# Group 4

## Requirements Document: Iteration 1

Iteration 1’s requirements elicit a interactive layout for the application in development. The deliverable consists of screens with working buttons, allowing the user to navigate from screen to screen, to get a general feel for what the app will consist of and be able to do.

1. Home Screen
2. Application shall contain a home screen with 3 buttons, corresponding to matches, events, and profile screens
3. The buttons on this home screen shall, upon being clicked, navigate the user to the screen designated by the button (i.e. upon clicking ‘Profile’ the user is taken to the profile screen)
4. Profile Screen
5. The profile screen shall consist of 2 parts: the profile portion and the ‘other screens’ portion
6. The profile portion will take up the upper 75% of the screen, and will be the designated area that user profile information will be stored in future iterations
7. The ‘other screens’ portion will be the bottom portion of the screen where 2 clickable buttons, ‘Matches’ and ‘Events’ will be located.
8. The buttons mentioned in 2.c shall be functional, meaning that upon being clicked the user will navigate to the corresponding screen.
9. Matches Screen
10. The matches screen shall consist of 2 parts: the matches portion and the ‘other screens’ portion
11. The matches portion will take up the upper 75% of the screen, and will be the designated area that the peer to peer matching will take place and be shown in future iterations
12. The ‘other screens’ portion will be the bottom portion of the screen where 2 clickable buttons, ‘Profile’ and ‘Events’ will be located.
13. The buttons mentioned in 3.c shall be functional, meaning that upon being clicked the user will navigate to the corresponding screen.
14. Events Screen
15. The events screen shall consist of 2 parts: the events portion and the ‘other screens’ portion
16. The events portion will take up the upper 75% of the screen, and will be the designated area that posted events will be stored in future iterations
17. The ‘other screens’ portion will be the bottom portion of the screen where 2 clickable buttons, ‘Matches’ and ‘Profile’ will be located.
18. The buttons mentioned in 4.c shall be functional, meaning that upon being clicked the user will navigate to the corresponding screen.