

# InCollege Software Requirements Specification

This requirements specification is for the InCollege software package. This application is designed to allow college students to create personal accounts, upload profile information, search for and apply for jobs, and connect with other students both at their college and at other colleges.

These specifications are designed to lay out the functionality that will be provided by an alpha version of this program. The intended functionality is just enough to be able to demo to groups of investors as we attempt to spark their interest in the project and get them to commit to funding future versions of the software.

## Requirement Epic #1 – Log In, Part 1

The InCollege application will present a user with an initial screen that provides them with five different options.

The user will be presented with the option of logging in using an existing InCollege account or creating a new InCollege account. In this epic, support for up to 5 unique student accounts (unique user name and secure password: minimum of 8 characters, maximum of 12 characters, at least one capital letter, one digit, one non-alpha character) will be provided. Any student accounts that are created will be saved and will be read back into the system the next time the application is started up. The 6<sup>th</sup> attempt to create a student account will result in the message "All permitted accounts have been created, please come back later" to be displayed to the user. If the student successfully logs in by entering a recognized username / password, the system will tell them "You have successfully logged in". If they enter an incorrect username / password, the system will tell them "Incorrect username / password, please try again" and will allow the student to attempt to log in again. An unlimited number of log in attempts will be permitted.

Once logged in, additional options will be provided that will allow the user to search for a job, find someone that they know, or learn a new skill. The job search/internship option will result in an "under construction" message. "Find someone you know" will result in an "under construction" message. "Learn a new skill" will present the student with a list of skills that they can learn – you make up this list of 5 skills. Selecting any of these skills will result in an "under construction" message. The user will be also presented with an option to not select a skill and to return to the previous level (top level).

## Requirement Epic #2 – Log In, Part 2

The log in screen will have its functionality extended.

A user who has not signed in will see a college student success story displayed on the home screen – they used InCollege to get a job. The college student success story will be made up by you. The user is provided with an option that will lead to a video that will explain why they would want to join InCollege. When the user selects to play a video, a message that says "Video is now playing" will be displayed.

The account creation function will be enhanced. When a user creates a new account, the system will ask them for an account name, a password (that meets criteria), a first name and a last name. Note that any accounts that were created as a part of Epic #1 will have to be deleted and recreated.

The user will be provided with the option to connect with people who can help them. This option will allow the user to find people that they know who are already members of InCollege. A user can enter a first and a last name (note: assume that all first and last name combinations in the system are unique) and if they are part of the InCollege system, the system will display "They are a part of the InCollege system". Otherwise the system will display "They are not yet a part of the InCollege system yet".

NOTE: ANYTIME THE USER SELECTS AN OPTION THAT PROVIDES THEM WITH OTHER OPTIONS, ONE OF THOSE NEW OPTIONS WILL BE TO GO BACK UP ONE LEVEL TO WHERE THEY CAME FROM.

If a contact is found in the InCollege system, they will be asked to join InCollege and presented with an option to either log in or sign up and join their friends.

Signed in users will be presented with an option to post a job using the "post a job" option that is located under the "job search/internship" option. Every job that is posted will have five parts: a title, a description, the employer, a location, and a salary. Any jobs that are created will be saved and will be read back into the system the next time the application is started up. A job can be entered, but it cannot currently be displayed. The system will permit up to 5 jobs to be posted. The system will save the name of the person who posted the job but not display it.

## Requirement Epic #3 - Menus

Once again, the login screen will have its functionality extended.

Two groups of InCollege navigation links will be added. One group of links will include the links titled "Useful Links": General, Browse InCollege, Business Solutions, and Directories. The second group called "InCollege Important Links" will also be added. These links will include: A Copyright Notice, About, Accessibility, User Agreement, Privacy Policy, Cookie Policy, Copyright Policy, Brand Policy, Guest Controls, and Languages. These options will be available before the user signs in and then after they sign in.

