, and students may be members of any number of communities. This class has a connection to Wellness Wheel as a wellness wheel is an attribute of students. It also has an association to Goal since students have a collection of goals as an attribute. Lastly, students are associated with posts and reports as they are the only ones who create posts and reports in the system

Wellness Staff Member

A Wellness Staff Member is anyone who works for the wellness center at UC Irvine. They interact with the system with a separate web interface. Wellness Center Staff inherit all the attributes of UCI Affiliates. They have to review and approve applications for users to create their own goals or to create or join a community. They can assign goals to students as they see fit. They also review reports that students file to flag negative behavior in the app, giving Wellness Center staff the power to remove students. They are associated with reports as they have to review reports to adjudicate them. They are also associated with goals since they make and approve goals.

Community

A Community is made up of students. It has a name, number of members, member list, community goals, description of the community, notifications, rankings within the community, and privacy settings of the community. A Student can join a community by either being invited or submitting an application to be let in. Once in a community, a student can view the goals and posts within it and can leave the community whenever they want.

Wellness Wheel

A Wellness Wheel is a student attribute that is assigned to a student after they have taken the assessment. The wellness wheel class has the score of the wellness wheel and its categories as attributes. Students can view their wellness wheel. The wellness wheel gets automatically updated as students update and finish their goals. The Wellness Wheel has a one-to-one association with the Student class since each student has exactly one wellness wheel, and each individual Wellness Wheel belongs to only one student.

Wellness Assessment

The wellness assessment is the survey taken by students when they log onto the app for the first time. It helps assign them goals based on their areas for improvement. It stores the student ID of the student taking the assessment, goals that will be assigned based on assessment results, and the questions of the assessment which are decided by the wellness center staff beforehand and hard coded in. The wellness assessment shall be able to display the score that was received on it and recommend goals from its stored list based on scores.

Goal

A goal is created by a student or wellness center staff member. There are different goals depending on the community, category, or individual to which the goal belongs. A goal has a category (physical health, mental health, etc), description, type, and content. It can be set, updated, and completed. When a goal is completed, the student who completed it has their score raised and their wellness wheel updated if applicable. Goals have associations with students since students can create, update, and set goals. There is also an association with the Wellness Center Staff since they can create goals on behalf of and for students.

Calendar

There is a calendar view in the application that shows the upcoming event/workshops. There is an aggregation with an event because events are shown on the calendar. A student can view all events that workshops and communities are holding and may RSVP to them.

Event

An event is created by a wellness center member. Each event has a name, type, date, capacity, location, and description. Students are able to RSVP for these events. It is aggregated to the calendar because events are shown on all calendars for the students to see. After an event, the users can see how many people attended the event. Events are suggested for users that are struggling with a certain category.

Notification

A notification is a reminder sent to Students as an alert on their mobile device. A notification requires a recipient and provides information/reminders about a recipient's goal(s) as

a message. Operations of a notification include changing notification settings to filter the reminders/information. Only the recipient can change their own notification settings and filter notifications based on their preferences. Notifications will be sent to recipients based on notification settings.

Message

A message is sent by a student or wellness center staff member. Students are able to leave messages in the message center so that wellness center staff can see their message and help. Students are also able to message other students, too. The message center has its own tab in the application. Messages have an association with notifications since UCI Affiliates receive notifications when they receive a message. They also have an association with UCI Affiliates since they're the ones who send and receive messages.

Post

A post is published content made by Student, the poster, to acknowledge and show their goals to other users of the AnteaterWellness Application. A post will display the poster's name, location information, and date. Location information refers to the community the post is associated with. Posts can be deleted by the poster or by Wellness Center staff (assuming the post was reported and deemed inappropriate).

Report

Students can report each other for violating community guidelines. The report is then sent to a wellness staff member. Upon leaving a report the student will get a notification from the staff member once they have reviewed the report and made a decision. The decision shall be in the form of a message. Reports have an association with students since students are the ones who make reports and are reported. Reports also have an association with notifications because students are notified about the decision of a report. Lastly, Reports have an association with Wellness Staff Members because the Staff review and make decisions on the report.

Comment

A comment is a type of post that can only be made on pre-existing posts. Comments are remarks to posts. If a post is deleted then the comments within the post are also deleted. UCI Wellness Center Staff, Posters (creators of the post the comment is associated with), and original commentators can delete comments. UCI Wellness Center Staff will only need to delete comments if they are inappropriate.

OIT

The Office of Information Technology (OIT) performs maintenance on the app and moderates comments automatically. This includes automatically deleting comments that have

any restricted words such as slurs or other cuss words. It's association with comment is because that's where OIT does its moderation. In addition to moderating comments, OIT also helps students with account issues and security.

Missing Information

Gaps

- NONE

Assumptions

- Community Information comprises Name, Description, and Link.
- Staff will have specific assignments for their work.
- A database will be used to store information related to the application

Questions

- Does the hardware's share function apply as an external software?