METCS673 Group 6 - Software Requirements Specification

TerrierMap

Team Members:

- Ryan Christopher
- Misael Gared
- Jasmine Hughes
- Siddhraj Parmar

Overview:

TerrierMap is a web application designed to help members of the BU community easily navigate the unique layout of Boston University (BU) to find their classrooms as well as potential areas useful to them throughout their day at BU.

When a student looks up the location of their class provided in MyBU, they receive a building code and room number, like KCB-107. A seasoned Terrier will recognize this as the Kenmore Classroom Building and search this name in their GPS. Often there are faculty and students who are uncertain of where to go due to the number of classroom buildings and the likelihood that each semester will bring forth a class in a different building. Before a newer Terrier can search for the address of their class, they must sift through the BU website to find what this building code stands for beforehand.

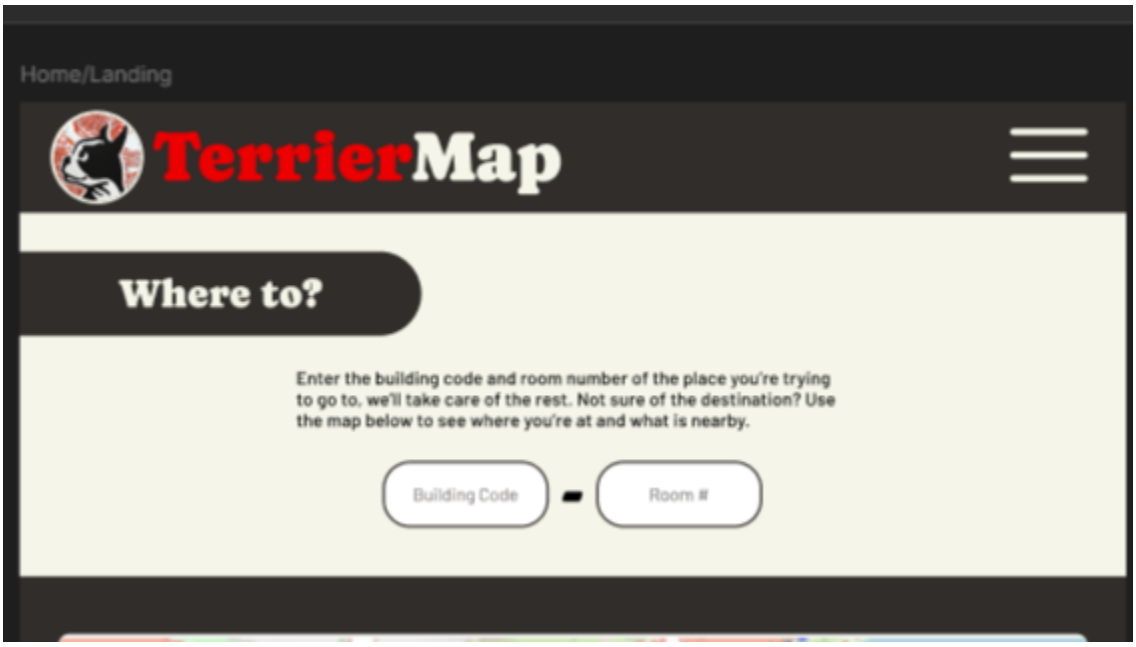
The question “What’s close by to grab a snack?” is on every Terrier’s mind throughout the day. Unless a person has spent copious amounts of time in the area of campus, it is unlikely they will know every location to find food and a drink. A goal that we have for TerrierMap is for the user to receive close-by point-of-interest suggestions for their location to help find a new food location during their journey.

The benefit of utilizing TerrierMap is that students, faculty, and staff can translate their classes’ building codes into addresses while getting directions all without leaving the application. It also allows new and old Terriers to find helpful points of interest throughout their commute to their next destination without switching applications. Who says you can’t teach an old dog new tricks?

