

Functional Requirement Document for Bartr

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1. Introduction:

Bartr is a web-application designed as a skill exchange platform where users can buy, sell and create courses using a virtual credit system called XP. Each user starts with 100XP by default and can earn or purchase more to access the courses.

1.1 Purpose:

The purpose of the document is to give the functional requirements for the 'Bartr' website. This document will help the audience to understand the behavior of the application for development.

1.2 Intended Audience:

- Development Team
- QA Team
- Business Analyst
- Project Manager
- Stakeholders

1.3 Scope:

The application provides an interface to:

- Create an account
- Login to the account
- View profile
- Creating a course
- Enrolling into a course
- Search for a course
- Purchasing of XPs

2. System Overview:

The system allows users to create courses and allows them to enroll into a course created by other users. Every course has a predefined XP which is based on the skill type. The user who created the course will gain XP when any user

enrolls into the course. An equal amount of XP will be deducted from the user who enrolls into the course. The user will have lifetime access to the enrolled courses. Initially every user will get 100 XP after the creation of the account. The user can also purchase XPs.

3. Functional Requirements:

3.1 Account Creation Page:

F1.1: The system must accept user input: Username, Full name, Email and Password.

F1.2: Username must be unique and must contain only letters, numbers and underscores.

F1.3: Full name must contain only letters and spaces.

F1.3: Email must be of correct format.

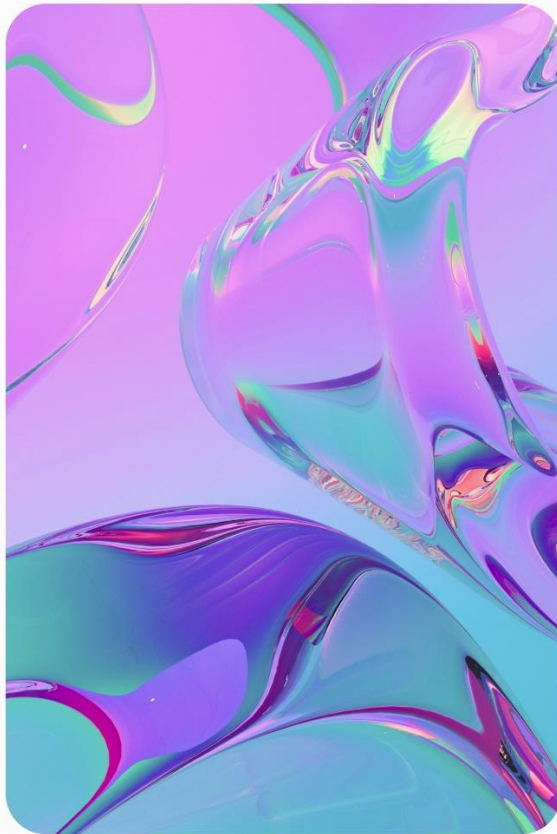
F1.4: Password must be of at least 8 characters in length which must include at least 1 lowercase alphabet, 1 uppercase alphabet, 1 digit and 1 special character.

F1.5: Account can also be created using existing Google or Twitter credentials.

F1.6: After submission, if all the details are valid the user should be directed to the home page.

F1.7: If a user has an existing account, they should be able to redirect to the login page.

(Account Creation Page is shown in the Figure 1.1)



Create an account

Get started now

Create Account

or register with

 Google

 Twitter

Already have an account? [Log In](#)

Figure 1.1

3.2 Login Page:

F2.1: The system must accept user input: Username and Password.

F2.2: Account can also be logged in using existing Google or Twitter credentials.

F2.3: If a user clicks on Forgot Password, they will be able to reset their password by a reset link sent to their registered mail.

F2.4: After submission, if all the details are valid the user should be directed to the home page.

F2.4: If a user does not have an existing account, they should be able to redirect to the Account Creation page.

(Login Page as shown in Figure 2.1)

