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Requirements & Acceptance Test Summary(Development Project)

Project Description:

Gather is a family messaging app which is aimed to share daily life with our family members. The app can be described as a social media platform for family members. This application will be engineered to be an interactive virtual communication platform with features that no other platform will match. The aim is to develop a credible and flexible application that will provide users with a customized and customizable virtual space to get closer to their loved ones, with a focus on ease of use, particularly for older age groups, and seamless connectivity with other added features.

Project Requirements:

- The product should be able to add, manage and remove members as per the capacity requirements under the group settings section.
- The product should also be able to allow the admin to invite new users to the group as per the group capacity requirements. The admin should be able to change the settings allowing multiple users to be admin for the same group.
- The users should be able to access Group chat and individual chats allowing them to communicate with each other. Individual groups should have the ability to video call all the members at a time or individual calls to different group members of the group.
- The product should allow the users to shop products and daily needs through an inbuilt shopping platform. The shopping feature should be implemented in such a way that it can provide the location based suggestions and latest trends, also allowing the user to send items to different locations including different countries through a currency based settings for that particular region.
- Users should have access to multiplayer games and should have an option to invite users at scheduled times to play games.
- There should be a personalized calendar for each user with all the important dates such as birthdays, anniversaries and get-togethers with a calendar reminder set on each date. The calendar should also be able to send reminders for scheduled get-togethers and multiplayer games.
- There will be an option to shop customized gifts or any things in need in the same app so that not just during birthdays or anniversaries, people can send gifts even on festivals such as Christmas or things like medicines when a member is sick.
- The user will also be able to integrate with the food providing platforms such as Doordash, uber eats etc so that people can share the same kind of food along with a bit of varieties.
- Managing settings including account settings, privacy settings and data backup.

Acceptance Test:

- The self-sufficient algorithm showing different elements when a user creates a new account.
- The server should be able to backup all the account data for the user and groups.
- Testing a group member capacity to be 10 members per group.
- Testing the transfer of media to other users and various other providers such as email, gallery.
- In order to get the app installed on user's device, the product should be able to test that a user should have at least 100MB of space in the device providing minimal functionality.
- The product server should be able to store data before sending any media files.
- The application should have low latency and high accuracy.
- Users should be able to send a single media to multiple users or platforms at once, not each share individually.
- The video and audio quality of the product should be set automatically depending on the configuration of the device.
- In order to maintain the privacy of the user it is important to track data accurately.
- 2-step authentication should be implemented for accurate payment gateway.
- The main server should have access to all the account backup and history and no other server.
- Positive feedback from the customers regarding the application though user surveys will help gauge the decisions made by CEO
- Minimum capacity of 1 million active users are supported.
- Evaluate profanity by having a profanity check on the application server.
- No data should be lost if there is down-time or the product crashes.
- Evaluate the products security based on no data breaches on users account.
- Conduct tests using different types of internet connectivity such as wireless, telecommunication network ,3G and 4G and using different bandwidths to ensure proper connectivity
- Media capacity capped at a certain limit for each kind of media.