SYSTEMS AND SOFTWARE REQUIREMENTS SPECIFICATION (SSRS) FOR

Groups in a University Setting



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gus SSRS

RECORD OF CHANGES

Change	Date	Location of	A	Brief Description of	Approved	Date
Number	Com-	Change (e.g.	M	Change	by (initials)	Approved
	pleted	page or figure	D			
		#)				
1	12/7/10	Section 3.2	M	Updated Use Cases	MFS	12/7/10
2	12/8/10	Section 1.4	M	Updated Definitions,	MFS	12/8/10
				Acronyms, and Ab-		
				breviations		
3	12/8/10	All Sections	M	Links, GUS to gus	MFS	12/8/10

A - ADDED M - MODIFIED D - DELETED

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1 INTRODUCTION

1.1 IDENTIFICATION

The software system being considered for development is referred to as Groups in a University Setting or gus. The specifications for the system are being developed by the team itself. The ultimate customer, or end-user, of the system will be universities or similar institutions including but not limited to the University of Idaho. This is a new project effort, so the version under development is version 1.0.

1.2 PURPOSE

The purpose of the system under development is to provide a tool for the easy administration and control of university-style groups including but not limited to clubs and sports teams. While the system will be used by university personnel, this document is intended to be read and understood by UICS software designers and coders.

1.3 SCOPE

- 1. Simplifying tasks down to things only leaders of groups will be required to do, such as:
 - (a) Sending notifications to group members (email)
 - (b) Sending information (files) to group members via email or download link
 - (c) Managing a group-wide calendar of events
 - (d) Automatically generating:
 - i. Contact information (contact sheets, phone directories)
 - ii. Website with updated contact, group, event, and customized information
 - iii. Organization charts
 - iv. Graphical relationships between groups
 - v. Fees, dues, and expenses notifications
- 2. Consolidating information for members and potential members of groups:
 - (a) Common location of group information
 - (b) Searching existing groups
 - (c) Tying together existing groups (even suggesting similar groups)
 - (d) Personalized emails regarding changes/updates
 - (e) Outstanding expenses or reimbursements
 - (f) Reliable (i.e., automatically updated):
 - i. Group contact information
 - ii. Group event information

1.4 DEFINITIONS, ACRONYMS, AND ABBREVIATIONS

Term or Acronym	Definition					
Administrator	A user who has administrative privileges for a Group or Groups.					
Admin	Administrator					
Alpha test	Limited release(s) to selected, outside testers.					
Beta test	Limited release(s) to cooperating customers wanting early access to					
	developing systems.					
DFD	Data Flow Diagram.					
Final test	aka, Acceptance test, release of full functionality to customer for					
	approval.					
Chaun	A collection of Groups and/or Members that has an assigned					
Group	Owner.					
gus	Groups in a University Setting					
gusPY	Groups in a University Setting - Python Implemnetation.					
Member	A user who has an account and is part of a Group.					
Non-Member	A user who does not have an account and is not a Member of any					
Tion Wember	Group.					
Owner	A user who is an Owner of a Group.					
Pseudo-Member	A user who does not have an account of their own, but is still					
r seudo-Member	considered to be part of a Group.					
SDD	Software Design Document, aka SDS, Software Design Specifica-					
מעפ	tion.					
SRS	Software Requirements Specification.					
SSRS	System and Software Requirements Specification.					

1.5 REFERENCES

gus proposal: http://www2.cs.uidaho.edu/~jeffery/courses/383/hw1/solomon_kopriva.pdf

1.6 OVERVIEW AND RESTRICTIONS

This document is for limited release only to UI CS personnel working on the project.

Section 2 of this document describes the system under development from a holistic point of view. Functions, characteristics, constraints, assumptions, dependencies, and overall requirements are defined from the system-level perspective.

Section 3 of this document describes the specific requirements of the system being developed. Interfaces, features, and specific requirements are enumerated and described to a degree sufficient for a knowledgeable designer or coder to begin crafting and architectural solution to the proposed system.

Section 4 provides the requirements traceability information for the project. Each feature of the system is indexed by the SSRS requirement number and linked to its SDD and test references.

2 OVERALL DESCRIPTION

2.1 PRODUCT PERSPECTIVE

Gus is an independent software system, as it does not directly integrate with a larger system. However, gus does draw data from external sources, such as personal information databases, and needs to be integrated with a web server in order to be readily accessible.