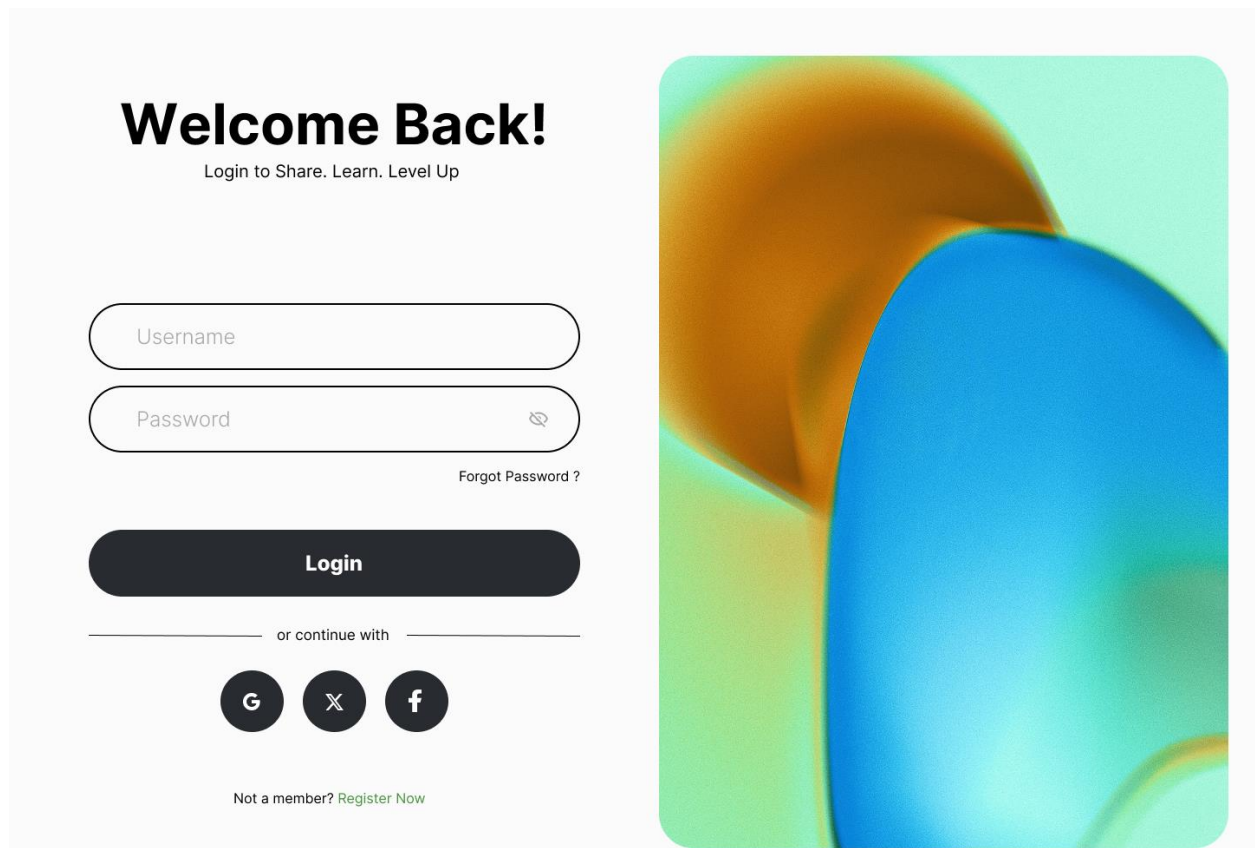


Figure 2.1

3.3 Profile View:

F3.1: The account page includes

- an avatar, if nothing is uploaded display a default image
- email address

F3.2: The Account page shall include a left-side vertical navigation menu with the following options:

- Personal Information
- Course Enrollments
- Courses Created
- Profile Settings

F3.3: The currently active section shall be visually highlighted to indicate the user's location.

F3.4: The top-right corner shall include a "Sign Out" button that logs the user out and redirects them to the login page.

(Profile Page as shown in Figure 3.1)

Account

[Sign out](#)

Username
profilename123@gmail.com

Personal Information

Courses Enrolled

Courses Created

Profile Settings

Personal Information

Manage your personal Information

Name

Profile Name



Contact

123456789



XP

300



Country Region

Chennai, India



Figure 3.1

3.3.1 Personal Information:

F3.1.1: The "Personal Information" tab shall be the default landing section when the account page loads.

F3.1.2: This section shall display the following personal user information:

- Name (displayed as Profile Name)
- Contact number
- XP balance
- Country/Region

3.3.2. Courses Enrolled:

F3.2.1: This section shall display a list of all courses the user is enrolled in.

F3.2.2: Each course card shall show:

- Course title
- Creator name
- Enrollment date

F3.2.3: Users can click on any course to view course content.

3.3.3. Courses Created Section

F3.3.1: This section shall display a list of all courses the user has created.

F3.3.2: Each course entry shall include:

- Course title
- XP cost
- Number of enrollments
- Date created
- Edit/Delete Buttons

F3.3.3: Clicking the Edit button shall redirect to the course editor.

F3.3.4: Delete actions shall prompt for confirmation and send a DELETE request.

3.4 Home Page:

3.4.1. Header Section:

F4.1.1: The page shall include a top navigation bar with “Create a course”, “Purchase XP”, “Login” and “Sign up” button

F4.1.2: The “Log in” button shall redirect the user to login page.

F4.1.3: The “Sign Up” button shall redirect the user to the “Create account” page.

F4.1.4: “Purchase XP” button will be available after logging in.

