
Software Requirements Specification

Want2Remember Project

Final Documentation – May 6, 2025

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Version History

| Version | Date | Description | Authors |
|---------|------------|--|--------------|
| v1.0 | 04/15/2025 | Initial requirement draft | Kevin & Niko |
| v2.0 | 04/22/2025 | Added persistence and validation logic | Kevin & Niko |
| v3.0 | 04/29/2025 | Included delete features and UI polish | Kevin & Niko |
| v4.0 | 05/05/2025 | Final LaTeX formatting + requirement check | Kevin & Niko |
| v5.0 | 05/07/2025 | Final SRS enhancements and structure updates | Kevin & Niko |
| V.60 | 05/09/2025 | Included a new feature for the product | Donald |

1 Introduction

Purpose

This document defines the functional, non-functional, and system requirements for Want2Remember, a single-page web application to help users store personal memories.

Intended Audience

This document is intended for the course instructor, student developers, and evaluators reviewing the software requirements of the final project.

Overview

Want2Remember enables users to add, view, and delete memory entries. Data persists using browser-based 'localStorage'. The app is styled for accessibility and runs locally or in a Docker container.

2 Overall Description

Product Perspective

Want2Remember is a standalone single-page web application. It does not require login or backend services and is designed for quick deployment and use on any modern browser.

Product Functions

- Add new memory entries (title + note)

- Display all saved memories
- Search for all saved memories
- Delete selected memories
- Automatically persist data via localStorage

User Characteristics

The typical user is a student or casual user who wants to track reminders or personal notes. No technical knowledge is required.

Assumptions and Dependencies

- JavaScript and localStorage must be enabled in the user's browser
- No internet connection required after app load
- Runs best in Chrome, Firefox, or modern mobile browsers

3 External Interface Requirements

User Interfaces

The UI includes:

- A memory input form (title + note)
- A list of stored memories styled as cards
- Delete button next to each memory
- Responsive layout and dark-themed styling

Software Interfaces

- JavaScript DOM interaction
- Browser 'localStorage' API
- Runs locally in browser or via Docker

4 Functional Requirements

- Users can enter memory title and note
- Users can submit a memory using a form
- App stores the memory in 'localStorage'
- App displays all saved memories in a styled list
- Users can delete memories with a button
- Deleted memories do not reappear on refresh

5 Non-functional Requirements

- The app must function correctly in all modern browsers.
- The UI should be responsive and accessible.
- The app should not require internet access after initial loading.
- Page reloads must not erase saved data.
- Search allows user to search saved memories

6 Legal and Ethical Considerations

- No user accounts or private data stored
- All data is saved only in the user's browser
- Future versions may require data encryption if cloud sync is implemented
- Accessibility: UI designed with simplicity and readability in mind

7 Test Plan Summary

- Validate memory is saved on form submission
- Confirm deletion removes memory from UI and 'localStorage'
- Verify persistence across browser reloads
- Verify if search bar searches for memories
- Check UI responsiveness on mobile and desktop

8 Glossary

- CRUD – Create, Read, Update, Delete
- UI – User Interface
- API – Application Programming Interface
- DOM – Document Object Model
- localStorage – Key-value browser storage for user data

9 References

- <https://developer.mozilla.org/en-US/docs/Web/API/Window/localStorage>
- https://hub.docker.com/_/nginx
- <https://www.docker.com/products/docker-desktop>
- <https://overleaf.com>
- <https://www.atlassian.com/software/jira>
- <https://github.com/kbthepioneer/Want2Remember-Final-Project>

10 Conclusion

This Software Requirements Specification (SRS) defines the intended functionality and behavior of the Want2Remember application. It outlines a lightweight, accessible tool for storing memory entries on the client side using browser technologies. The document provides a foundation for ongoing development and future enhancements.