EVENTME

*Software Requirements Specification (SRS) Document*

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# Preface

As the global pandemic winds down and the weather is getting better, people have a need to attend different in-person events. But students and other individuals who may be financially insecure or money-conscious don’t particularly want to spend money on every single event being offered. Hence, EventMe is an application that will help users find free and/or cheap local events and register for them.

# 

# Introduction

### 1.1 Motivation and Value

With people going back to in-person normalcy, there is an increase of demand for in-person events. However, the limiting factors for attending events are proximity, money, and time. EventMe is a solution to this that helps users find curated events fitting their needs.

### 1.2 Product Scope

overall business goals of the product

### 1.3 Main Functions

1. Explore the nearby events
   1. Search based on event type (e.g. music, arts, outdoor, etc) through buttons or tabs
   2. Search bar search for name of the event, location, or sponsoring organization
   3. Indicate range of dates to find only those events that fit the timeframe
   4. All of these events can be sorted from in the “Event Box” for
      1. Lowest to highest cost (default)
      2. Proximity
      3. Earliest to latest date
      4. Alphabetical
2. Map
   1. All events shown as markers
   2. When an event is clicked on, it will show in the “Event Box”
   3. Swiping up from the “Event Box” will take user back to map
3. Register
   1. On Events Registration page, users can see all information regarding the events
   2. When clicking on the Register button,
      1. If user not logged in, redirect to Login/Register
      2. If logged in and has not registered, successfully register ONLY if there is no conflicting events
         1. If conflict, warn user
         2. If they want to proceed, they can
      3. If logged in and has registered, ask to unregister
         1. If yes, event removed from the user’s registration
   3. All events will be shown in the Profile Tab

### 1.4 Business Context

The application is similar to Eventbrite. Eventbrite lets you browse, create, and promote local events. Also, a feature in Facebook, events, is a similar context where you can create local events. The difference is that we do not sell tickets but rather allow users to register. Also, we are different from Facebook's function because we do not require a social media connection or login to register for an event.

# Glossary

**Event Box** : box that displays all the necessary information about a particular event, such as event name, location, date, time, cost, and sponsoring organization.

**User Profile** : tab displaying the user’s profile including their name, their birthday, and a photo they can upload. It also displays their existing event registration as a list of Event Boxes.

# User Requirements Specification

| **Epic** | **User story** | |
| --- | --- | --- |
| Explore | 1 | As a user, I want to explore local events on the website so that I can potentially register for an event that fits my desired cost and time. |
| 2 | As a registered user who is logged in, I want to unregister for an event that I registered for so that I can open the spot up, or make time for a conflicting event. |
| 3 | I want to register for an event, but there is a conflicting event. But I would like to proceed with registering for the new event. |
| 4 | I want to search events based on either the event type, name of event/organizer, or across a range of dates. |
| 5 | I want to sort events based on cost, distance, date, and by alphabetical order. |
| Map | 6 | As a user, I want to see where the events are held so that I can register for the events. |
| Register | 7 | As a registered user, I would like to log in to my EventMe account so that I can edit my profile, see existing event registrations, and be able to register for events. |
| 8 | I want to see the event information, including everything that was seen inside the “Event Box” as well as additional information, such as photos, description, etc. |
| 9 | As an unregistered user, I would like to register for an account. |
| 10 | As a registered user, I would like to log in to my account. |
| 11 | As a user who is logged in, I would like to log out of my EventMe account. |
| 12 | As a user, I would like to see my user profile. |
| 13 | As a user who is logged in, I would like to edit my profile information (name, birthday, profile picture). |
| 14 | As a user who is logged in, I would like to delete my EventMe account. |