F4.1.5: The “Login” and “Sign up” button won't be visible after logging in.

F4.1.6: “Create a course” button will be always visible. If a user who is not logged in clicks the button, it redirects to login page.

3.4.2. Hero Section:

F4.2.1: The hero section includes a search input field shall allow users to search for courses, teachers, or skills.

F4.2.2: The search field shall provide autocomplete suggestions as users type.

F4.2.3: Clicking the search icon shall trigger a query and display matching results.

F4.2.4: Skill category chips (e.g., Information Technology, Music, Language) shall be displayed below the search bar for quick filtering.

F4.2.5: Clicking on a category chip shall navigate the user to the filtered list of related services or courses.

(Home Page as shown in Figure 4.1)

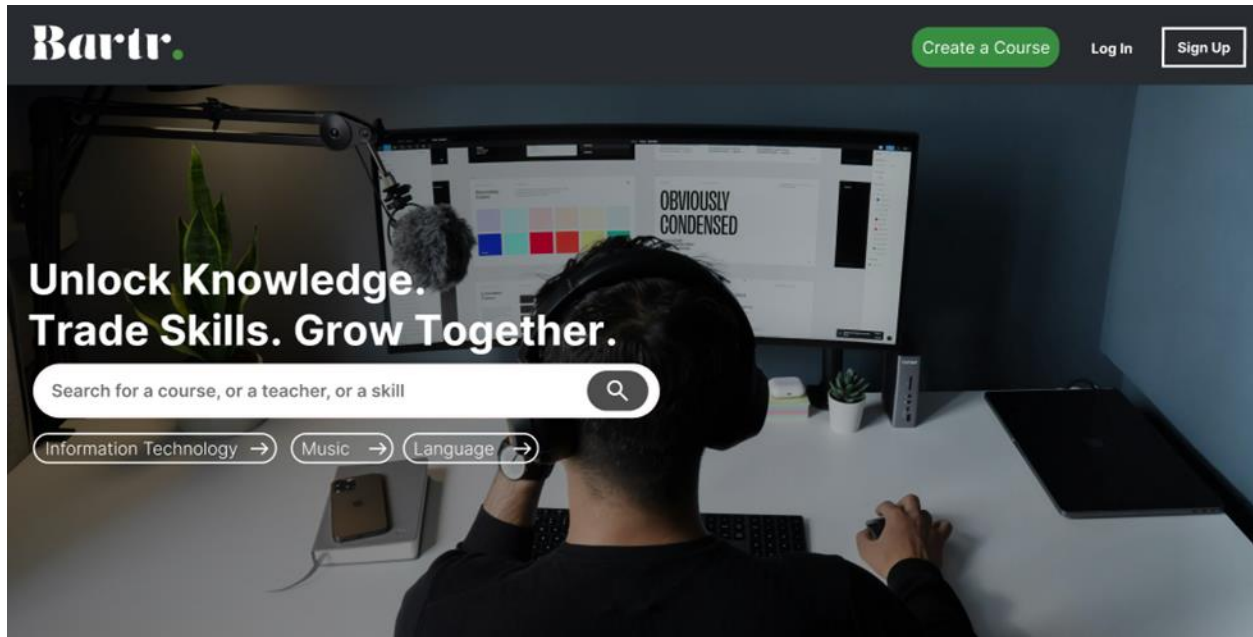


Figure 4.1

3.4.3. Categories Section

F4.3.1: A horizontal scrollable section shall display cards representing various skill categories.

F4.3.2: Each card shall include the category name and a relevant image.

F4.3.3: Clicking on a category card shall navigate the user to a listing of all courses under that category.

F4.3.4: Horizontal navigation arrows shall allow the user to scroll through additional categories.

(Popular Service section as shown in Figure 4.2)

Categories



Figure 4.2

3.4.4. Courses You May Like Section

F4.5.1: A grid of recommended courses shall be displayed based on user preferences or popular content.

F4.5.2: Each course card shall include the course image, title, creator name, and XP cost.

F4.5.3: The course card may optionally display a short description or tagline.

F4.5.4 Each course card shall include an "Only at 'X' XP" indicator showing the XP cost.

F4.5.5: Users shall be able to view more details about the course by clicking the card, which redirects to the course details page.

