Software Requirement Specification

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1. Project Description

The Medicine Tracker is an application designed to help users manage their medications efficiently.

Users can:

- Add their medications with details such as name, dosage, and frequency.
- Set reminders to take medications on time.
- Receive refill reminders based on the last fill date and prescription quantity.

This project aims to improve medication adherence and reduce the risk of missed doses or late refills.

2. Functional Requirements

FR01	The software must enable the user to create an account using an email address
	and password.
FR02	The software must enable the user to verify their account using email address
	verification.
FR03	The software must enable the user to sign into their account.
FR04	The software must enable the user to sign out of their account.
FR05	The software must enable the user to add one or more medication names to a list
	of medications.
FR06	The software must enable the user to add strength and dosage to a medication.
FR07	The software must enable the user to add current quantity to a medication.
FR08	The software must enable the user to add frequency and time to a medication.
FR09	The software must enable the user to update a medication from their list.
FR10	The software must enable the user to delete a medication from their list.
FR11	The software must enable the user to receive a notification to take medicine at
	the correct date and time.
FR12	The software must enable the user to receive a notification to refill a prescription
	2 weeks before it runs out.
FR13	The software must enable the user to receive a notification to refill a prescription
	1 week before it runs out.

FR14	The software must enable the user to receive a notification to refill a prescription			
	daily within 1 week before it runs out.			
FR15	The software must enable the user to dismiss a notification.			
FR16	The software must enable the user to archive a medicine/make the prescription			
	inactive & stop future reminders.			

3. Non-Functional Requirements

NFR01	The email for account verification should be sent with a latency of no greater			
	than 10 minutes.			
NFR02	Newly created medications should appear on the user's medication list with a			
	latency of no greater than 30 seconds.			
NFR03	The app will use HTTPS/TLS to encrypt a user's data in transit, and will use			
	Google-managed keys to encrypt all data server-side.			
NFR04	The app will handle errors and provide informative feedback to the user			
	without crashing. Ex. required fields			
NFR05	The app will run on both Android and Apple (iOS) devices.			

4. Use Case Specification

<< Select **three** functional requirements and describe them in detail using use cases.>>

1)

UC01 Name:	Maintain medicine						
Description:	The software allows the user to maintain (create, read, update, delete)						
	one or more medications associated with their user account.						
Actor:	User						
Entry	The actor selects the option to maintain medicine						
condition:							
Basic path:	1. The user's medication list screen contains a list of medications						
	previously added [PRO01].						
	The options:						
	— Add						
	— Click to View, Edit (existing medication)						
	— Click to View, Delete (existing medication)						
	2. When the user selects the add medication icon, the system presents						
	a screen containing a medication form:						
	[PRO02][A02][A03][A04][A05]						
	- Name (editable)						
	- Strength (editable)						
	- Dosage (editable)						
	- Frequency (editable)						
	- Time (editable)						
	- Current Quantity (or Previous Refill Date and Refill Quantity)						
	The options:						
	– Confirm						
	– Cancel						
	1. The actor selects the option Confirm[A01]						
	2. The system returns to the medication list screen with newly added						
	medication visible.						
Alternative	[A01] The actor selects the Cancel option from the add medication						
paths:	screen.						
	1. The system returns to the medication list screen(basic path step 1)						
	without any changes made.						
	[A02] The actor selects the Edit option: Edits and Confirms						
	1. The user clicks an existing medication to view details.						

- 2. The system opens up a medication detail screen [PRO03] with existing values for:
- Name
- Strength
- Dosage
- Frequency
- Time
- Current Quantity (or Previous Refill Date and Refill Quantity)
 - 3. The user selects Edit.
 - 4. The user edits one or more fields
 - 5. The user selects Confirm.
 - 6. The system returns the user to the medication list screen with changes reflected.

[A03] The actor selects the Edit option: Doesn't Edit and Cancels

- 1. The user clicks an existing medication to view details.
- 2. The system opens up a medication detail screen [PRO03] with existing values for:
- Name
- Strength
- Dosage
- Frequency
- Time
- Current Quantity (or Previous Refill Date and Refill Quantity)
 - 3. The user selects Edit and the fields become editable [PRO04]
 - 4. The user doesn't edit a field.
 - 5. The user selects Cancel.
 - 6. The system returns the user to the medication list screen with no changes reflected.

[A04] The actor selects the Edit option: Edits and Cancels

- 1. The user clicks an existing medication to view details.
- 2. The system opens up a medication detail screen [PRO03] with existing values for:
- Name
- Strength
- Dosage
- Frequency
- Time
- Current Quantity (or Previous Refill Date and Refill Quantity)

- 3. The user selects Edit and the fields become editable [PRO04]
- 4. The user edits a field.
- 5. The user selects Cancel.
- 6. The system prompts the user to confirm the discard of current changes.
- 7. The user selects "Yes, I'm sure" [PRO05]
- 8. The system returns the user to the medication list screen with no changes reflected.