# System Requirements Specification

| **Epic** | **Use Case** | |
| --- | --- | --- |
| Explore | 1 | 1. The user opens the application. 2. The user will be prompted to login when the app begins.    1. If they are unregistered (do not have login info), they will be given an option to register.       1. The user can register for an account to log in to the application.          1. When registering for an account, the user will be required to input their email, first and last name to complete the registration. They can also input their profile picture and birthday later or now.       2. The user can choose to explore the app as guest.    2. If the user is registered…       1. The user can log in.       2. The user can choose to explore the app as guest. 3. The user lands on the Explore tab, which is the default page for the application. 4. The user will be prompted to search for an event.    1. The user searches an event based on event type through buttons or tab navigation.    2. The user searches for an event through search bar by typing the name of the event, location, or sponsor.    3. The user can search for events by selecting a range of dates, and events within that range will appear. 5. The user explores the list of Event Boxes correlating to their search criteria, sorted in order of lowest to highest cost, which is the default.    1. The user will be able to sort in different orders: lowest to highest cost (default), closest to farthest distance to current location, earliest to latest date, or alphabetical. 6. The user clicks on an Event Box for the event they desire, which takes them to the event’s Register page. 7. The user clicks register for an event they are interested in.    1. If the user is not logged in, the user will be redirected to the login / register page       1. If the user is unregistered, the user will sign up.       2. If the user is registered already, the user will log in.    2. If the user is logged in, proceed to (8). 8. The user is able to register for the desired event.    1. If there is a time conflict, there will be a warning asking if the user would like to proceed with the registration.       1. If the user proceeds with the new registration, the conflicting registration will be unregistered. 9. After registering, then they are redirected back to the Explore page to search for other events, and the event is now shown under existing event registrations in the User Profile tab. |
| Map | 2 | 1. The user opens the application. 2. The user will be prompted to login when the app begins.    1. If they are unregistered (do not have login info), they will be given an option to register.       1. The user can register for an account to log in to the application.       2. The user can choose to explore the app as guest.    2. If the user is registered…       1. The user can log in.       2. The user can choose to explore the app as guest. 3. The user lands on the Explore tab, which is the default page for the application. 4. The user opens up the map tab on the bottom bar, which opens up a map of their local area which shows their location and events’ locations all by markers on the map 5. To view events:    1. The user can then select any event by clicking its marker to show the event’s specific Event Box       1. The user can also swipe up from the Event Box to have the map view replaced by a List view displaying events sorted in order of closest to farthest distance from current location       2. If the user swipes down, the map view is restored and return to step 4 6. By clicking on an event box, the user is taken to the event’s Register page. 7. The user clicks register for an event they are interested in.    1. If the user is not logged in, the user will be redirected to the login / register page       1. If the user is unregistered, the user will sign up.       2. If the user is registered already, the user will log in.    2. If the user is logged in, proceed to (8). 8. The user is able to register for the desired event.    1. If there is a time conflict, there will be a warning asking if the user would like to proceed with the registration.       1. If the user proceeds with the new registration, the conflicting registration will be unregistered. 9. After registering, then they are redirected back to the Explore page to search for other events, and the event is now shown under existing event registrations in the User Profile tab. |
| Register | 3 | 1. User clicks on an event in the Event Box because they want to see the details of the event. 2. User is taken to the Event Registration page for that event. 3. The user can see all the descriptions seen in the Event Box and more detailed information such as photos of the venue, event description, event type, parking availability, and number of people already registered for the event. 4. If user is not logged in, they are redirected to Login/Registration page 5. If the user is logged in    1. If they have a conflicting registered event, they are alerted       1. If they want to proceed, they are allowed to register    2. If there is no conflict, they can register successfully    3. If they have already registered for the event       1. The user is asked if they want to unregister for the event       2. If yes, event should be removed from their existing event registrations and displayed as such in the Profile tab |
| 4 | 1. The user clicks the User Profile tab to see their user profile to manage events they are currently registered for.    1. if the user is not logged in or registered, there will be a button to Login/Register.       1. The user must create an account or log in in order to have or see their user profile.    2. If the user is logged in, the user will have the option to log out. 2. The User Profile displays the user’s name, birthday, a photo they can upload, and their existing event registrations as a list of Event Boxes. 3. The user is able to manage their registrations via their profile.    1. If the user wants to unregister for an event, they can click “Unregister” for that corresponding Event Box. |
| 5 | 1. The user clicks the User Profile to edit their account information.    1. if the user is not logged in or registered, there will be a button to Login/Register.    2. If the user is logged in, the user will have the option to log out. 2. The user can click “Edit Profile” to edit their user profile (name, email, profile picture, etc.). 3. The user clicks “Save Changes” to save their modifications. |
| 6 | 1. The user clicks the User Profile to delete their account.    1. if the user is not logged in or registered, there will be a button to Login/Register.    2. If the user is logged in, the user will have the option to log out. 2. The user can click the “Delete Account” button to delete their account from the app / database    1. The user will be prompted with a warning that the action is permanent       1. The user can choose to continue and their information / account will be deleted 3. Any events they registered for will be automatically unregistered and they will be directed to the Explore Tab as a guest |

| **Non-Functional Requirements** | **Measure** |
| --- | --- |
| Reliability | Event creations / day  Probability of crash |
| Ease of use | Number of help button clicks  Time it takes from initial visit to registration |
| Integrity | Number of unit testing passed with JUnit  Number of unauthorized access to database of software |

# System Model

### 1.1 Context Model

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### 1.2 Use case Model