Each one of the useful links groups will provide links to more areas. The General group will provide links to Sign Up, Help Center, About, Press, Blog, Careers, and Developers. "Sign up" will take the user to the In College sign in processing section. "Help Center" will produce the message "We're here to help". Selecting "About" displays "In College: Welcome to In College, the world's largest college student network with many users in many countries and territories worldwide". Selecting "Press" will result in the message "In College Pressroom: Stay on top of the latest news, updates, and reports" being displayed. Selecting "Blog", "Careers", and "Developers" will cause the message "Under construction" to be displayed. A user can return to where they were before selecting any of these options including General. The "Browse InCollege", "Business Solutions", and "Directories" options will cause the message "Under construction" to be displayed.

The team will create their own content for the A Copyright Notice, About, Accessibility, User Agreement, Privacy Policy, Cookie Policy, Copyright Policy, and Brand Policy options. If Privacy Policy is selected, the user will be provided with an additional option: "Guest Controls" The Guest Controls option will provide a signed in user with the ability to individually turn off the InCollege Email, SMS, and Targeted Advertising features. These options are turned on when an account is created and a user can turn them off. The user's setting for this feature will be read in once the system starts up again. If the user is logged in, selecting the Languages option will allow a user to select between English and Spanish. The language will be set to English when the account is created. The user's setting for this feature will be read in once the system starts up again. There is no need to actually change application wording to Spanish if it is selected.

## Requirement Epic #4 - Friends

The number of student accounts that the system can support will be increased to 10.

Every student will have a list of friends on InCollege that they have connected with. Initially this list will be empty.

Students will be able to search for students in the system by last name, university, or major. When results of these searches are displayed, the student will have the option of sending that student a request to connect.

The next time that that student logs in, they will be informed that they have a pending friend request. They can accept / reject the friend request. If they accept it, then the person who sent it will be added to their list of friends. The person who sent the request will also have this student added to their list of friends.

Each student will be able to generate a list of their pending friend requests. A new "show my network" option will be added that will present the user with a list of the people that they have connected with (including none). They will have the option of disconnecting from any of the listed people. If they disconnect from someone, the person will be removed from their list of friends and they will be removed from the other person's list of friends.

## Requirement Epic #5 - Profiles

Students will be able to create a personal profile for themselves that other students will be able to view. A profile will consist of a title, a major, a university name, a paragraph with information about the student, zero or more lines about their experience, and 1 or more lines about their education. When the student is creating their profile they will be able to enter a title (line of text) for the profile (e.g. "3<sup>rd</sup> year Computer Science student"). They will be able to enter a major. The major will be converted to a word that starts with an uppercase letter and the rest is lower case. Multiple words in the major will all start with an upper case letter no matter how the student entered it. The same formatting will be applied to the university name. They will be able to enter a paragraph of text for their About section. In the experience section they will be able to enter information on up to three past jobs. This information will include a title, an employer, date started, date ended, location, and then a description of what they did. They will be able to enter an education section that will include school name, degree, and years attended.

Students will be able to enter just part of a profile and then quit. They can come back and complete entering the rest of the profile. A student can come back and replace a part of the profile with new information if they so choose to do so.

After entering their profile information, the student will be able to view their profile. When their profile is displayed, their name will be automatically be displayed at the top of the profile information. Students will be able to display the profile of any student that they have a friend relationship with. They will be able to do this by displaying a list of people that they are friends with and then selecting the "profile" option that is by a friend's name. When they do this, the friend's profile will be displayed. The number of friends that that friend has will not be displayed. If they don't have a friend relationship with someone, they won't be able to see that person's profile information.

If the friend does not currently have a profile created, then the profile option will not be displayed by that friend's name.

## Requirement Epic #6 - Jobs

The number of job listings that the system can support will be increased to ten.

The person who has posted a job can now also delete a job. If a job is deleted, then all students who have applied for that job will have their application notifications for that job removed. The next time that the student visits the jobs section, they will be notified that a job that they applied for has been deleted.

Students will be able to select the "job search/internship" option from the top level. They will be able to get a listing of the titles of all of the jobs that are currently in the system. They will be able to select a job and have all of the available information for that job displayed (a title, a description, the employer, a location, and a salary). A student can select to apply for a job. However, a student cannot apply for a job that they posted. If they decide to apply for a job, then they will be asked to enter a graduation date (mm/dd/yyyy), a date that they can start working (mm/dd/yyyy), and paragraph text explaining why they think that they would be a good fit for this job. Once they have applied for a job, they cannot apply for it again. The entered information will be stored in a way that associates it with the job that has been applied for. When the list of jobs is displayed, jobs that they have applied for will be indicated.

