**InstaMeme**

**Requirements Document**

**Ver. 1.0**

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**I. Application Overview**

**a. Objective**

Meme My Friends is an app created with the goal of providing users a quick, simple, and effective way to upload meme-style images to online accounts. An internet meme is an image created by users online and quickly became a popular way to share ideas and tell jokes.



Fig. 1: An internet meme, this example is

known as “Ridiculously Photogenic Guy”

The example above shows the style of a meme: an image with overlaid block lettering, usually located above and below the image. There are many memes that are popular and given names, and the text will change though the topic typically remains the same. For example, the above meme usually will be about the attractiveness of the runner.

People online have taken to creating their own memes from the basic images, overlaying their own text. They also want to do so with their own images, and they want a simple way to share it with friends. This is the service that Meme My Friends provides. By providing a simple way to edit and create meme photos and then post it to a social networking site, Meme My Friends will allow a user to quickly and painlessly share their memes with friends, family, or any online community.

**b. Business Process**

This application is being made for a course at the University of Cincinnati, and any method of monetizing it will not be implemented. Possible future versions, once the course is completed, will show an advertisement after the photo is posted.

**c.   User Roles and Responsibilities**

The primary user is the person who is using the app on their personal touchscreen device. They will be able perform all actions as needed and described in section II.a Functional Requirements. A quick summary is to navigate the user interface, take or select a photo, edit the photo, and post it to social media.

Another user will be all social media networks the application supports, currently Twitter and Facebook. The two users will verify that the person using the device is logged-in, and post the photo once it is requested to do so.

Lastly the image gallery of the phone will be used to save and load photos to the app once it is requested to do so.

**d.  Interaction with other systems**

There is no outside system for this application.

**e.  Replacement of Legacy Systems**

**II. Functional Requirements**

**a. Functionality**

**i. User Interface:**

Upon loading the app, the user is presented with a choice, to load a photograph from the phone’s internal memory or to choose a stock image. The interface is simple, clean, and will contain only two buttons that are large, distinct, and clear to the user. For all other functions (explained below) the application will follow the same design philosophy- to be simple, clear, and easy to use.

**ii. Camera**

The user will have an option to load the phone’s camera and take a photo while inside the app. The camera will be the platform’s basic camera, and offer the standard options for taking pictures (to take a picture, have flash, zoom in/out).

**iii. Gallery Selection**

The user will have an option to load a photograph from the platform the app is on. It will offer to search the entire “Gallery” folder or a specific folder of basic, stock images that will be provided by the app. The app will provide a simple way to search through the lists, through a list with thumbnails of the image to scroll through. Only one image will be able to be selected, and activity with the selection will display a button to select the photo, allowing the user to edit it.

**iv. Photo Editing/Captioning**

The loaded photo, or photo just taken by the camera will appear on the screen with the option for two text boxes, one at the top of the image, and one at the bottom. The user can add any caption they want, and change the size of the font. The lettering will be in the standard block lettering and coloring that is synonymous with memes, provided in Windows and called “Impact”. It will be white, all-capitalized, with a black outline. Once the user has finished adding captions, they will have the option to save the photo to the platform’s gallery, or move on to upload it to social media – which will also save it to the gallery.

**v. Posting to Social Media.**

The user will select if they wish to post it to their Facebook, Twitter, or both. The app will check to see if the user is currently logged in, and if not, ask for their log-in information. If it is the first time, it will ask for necessary permissions to post. It will then post to the selected social media network, and return to the screen. The user will have the option to return to the Main Activity.

**b. Scope**

The project will roll out in many stages. Initially, simply setting up the framework-creating all the required activities and navigating the menus- will be created. Afterwards, the ability to load images from the phones internal memory will be implemented. In the next stage, editing the photo to add text, and finally, the functionality to post it will be implemented.

**c.   Performance**

* The application will load within 10 seconds 95% of the time
* The application will correctly load the camera 99% of the time
* The application will be able to access the images in the gallery 99% of the time
* The application will load the selected photo within 10 seconds 90% of the time
* The application will save the edited photo within 5 seconds 90% of the time
* The application will post photos at the fastest rate allowed by the social media it is applying to, and 90% of failures will be the fault of the social media network

**d.  Usability**

Speed is required, the user will always want to finish their requested task as fast as possible. It must also be incredibly simple, and easy to follow, without being cumbersome. One-word explanations for each button, with the image on the button itself must portray all necessary information

**III. Appendices**

**a. Authors**

Niklas Bauer is pursuing his Bachelor of Science in Computer Science from Case Western Reserve University. He is in his fifth year of study.

Curtis Schumacher is pursuing his Bachelor of Science in Computer Science from The University of Cincinnati. He is in his third year of study.