**[1] Team Management Subsystem.**

## (create the team for practical assignments and attach to its members, make notifications, select preferences, and view information from the teams).

### **[1.1] Creation of Teams**

FR1. The user may create a team.

FR2. Any creation of a team must comply with the requirements per group: Subject name, Team name, Maximum or minimum number of students per group or team, Name and email per student, Membership of the students to the same group.

FR3. The application shall automatically fill out the user’s schedule.

FR4. When creating a team, the user may preselect users, but they shall not be directly added, the user invited receives an invitation which they may accept or decline.

### **[1.3] Team Information**

FR5. The user may access a detailed view of the calendar.

FR6. The user may check the teams which they belong, not only in Moodle (where the information is stored) but in the application itself.

FR7. The teams shall be related with practical assignments by subject.

### **[1.3] Managing members**

FR8. Teams may broadcast an invite to all users that are not included in any team for that subject.

FR9. The user may join a team at any time if it is not full.

FR10. The user may ask to join a team instead of being invited.

FR11. The user shall not be able to leave a team once they join, as well as not be able to dissolve it until all practical assignments are done.

### **[1.4] Notifications**

FR12. When a meeting is created, the app automatically sends a notification to its user without them needing to configure anything.

FR13. When cancelling a meeting a notification shall be automatically sent to the members.

**[2] Meeting Scheduling Subsystem:**

(see pending or completed teamwork meetings).

FR14. The schedule of the meeting shall be integrated into the Moodle calendar.

FR15. The calendar must be uploaded every time a meeting is created or may or cancelled.

FR16. The registered user may access its meeting schedule where he will find the completed or pending meetings.

FR17. The registered user may see all its teams that he has (or has been) for practical assignments.

FR18. From the meeting schedule the student may see the following details of each meeting: meeting name, team and subject, date and time, duration and how the user shall be notified in case he has the notifications activated.

FR19. Moreover, if it is a pending meeting, it should contain also: a link to the room where the meeting shall be held, a list with objectives of the meeting and/or the topics to be discussed and a radio button indicating whether click to notify them when the meeting starts.

FR20. Conversely if it is a completed meeting, in addition to the base listed above, it should contain: the attendees name, punctuality of each attendee, time remaining in the meeting and meeting report (goals achieved and objectives to be met for the next meeting).

**[3] Meeting Management Subsystem.**

## **[3.1] Meeting Creation**

FR21. The user may create videoconferences and joint working sessions

FR22. The user may be able to create, close, open and leave a room.

FR23. The user may schedule meetings for their practical assignments.

FR24. When creating a meeting it is required: Name, Day, Time, Duration, Objectives, Topics to discuss

FR25. The system will check that all the team members can attend that meeting.

FR26. The system creates an entrance in the user’s calendar for the meeting.

FR27. The system sends a notification to each team member

### **[3.2] Meeting Development**

FR28. The user may associate meetings with practical assignments.

FR29. When meeting ends the system asks the members to check the objectives that they have fulfilled during the call.

FR30. While the room is opened, members may join the room by clicking on its link on their calendar.

FR31. The user may set the application to notify them whenever a meeting starts.

FR32. The user must be able to enter in the meetings through the calendar, the calendar must have a links in each tile, so by clicking in one tile the system shall redirect the student to the meeting.

FR33. Notifications may be configured for meetings in advanced.

FR34. The system will open the room for the meeting 5 minutes before it starts, then the system shall close the room 5 minutes after the established time if all the members have left the room.

**[4] Meeting-making subsystems.**

(available tools provided by both the room and the system itself to hold the meeting and work on the internship team, deliver practical assignments)

### [4.1] Meeting Tools

FR35. Registered users have access to chat, screen sharing, notebook, collaborative whiteboard, and a shared repository during the meetings.

FR36. Registered users shall get information for queries and statistics.

FR37. At the time a room is opened, the System will generate a dictionary whose keys are the name of the registered users and the information associated is a list that must keep: The total minutes that each user has spent in the class

FR38. Registered users may record the classes, teams... and access them afterwards.

FR39. Everything under the “Practical Assignment Submission” folder of the shared repository will be compressed and automatically delivered into Moodle by the system.

Common Non-Functional Requirements.

**Security:**

NFR1. To do anything related with teams the user must be signed in the application.

NFR2. Independent sign-in from Moodle.

NFR3. System must check that only allowed student may enter in the room.

NFR4. System allows the students to enter in the room as many times as needed.

**Usability:**

NFR5. Application runs on different window to Moodle.

NFR6. The meeting schedule is integrated into the Moodle calendar

**Operational:**

NFR7. The application loads group, meeting and calendar information FROM Moodle, it does not store any of it.

NFR8. The application dumps information into Moodle, new groups, the calendar.

**Availability**

NFR9. The app retrieves its information from Moodle so it is safe to assume that the device must be connected to the network.

**Behaviour**

NFR10. Notifications may be in the form of an email, push notifications to desktop or mobile or messages from a bot inside the app.

NFR11. Meetings are accessed through a link which is automatically generated when a meeting is scheduled.

NFR12. The system checks whether there are overlaps in the calendar of each of the meeting participants. The system registers the meeting in each member’s calendar and notifies them and adds the link to their calendar too.

NFR13. Five minutes before starting each meeting the system automatically opens the room.

NFR14. Users may leave and join the room as long as it remains opened.

NFR15. The system closes the room five minutes after the finish scheduled time.

NFR16. Clicking on the meeting link in calendar redirects you to a meeting.

NFR17. The system records the announced meetings, the ones done, cancelled and whether the meeting objectives have been met**.**

NFR18. The system shall notify the meeting participants in the event of the meeting being cancelled and why it was cancelled.

NFR19. The system must record the classes, the system stores the recording in the repository system when the call ends.

NFR20. Notifications may be in the form of an email, push notifications to desktop or mobile or messages from a bot inside the app.

**Reliability**

NFR21. Connection shall automatically restore when internet is down for the student

**Resources**

NFR22. The application must have memory to store, whiteboards, notebooks and repositories, generated during meetings, this is not dumped to Moodle.