2.2 PRODUCT FUNCTIONS

Gus is a system for managing groups of people, specifically in a university setting. It tries to maintain a balance between generality and domain-specific paradigms. While gus could be used to manage groups of people in any setting, it contains a set of defaults and tunings specific to a university.

Managing people includes sending messages and files to groups of people, automatically generating human and machine-readable information such as contact sheets, organization charts, and calendars, helping people find groups they would like to be a part of, automating fee and expense notifications, and consolidating information about groups in an automatically-generated web site.

2.3 USER CHARACTERISTICS

Gus should be easy for any user to understand with a brief explanation and intuitive enough for an uninitiated user to figure out by looking through the options. Basic computer use skills and a simple conceptual explanation should be enough for every day usage.

2.4 CONSTRAINTS

Gus needs to be able to interface with any data source it needs information from, which could prove to be personnel databases and authentication servers. It must support multiple user connections at the same time. It should be reliable with little maintenance, and be secure enough to be accessible by legitimate from the Internet proper.

2.5 ASSUMPTIONS AND DEPENDICIES

It is assumed that the gus server will run on a Unix-like system, but it may be necessary to port it to other operating systems. Enough bandwidth to support the maximum estimated concurrent users must be provided.

2.6 SYSTEM LEVEL (NON-FUNCTIONAL) REQUIREMENTS

2.6.1 Site Dependencies

Gus will need a Unix-like server to run on, with sufficient bandwidth and processing power to serve the estimated number of concurrent users. It will require a database in which to store its data.

2.6.2 Safety, Security and Privacy Requirements

Apart from standard security that servers connected to the Internet require, gus will need a secure authentication system. Secure access and authentication is important, but most of the security requirements are related to access, and will be handled by the hierarchy of people in charge. gus cannot prevent a group leader from distributing contact information, but it can provide a framework for disallowing unauthorized access to the information.

2.6.3 Performance Requirements

Gus must be able to handle at least thirty-five simultaneous users with all transactions visible to the user within one second (given ideal network speeds).

2.6.4 System and Software Quality

Gus must perform all required functions, behave consistently and correctly, be easily corrected, always running, generalized enough to be easily adaptable, test-driven, and easy to use.

2.6.5 Packaging and Delivery Requirements

The executable system and all associated documentation (i.e., SSRS, SDD, code listing, test plan (data and results), and user manual) will be delivered to the customer via internet download. The final, edited version of the above documents will accompany the final, accepted version of the executable system.

2.6.6 Personnel-related Requirements

The system under development has no special personnel-related characteristics.

2.6.7 Training-related Requirements

No training materials or expectations are tied to this project other than user manual that will accompany the software.

2.6.8 Logistics-related Requirements

A server will be required to maintain the software system. The user will be required to have a reasonable internet connection.

3 SPECIFIC REQUIREMENTS

3.1 EXTERNAL INTERFACE REQUIREMENTS

3.1.1 Hardware Interfaces

The system will require a server that can run Python 2.7, Django, and has secure networking capabilities.

3.1.2 Software Interfaces

The system will require Python 2.7 & Django.

3.1.3 User Interfaces

The system will require a compatiable web browser and 3 different user interfaces for Member, Owner, and Administrator.

External Interface Requirements

Name	Source /	Description	Type /	Dependencies	Formats
	Destina-		Range		
	tion				
HTTP	Dedicated	This Device is responsi-	All	Requires a	N/A
Server	Server or	ble for serving HTML con-		server capable	
	VPS /	tent (and other content)		machine.	
	Client	to clients. Preferably			
		Apache2.			
VPS or	N/A	A VPS or a Dedicated	All	Electricity,	N/A
Dedicated		Server, preferably running		high-speed	
Server		a preconfigured Linux dis-		internet con-	
		tribution such as Fedora or		nection.	
		Ubuntu.			

Software Interfaces

Name	Source /	Description	Type /	Dependencies	Formats
	Destina-		Range		
	tion				
SQL	Dedicated	Works in conjunction with	All	Requires a	N/A
Server	Server or	HTTP server to provide		server-capable	
	VPS	data.		machine.	
Python 2.7	Provides	All	Requires	Django.	N/A
& Django	compu-		a server-		
	tational		capable of		
	power		running		
	so tasks		Python 2.7		
	that serve				
	HTML				
	content				
	can be				
	completed.				