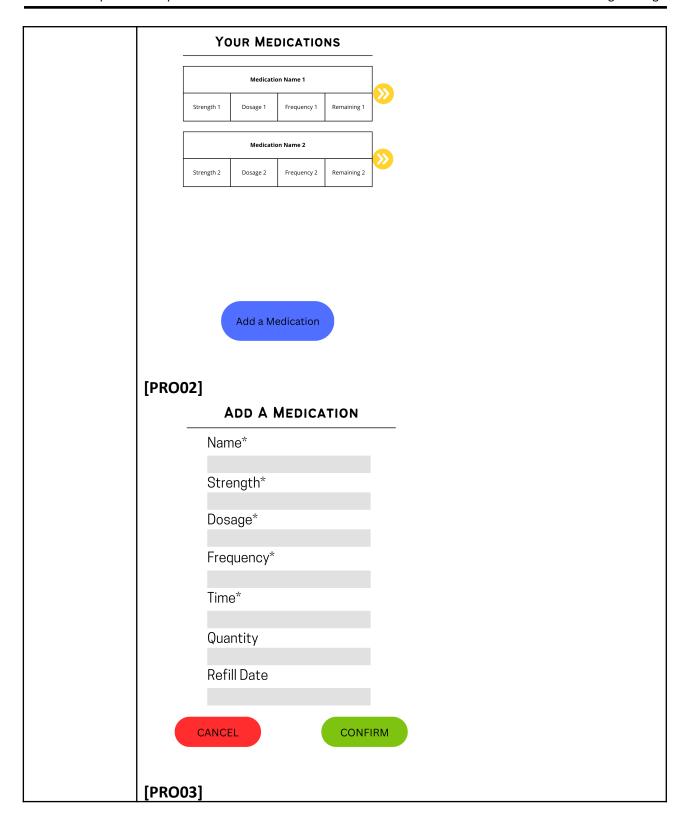
[A05] The actor selects the Delete option and confirms Delete.

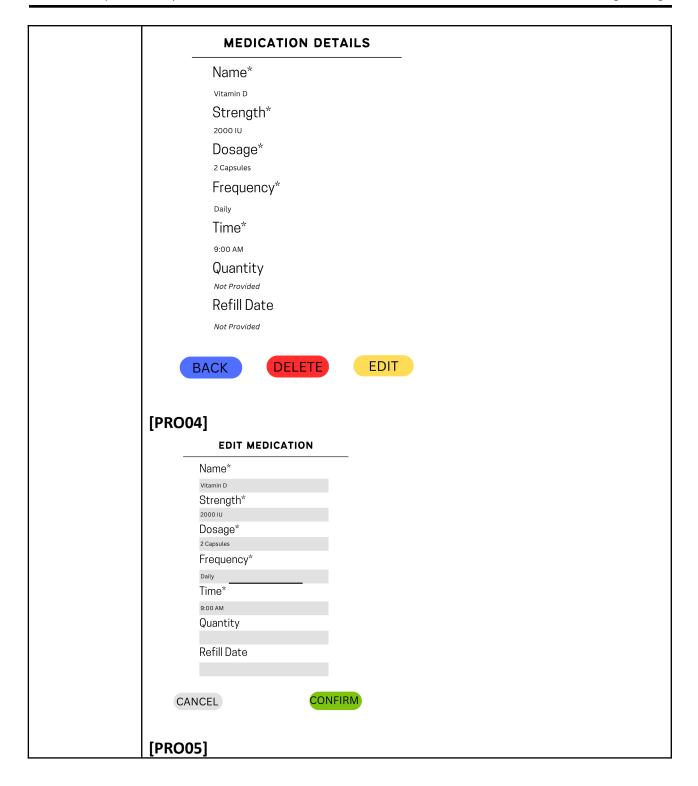
- 1. The user clicks an existing medication to view details.
- 2. The system opens up a medication detail screen [PRO03] with existing values for:
- Name
- Strength
- Dosage
- Frequency
- Time
- Current Quantity (or Previous Refill Date and Refill Quantity)
 - 3. The user selects Delete.
 - 4. The system renders a popover/modal with the choice to delete forever or deactivate. **[PRO06]**
 - 5. The user selects delete.
 - 6. The system returns the user to the medication list screen with the medication permanently removed.

