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**P.L.B. Sampath (100476M)**

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**RemindMe**  
**Software Requirements Specification**  
Version <1.0>

RemindMe	Version: <1.0>
Software Requirements Specification	Date: <31/July/2013>

# Table of Contents

1. Introduction
  - 1.1 Purpose
  - 1.2 Scope
  - 1.5 Overview
2. Overall Description
3. Specific Requirements
  - 3.1 Functionality
  - 3.2 Usability
  - 3.3 Reliability
  - 3.4 Performance
  - 3.5 Supportability
  - 3.6 Design Constraints
  - 3.7 On-line User Documentation and Help System Requirements
  - 3.8 Interfaces

RemindMe	Version: <1.0>
Software Requirements Specification	Date: <31/July/2013>

# Software Requirements Specification

## 1. Introduction

### 1.1 Purpose

The purpose of this Software Requirements Specification (SRS) document is to provide a detailed description of the functionalities of the “RemindMe” system. This document will cover each of the system’s intended features, as well as GUI features.

### 1.2 Scope

Scope of this document is providing functional and nonfunctional requirements of the project “RemindMe”.

### 1.3 Overview

First this document gives an overall description of factors that affect the product and its requirements. It provides a background for the requirements. Then this discusses software requirements under sub topics like, usability, reliability, performance and etc.

## 2. Overall Description

This project includes an implementation of a web server to handle notifications. A user can create lists of reminders (each reminder has a date, time and a message). Another user can subscribe the list created and receive the notifications through email.

## 3. Specific Requirements

### 3.1 Functionality

#### 3.1.1 User registration

A new user has to visit the web site for registration. User registration form asks for, a user name, name, password and email address. User can register by filling the form correctly and submitting.

#### 3.1.2 User sign in

A user will be asked for the user name and password when signing in.

#### 3.1.3 Creating a remind list

A remind list has a title and description. A user has to create a remind list before creating reminders. Remind list is used to group reminders.

#### 3.1.4 Creating reminders

After creating a remind list a user can create reminders for that list. A reminder has a name, message, date and time.

RemindMe	Version: <1.0>
Software Requirements Specification	Date: <31/July/2013>

### 3.1.5 *Publishing a remind list*

A user can publish a remind list. After publishing, the system gives a public token to the publisher. That token can be used for subscriptions.

### 3.1.6 *Withholding (opposite to publish) a remind list*

The publisher of a remind list can withhold the remind list. In that case the remind list won't be visible to subscribers anymore.

### 3.1.7 *Subscribing a remind list*

A user can subscribe a remind list using the public token. After subscribing the user will receive notifications of reminders.

### 3.1.8 *Unsubscribing a remind list*

A user who subscribed a remind list can unsubscribe. Then the user won't receive the notification from that remind list anymore.

### 3.1.9 *Changing a remind list and reminders*

An owner can change the remind list and reminders inside that remind list.

### 3.1.10 *Deleting a remind list and notifications*

An owner can delete the remind list and reminders inside that remind list.

### 3.1.11 *Sending notifications*

The system will notify subscribers through emails regarding the subscribed reminders.

### 3.1.12 *Widget for websites*

System will provide a widget for web sites. A web site can create a remind list and get the widget related to that remind list. Then the website can show the widget on their web pages. A user of that web site can subscribe the remind list by clicking on the widget.

### 3.1.13 *Android app to notify subscribed notifications*

This android app will communicate with the web server and show notifications on the android phone.

## 3.2 **Usability**

### 3.2.1 *Time taken for creating a remind list is less than a minute.*

To improve user friendliness this is something important. User shouldn't go through several pages to create a remind list.

### 3.2.2 *Clear notifications*

Notification email should deliver the message with lesser words clearly.

RemindMe	Version: <1.0>
Software Requirements Specification	Date: <31/July/2013>

### 3.2.3 *Provide error messages in a user friendly manner.*

When the system fails to perform an action requested by user the system has to provide proper error reports.

## 3.3 Reliability

### 3.3.1 *Sending notifications on time*

Notifications should be sent on time as predefined.

### 3.3.2 *Security*

Probability of a user to hack into another account should be minimal. Security features should be tested again and again so that no bugs are there.

## 3.4 Performance

### 3.4.1 *Response Time*

Response time for each request should be less than two second.

## 3.5 Supportability

### 3.5.1 *New feature requests from users*

Mechanism for users to send new feature requests is needed.

## 3.6 Design Constraints

### 3.6.1 *Programming languages*

PHP is for server side implementations.  
JavaScript, HTML for client side web user interface.  
Java for the android development.

## 3.7 On-line User Documentation and Help System Requirements

## 3.8 Interfaces

### 3.8.1 *User Interfaces*

- Web user interface.

### 3.8.2 *Software Interfaces*

- Interfaces between components.

### 3.8.3 *Communications Interfaces*

- Interface between android app and the server.