User Interfaces

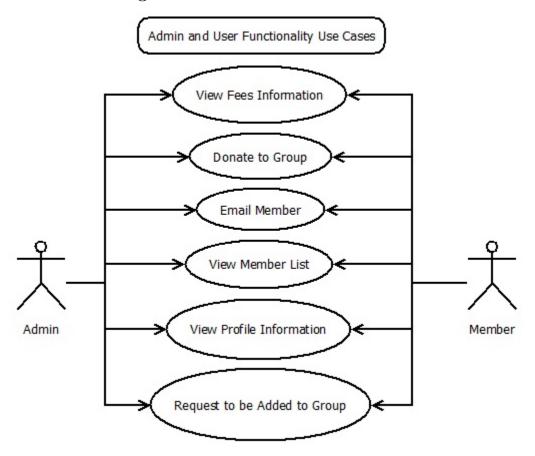
Name	Source / Destina-	Description	Type / Range	Dependencies	Formats
	tion				
Website	HTTP	Allows users to interact	All	HTTP Server	Web
	Server /	with the service.			
	Client				

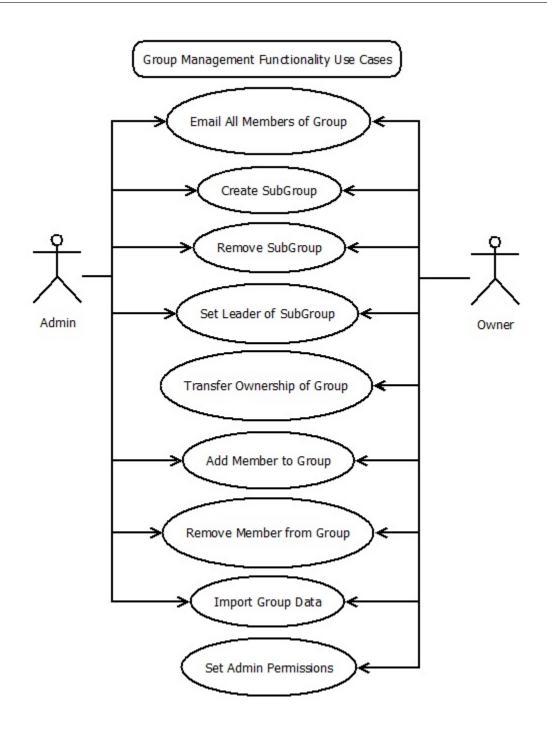
Other Communication Interfaces

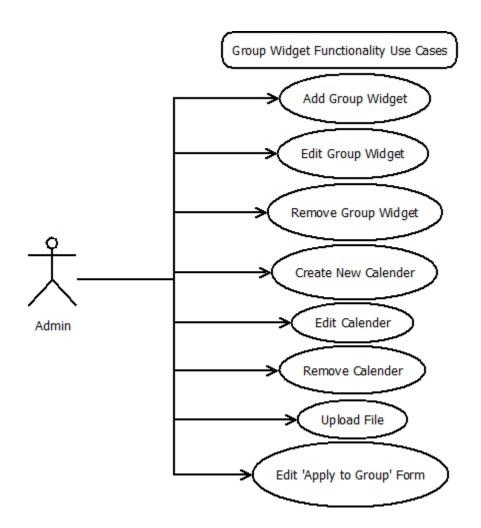
Name	Source / Destina-	Description	Type / Range	Dependencies	Formats
	tion				
N/A	N/A	N/A	N/A	N/A	N/A

3.2 SYSTEM FEATURES

3.2.1 Use Case Diagrams







3.2.2 System Feature 1: View Fees Information

Use Case Description

Actors: Member, Admin

Goals: To allow Member to view if they have paid their fees, as well as allow Administrator to view the list of who has and hasn't paid their fees.

Preconditions: To view the list of paid fees User must be logged in as an Admin. For a Member to view if they have paid their fees they must be logged in as a Member.

Summary

This allows the tracking of fee payment. It does not in any way facilitate the transfer of money, it will only allow for the Administrator to keep track of who has paid.

Steps:

- 1. User clicks the "Profile" link on the gus pages.
- 2. Inside the profile page there will be a section titled "Fees" where there will be a marking of paid or not.

3.2.3 System Feature 2: Donate to Group

Use Case Description

Actors: Member, Admin, Non-Member, Pseudo-Member

Goals: To allow Member and Non-Member to donate money to the Group for various activities.