(Courses you may like section as shown in Figure 4.3)

Courses you may like

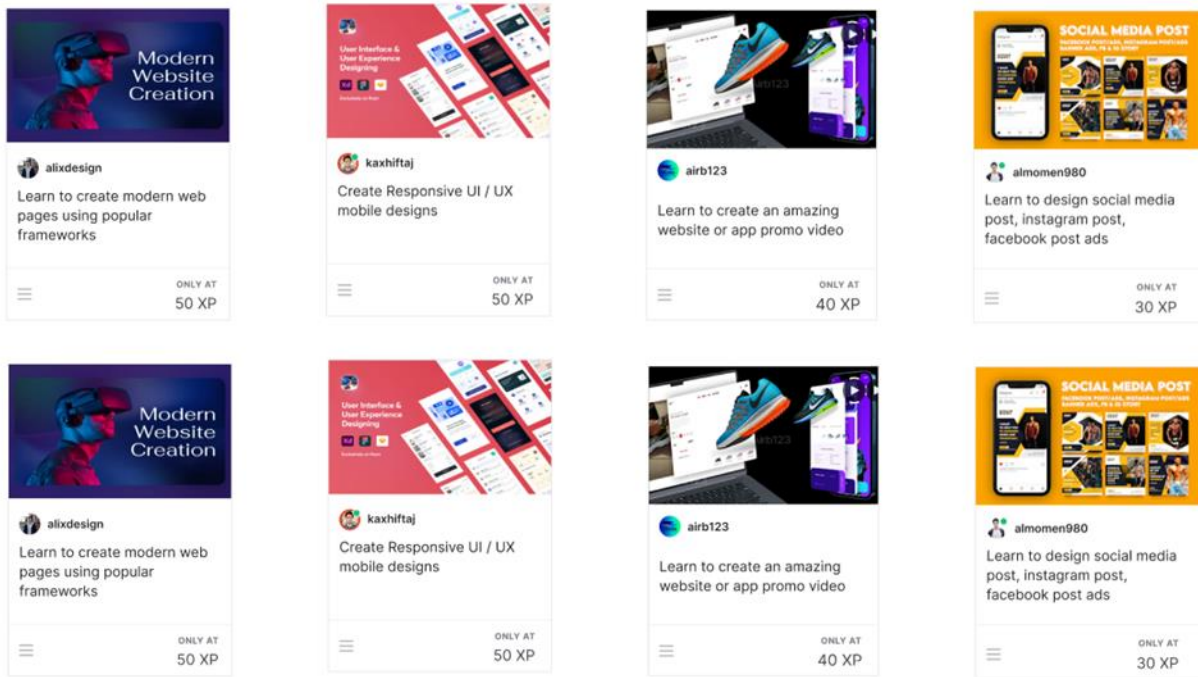


Figure 4.3

3.5 Search Results Page

3.5.1. Results Display

F5.1.1: Results should be displayed in a responsive grid or list view.

Each result card includes:

- Thumbnail
- Course Title
- Creator Name
- Description
- XP Cost
- Action Buttons: View Details, Enroll

3.5.2 Empty Results

F5.2.1: If no courses match the page should display “No courses found matching your search. Try different keywords.”

3.6 Course Details Page

3.6.1 Course Overview

F6.1.1: Details should have the following sections:

- Banner with title, category, thumbnail, XP, duration
- Creator profile
- Full course description and learning outcomes
- Skill tags
- Level (Beginner, Intermediate, Advanced)

F6.1.2: Enroll button should be enabled for those who are not enrolled

3.7 Course Creation Page

F7.1: The course creation page is accessible only to logged-in users via the “Create a Course” button in the navigation bar. User has to login to move to course creation page.

F7.2: Users are presented with a form where they can enter details about the course they want to create.

F7.3: The required fields include:

- Course Title
- Category (selectable from predefined skill areas such as IT, Music, Language, etc.)
- Short and full description of the course
- Upload of a single course video
- Thumbnail image for course display
- Skill tags and level (Beginner, Intermediate, Advanced)

F7.4: The creator information (name and email) is auto filled from the user’s profile and not editable.

F7.5: After entering the required details, users can either:

- Publish the course (after validation)
- Cancel to return to the dashboard

3.8 Purchase XP Page:

F8.1: The Purchase XP page allows users to buy XP points, which are required to enroll in courses on the platform.

F8.2: Users can access this page through the navigation bar or when they attempt to enroll in a course with insufficient XP.

F8.3: The user's current XP balance is displayed prominently at the top of the page.

F8.4: Users are provided with an input field where they can enter the number of XP points, they want to purchase.

F8.5: The system automatically calculates the total cost in Indian Rupees using the fixed rate of “₹5 per XP”.

For example, if a user enters “20 XP”, the total amount to be paid will be “₹100”.

F8.6: A real-time price display updates dynamically based on the XP amount entered.

F8.7: After confirming the XP quantity and cost, users can click the “Proceed to Payment” button to complete the transaction.

F8.8: Payment is handled through a third party application.

F8.9: Upon successful payment, the purchased XP is credited to the user's account, and a confirmation message is shown on screen.

F8.10: The page includes a short explanation of how XP works and how it enables access to various courses.

F8.11: Users will receive an email for every successful XP purchase.