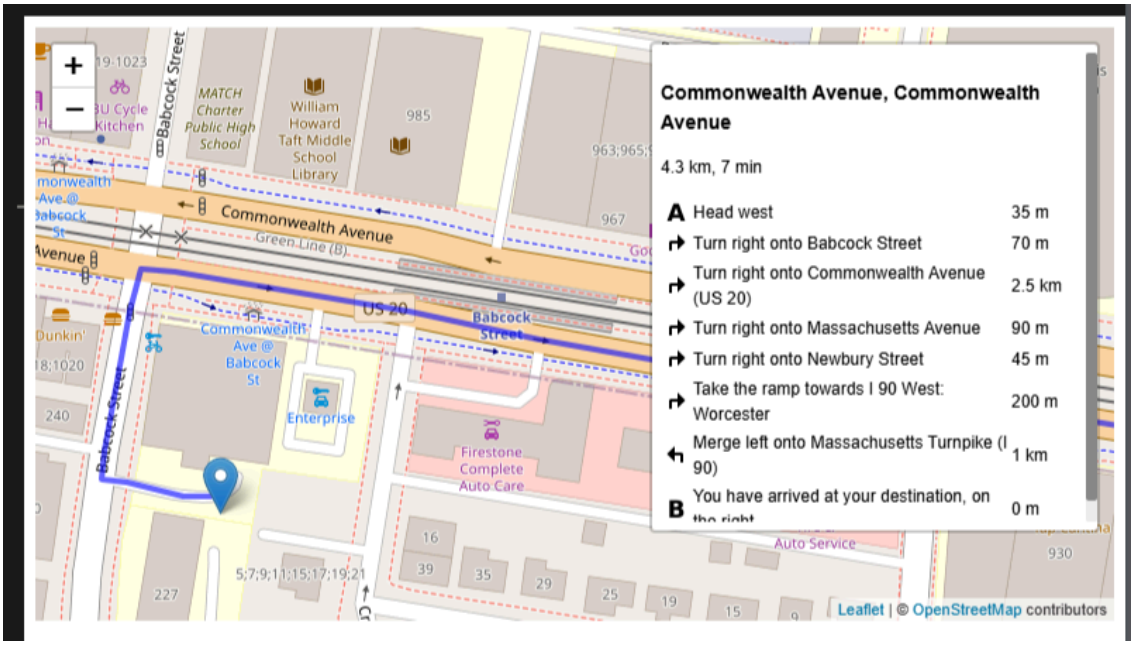
Classroom Routing:

Functional Requirements

- F1: The application must be able to return the address and name of a building when given a building code and class number.



- F2: The application must be able to provide directions to the building a class is in from a user's location.



Non-Functional Requirements

- N1: The application must return the address and name of a building within 3 seconds after inputting a building code.
- N1: The application should direct a user to the correct building with a 100-foot margin of error.

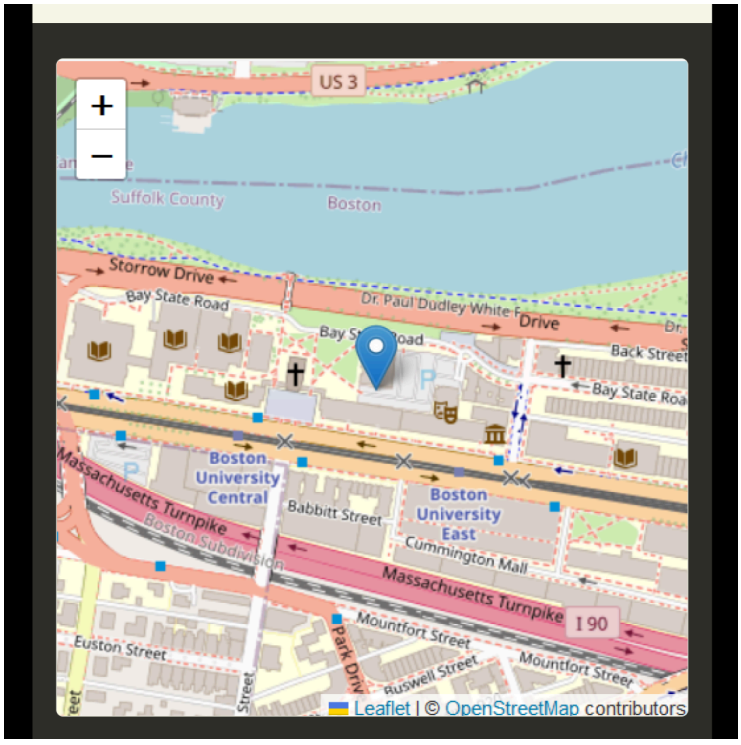
User Stories

- F1, F2: As a user, I want to be able to input my class's building code and room number to get the building name and directions from my location.
- N1: As a user, I want to receive directions to my class quickly after submitting my classroom location.
- N2: As a user, I want to be directed close to the correct building.

"Nearby You" Feature:

Functional Requirements

- F1: The application should be able to provide points of interest near the user's current location.
- F2: The application should be able to provide points of interest along the route to the user's destination.



Non-Functional Requirements

- N1: The application should suggest points of interest within 6 minutes (walking time) or 0.2 miles, whichever is greater.
- N2: The application should only provide directions to places within a 0.5 mile radius of the Boston University Charles River campus, Medical campus, or Fenway campus.

User Stories

- F1, F2: As a user, I want to get suggested points of interest from my location and during my walk to class.
- N1: As a user, I want suggestions for points of interest close to my location.
- N2: As a user, I don't want suggestions for points of interest super far from campus.