Preconditions: User must be viewing a specific Group page, which has enabled Donations.

Summary

This will allow Group to enable a PayPal or similar account which can be donated to specifically for the Group.

Steps:

- 1. User clicks the "Donate" button on the main page of a Group.
- 2. Follow the steps for the selected type of donation.

Alternatives:

3.2.4 System Feature 3: Email Member

Use Case Description

Actors: Member, Admin

Goals: To allow Member of a Group to communicate without adding every person in every group to their email contacts.

Preconditions: Must be logged in as either a Member or Admin, and attempting to send an email to a registered Member.

Summary

Will send an email to the registered email account of another User.

Steps:

- 1. Select "View Members" from a Group main page.
- 2. Select "View Profile" from a specific Member listing.
- 3. Select "Email Member".
- 4. Write Email.
- 5. Click "Submit".

Alternatives:

1. Select the "Mail" icon in Step 2, skip to Step 4.

3.2.5 System Feature 4: View Member List

Use Case Description

Actors: Member, Admin

Goals: To allow Member, and Administrator of a Group to view the list of other Member in the Group.

Preconditions: Must be logged in as either a Member or Admin of the Group.

Summary

Member will have privacy options to prevent their listing from showing up to everyone, except Administrator.

Steps:

1. Select "View Members" from a Group main page.

3.2.6 System Feature 5: View Profile Information

Use Case Description

Actors: Member, Admin

Goals: To allow Member and Administrator of a Group to view the list of other Member in the Group.

Preconditions: Must be logged in as a Member or Admin to the same Group as the Member to be viewed.

Summary

Member will have privacy options to prevent their information from showing up to everyone, except Administrator.

Steps:

- 1. Select "View Members" from a Group main page.
- 2. Select "View Profile" from a specific Member listing.

3.2.7 System Feature 6: Request to be Added to Group

Use Case Description

Actors: Member, Non-Member, Pseudo-Member

Goals: To allow Non-Member to request addition to a Group.

Preconditions: Must not be a Member of the selected Group, viewing the desired Group main page.

Summary

Allows Non-Member of a Group to be added so they can view the various Widgets that Group has added, and receive notifications.

Steps:

- 1. Click the "Apply to Group" button.
- 2. Fill out the form required by the Owner of the Group.
- 3. Click "Submit".

Alternatives:

3.2.8 System Feature 7: Email All Members of Group

Use Case Description

Actors: Owner, Admin

Goals: To allow Administrator and Owner to send out Group email.

Preconditions: Must be logged in as Admin or Owner.

Summary

Will send out an email to everyone in the Group, including the Administrator and Owner.

Steps:

- 1. Select "View Group Members" from the main page.
- 2. Click "Email Group".
- 3. Write the Email.
- 4. Click "Send".

Alternatives:

1. User clicks "Cancel" in Step 3.

3.2.9 System Feature 8: Create Sub-Group

Use Case Description

Actors: Owner, Admin

Goals: To allow a Group to organize their Member into Group.

Preconditions: Must be logged in as Admin or Owner.

Summary

Will create a new Group, with the Owner being the same as the Super-Group.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link.
- 2. Go to the "Group Management" tab.
- 3. Click "Create Sub-Group".
- 4. Fill out information required.
- 5. Click "Submit".

Alternatives:

3.2.10 System Feature 9: Remove Sub-Group

Use Case Description

Actors: Owner, Admin

Goals: To allow Owner and Administrator to remove un-needed Sub-Groups.

Preconditions: Logged in as Admin or Owner, and the given Sub-Group must be a Sub-Group of their Group.

Summary

Will remove the given Sub-Group.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link.
- 2. Go to the "Group Management" tab.
- 3. Click "Delete" next to the desired Sub-Group.
- 4. Click "Ok".

Alternatives:

1. User clicks "Cancel" in Step 3.

3.2.11 System Feature 10: Set Leader of Sub-Group

Use Case Description

Actors: Owner, Admin

Goals: To allow Owner and Administrator to set a different Owner of the Sub-Groups. **Preconditions:** Logged in as Admin or Owner, and the given Sub-Group must be a Sub-Group of their Group.

Summary

Will make the Owner of the desired Sub-Group a different User.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link.
- 2. Go to the "Group Management" tab.
- 3. Click "Change Owner" next to the desired Group.
- 4. Choose new Owner.
- 5. Click "Ok".