They can also generate a list of just the jobs that they have applied for.

They can also generate a list of the jobs that they have not yet applied for.

When a student is interested in a job, but does not want to apply for it right now, they can mark it as being "saved". The student will be able to generate a list of the jobs that they have marked as being saved. They will also be able to unmark a job as being saved if they change their mind about it.

The list of saved jobs and applied for jobs will be retained and can be displayed the next time that the student logs in.

## Requirement Epic #7 - Messaging

We've decided to add the ability to message other students to the product. What this means is that we are going to create two different tiers of students: standard and plus. Standard students have joined In College for free. Plus students have paid us \$10/month to become plus members. When signing up for an InCollege account, students will now be presented with a "Standard" or "Plus" option. If they select plus, we'll start to bill them monthly. Which option was selected will be stored with their log in information.

Standard students are going to be able to send and receive messages from people who have accepted their friend requests. If they attempt to send a message to an InCollege member who is not a friend, the system will respond "I'm sorry, you are not friends with that person". They will be able to generate a list of all of the InCollege members who are their friends. When they send a message to a friend, it will go into that friend's inbox and the friend will be notified that they have a message waiting for them the next time that they log into InCollege. That user will then be able to select the message and read it. Once they have read the message they can either leave it in their inbox or they can delete it. The friend can then respond to the message and a message will be sent back to the sender's in box in the same way.

A plus InCollege member will be able to do everything that a standard student can do. They will also be able to go into the send message function and get a list of all of the students who are in the system. They can then send a message to any of them even if they are not currently friends. When one of these people receives a message, they can respond as in the previous case.

## Requirement Epic #8 - Notifications

The owners of In College want to be able to have the application interact with the students more. What this means is that the application will have to start supporting notifications.

When a student logs in and the system determines that they have not applied for a job in the past 7 days, the system will automatically generate a message that says "Remember – you're going to want to have a job when you graduate. Make sure that you start to apply for jobs today!"

If a student has not yet created a profile, the system will notify them "Don't forget to create a profile".

If a student has messages from another student, then the system will notify them that "You have messages waiting for you".

When the student goes into the jobs section, the system will automatically notify that "You have currently applied for x jobs".

When a new job has been posted, the student will be notified "A new job <job title> has been posted."

If a job that a student has applied for has been deleted, then the student will receive a notification that "A job that you applied for has been deleted" along with the name of the job that was deleted.

When new students join the system, the next time that a student logs into the system they will be informed that "<first name> <last name> x has joined InCollege". They will only receive this notification once.



## Requirement Epic #9 - Training

Before the student logs in, the InCollege application will present on its log in screen an option for "Training". If the student selects this option, then the application will then present them with a list of training topics that they can choose from: "Training and Education", "IT Help Desk", "Business Analysis and Strategy", and "Security".

Selecting the "Training and Education" option will lead to four more options [you choose what they are], selecting any of these options will result in the "Under construction" message.

Selecting "IT Help Desk" or "Security" results in the message "Coming Soon!"

Selecting the "Business Analysis and Strategy" option will result in a list of trending courses which can be selected (the courses are "How to use In College learning", "Train the trainer", and "Gamification of learning"). Text will also display "Not seeing what you're looking for? Sign in to see all 7,609 results." Selecting any of these options will cause the sign in screen to be displayed to the student.

Once the student logs in, they will now be presented with an additional option for "In College Learning". When they select this option, they will be presented with a list of courses that they can take. This list will include "How to use In College learning", "Train the trainer", and "Gamification of learning".

Additionally, "Understanding the Architectural Design Process" and "Project Management Simplified" will be displayed.

When a student selects one of these courses, the notice "You have now completed this training" will be displayed. Now when the courses are displayed, the courses that the student has already taken will be marked.

If a student selects to take a course again that they have already taken, the application will ask them "You have already taken this course, do you want to take it again?" If the student says yes, then the notice "You have now completed this training" will be displayed. Otherwise "Course Cancelled" will be displayed and the student will be taken back to the list of courses.