Alternatives:

3.2.12 System Feature 11: Transfer Ownership of Group

Use Case Description

Actors: Owner

Goals: Allow an Owner to give ownership of a Group to a different Member.

Preconditions: Must be logged in as Owner, and there must be at least 1 other Member

in the Group.

Summary

Will make the Owner of the current Group a different Member.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link.
- 2. Go to the "Group Management" tab.
- 3. Click "Change Owner".
- 4. Choose new Owner.
- 5. Click "Ok".

Alternatives:

1. User clicks "Cancel" in Step 4.

3.2.13 System Feature 12: Add Member to Group

Use Case Description

Actors: Owner, Admin

Goals: To allow the addition of new Member to a Group.

Preconditions: Must be logged in as Admin or Owner, and new Member must not

already be a Member.

Summary

Will add a new Member to the Group.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link.
- 2. Go to the "Group Management" tab.
- 3. Click "Add Member".
- 4. Fill out the required information.
- 5. Click "Submit".

Alternatives:

3.2.14 System Feature 13: Remove Member from Group

Use Case Description

Actors: Owner, Admin

Goals: To allow Owner and Admin to remove unwanted or absent Member of a Group. **Preconditions:** Must be logged in as Admin or Owner and desired Member must be a Member of the Group.

Summary

Will remove the desired Member, taking away any permission they had.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link.
- 2. Go to the "Group Management" tab.
- 3. Select "Manage Members".
- 4. Select the Member to manage.
- 5. Click the "Remove From Group" button.
- 6. Click "Ok".

Alternatives:

1. User clicks "Cancel" in Step 3 or 5.

3.2.15 System Feature 14: Import Group Data

Use Case Description

Actors: Owner, Admin

Goals: To allow Owner and Administrator to import gus Group data from an external source such as Excel.

Preconditions: Must be logged in as Owner or Admin.

Summary

Will first check the list of Users against the current list of Member in the Group, then it will add all of the Non-Member.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link.
- 2. Go to the "Group Management" tab.
- 3. Select "Import Group Data".
- 4. Browse for the file on the local machine.
- 5. Click "Import".

Alternatives:

3.2.16 System Feature 15: Set Admin Permissions

Use Case Description

Actors: Owner

Goals: To allow Owner to delegate most of the tasks of administering a Group.

Preconditions: Must be logged in as Owner, and desired Member must be Member of

current Group.

Summary

Will set varying levels of permissions to different Member of the Group.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link.
- 2. Go to the "Group Management" tab.
- 3. Select "Manage Members".
- 4. Select the Member to manage.
- 5. Select "Change Permissions".
- 6. Fill out the required information.
- 7. Click "Save".

Alternatives:

3.2.17 System Feature 16: Add Group Widget

Use Case Description

Actors: Admin

Goals: To allow Administrator to add the many different components available in gus.

Preconditions: Be logged in as an Admin.

Summary

There are many different components in gus, and they will all have the same basic Use Cases, Add/Edit/Remove, allowing Administrator to add new Widgets, edit existing Widgets, and remove Widgets.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link on a gus Group Page.
- 2. Click the "Add/Edit/Remove Component" tab in the Admin Panel.
- 3. Click "Add New Component".
- 4. Select a component from the list.
- 5. Fill out any necessary information for the component.
- 6. Click "Add".

Alternatives:

1. User clicks "Cancel" in Step 3, 4, or 5.

3.2.18 System Feature 17: Edit Group Widget

Use Case Description

Actors: Admin

Goals: To allow editing, specific to each widget in gus.

Preconditions: Be logged in as an Admin, and have Widgets already added to the Group.

Summary

There are many different components in gus, and they will all have the same basic Use Cases, Add/Edit/Remove, allowing Administrators to add new Widgets, edit existing Widgets, and remove Widgets.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link on a gus Group Page.
- 2. Click the "Add/Edit/Remove Component" tab in the Admin Panel.
- 3. Click on a component to enter edit mode.
- 4. Make the desired changed.
- 5. Click "Save".

Alternatives:

1. User clicks "Cancel" in Step 3, 4 or 5.

3.2.19 System Feature 18: Remove Group Widget

Use Case Description

Actors: Admin

Goals: To allow the removal of existing components.

Preconditions: Be logged in as an Admin, and have Widgets already added to the

Group.

Summary

There are many different components in gus, and they will all have the same basic Use Cases, Add/Edit/Remove, allowing Administrators to add new Widgets, edit existing Widgets, and remove Widgets.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link on a gus Group Page.
- 2. Click the "Add/Edit/Remove Component" tab in the Admin Panel.
- 3. Click on a component to enter edit mode.
- 4. Click "Remove Component".
- 5. Click "Ok".

Alternatives:

1. User clicks "Cancel" in Step 3or 4.

3.2.20 System Feature 19: Create New Calendar

Use Case Description

Actors: Admin

Goals: To allow Group to schedule events.

Preconditions: Must be logged in as an Admin for the desired Group.

Summary

Calendars will be able to display both time and location of events, as well as send reminder email out to specified Member.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link on a gus Group Page.
- 2. Click the "Add/Edit/Remove Component" tab in the Admin Panel.
- 3. Click "Add New Component".
- 4. Select "Calendar" from the list.
- 5. Add any information required for the Calendar.
- 6. Click "Add".

Alternatives:

1. User clicks "Cancel" in Step 3, 4, or 5.

3.2.21 System Feature 20: Edit Calendar

Use Case Description

Actors: Admin

Goals: Allow the modification of Calendars. **Preconditions:** Must be logged in as an Admin.

Summary

Events will change over time, this allows for the modification of those events, as well as creation of new events.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link on a gus Group Page.
- 2. Click the "Add/Edit/Remove Component" tab in the Admin Panel.
- 3. Click on the "Calendar" to enter edit mode.
- 4. Select the date to edit.
- 5. If editing an existing event, select the event.
- 6. If creating a new event click "Add Event".
- 7. Fill out the correct information.
- 8. Click "Save".

Alternatives:

1. User Click's "Cancel" in Step 3, 4, 5, 6, or 7.

3.2.22 System Feature 21: Remove Calendar

Use Case Description

Actors: Admin

Goals: Allow the removal of un-needed Calendars. Preconditions: Must be logged in as an Admin.

Summary

Some Groups will need multiple calendars to allow for easy scheduling, this allows Group to remove those excess Calendars once they are done with them.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link on a gus Group Page.
- 2. Click the "Add/Edit/Remove Component" tab in the Admin Panel.
- 3. Click on the "Calendar" to enter edit mode.
- 4. Click "Remove Component" at the top.
- 5. Click "Ok".

Alternatives:

3.2.23 System Feature 22: Upload File

Use Case Description

Actors: Admin

Goals: Allow Group to store files for the Group to utilize.

Preconditions: Logged in as Admin, and Group has storage space available for specified

file.

Summary

Many Group will want to share files between members, this allows for a place to share those files.

Steps:

- 1. Click the "Group Files" button on the Main Group Page.
- 2. Click "Upload File".
- 3. Select the desired file from the local machine.
- 4. Click "Upload".

Alternatives:

1. User clicks "Cancel" in Step 3.

3.2.24 System Feature 23: Remove File

Use Case Description

Actors: Admin

Goals: Allow Group to remove files from their page.

Preconditions: Logged in as Admin, there are files uploaded to the Group.

Summary

Group will only have so much space to upload files, they will need to remove some in order to upload others.

Steps:

- 1. Click the "Group Files" button on the Main Group Page.
- 2. Click the "Trashcan" icon next to the desired file.
- 3. Click "Ok".

3.2.25 System Feature 24: Edit 'Apply to Group' Form

Use Case Description

Actors: Admin

Goals: Allow the Administrator to set specific requirements to the "Apply to Group"

form.

Preconditions: Logged in as Admin.

Summary

Some Group will have special requirements, this allows those Group to force perspective members to answer questions, and provide information before being accepted into the Group.

Steps:

- 1. Enter Admin Mode by clicking the "Admin" link on a gus Group Page.
- 2. Click "Apply to Group Form".
- 3. Make the desired changes.
- 4. Click "Save".

Alternatives:

4 REQUIREMENTS TRACEABILITY

Feature Name			- Pri- ority	Alpha Re- lease		Beta Release	
				Test	Test	Test	Test
				Case(s)	Res.	Case(s)	Res.

Priorities are: \mathbf{M} andatory, \mathbf{L} ow, \mathbf{H} igh

SDD link is version and page number or function name.

Test cases and results are file names and Pass/Fail or % passing.