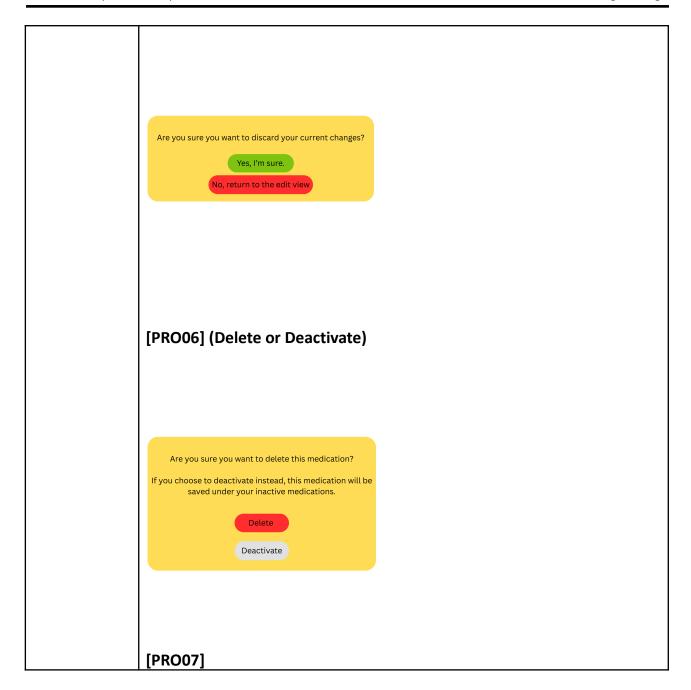
[A06] The actor selects the Delete option and confirms Deactivate.

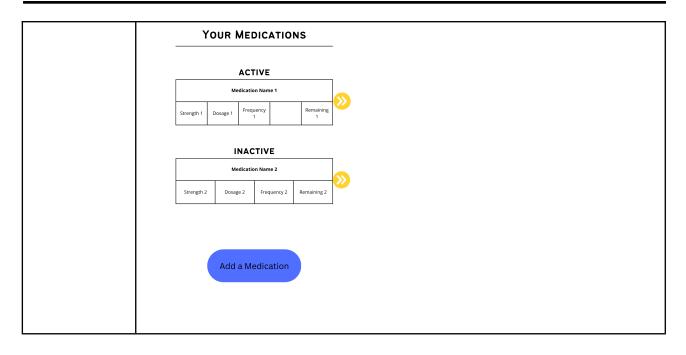
- 1. The user clicks an existing medication to view details.
- 2. The system opens up a medication detail screen [PRO03] with existing values for:
- Name
- Strength
- Dosage
- Frequency
- Time
- Current Quantity (or Previous Refill Date and Refill Quantity)
 - 3. The user selects Delete.
 - 4. The system renders a popover/modal with the choice to delete forever or deactivate.
 - 5. The user selects deactivate.

	6. The system returns the user to the medication list screen with the					
	medication shown as inactive. [PRO07]					
Exception		[E01] Invalid medication information				
paths:	System displays message indicating the existence of invalid					
	information. (Ex. medication dosage cannot exceed medication					
	quantity).					
	2. User sel	ects OK to exit mess	age.			
	3. The syst	em returns to create	e medicatio	n screen.		
	[E02] Add new	medication: require	ed field em	pty		
	1. System displays message indicating the required fields in order to					
	add a new medication.					
	2. User selects OK to exit message.					
	3. The system returns to create medication screen.					
Business	[BR01] Medication name, dosage, and frequency are required attributes.					
Rules:	Medication quantity and refill date are optional.					
	[BR02] A 32 char uuid must be used to uniquely identify a user in the					
	system.					
Data		1	_	•	_	
description	Name	Туре	Length	Mask	_	
	Medication	String	75	N/A		
	Name				_	
	Strength	int	4	N/A	_	
	Dosage	int	2	N/A	_	
	Frequency	Enum (ex. DAILY,	12	N/A		
		WEEKLY,				
	Time	AS_NEEDED)	24	NI/A	_	
	Time	Date	24	N/A	\dashv	
	Quantity	int	4	N/A	\dashv	
	Refill Date	Date	24	N/A		
Prototype:	[PRO01]					
. rototype.	[1 11001]					









2)

UC02 Name:	Medicine Notification						
1							
Description:	User will receive a notification from app to take medication at assigned						
	frequency/intervals						
Actor:	Application						
Entry	The user doesn't refill medication when the pill amount is approaching						
condition:	empty(25% of total amount remaining)						
Basic path:	1. The system presents the user with a take prescription notification						
	containing: [PRO01]						
	-Reminder to take medicine						
	-The options: —Remind me Later						
	—Medication Taken						
	User chooses option Medication Taken[A01][E01]						
	3. Notification dismisses						
	4. Amount of medication left is updated[BR01]						
	5. The use case is concluded						
Alternative paths:	[A01] User selects the Remind Me Later option						

Exception paths: Business Rules: Data	 The systems presents user with an amount of time remaining in countdown[PRO02] -30 minutes Countdown ends Returns to basic path step 1 [E01] There is no medication left ie. count of medicine left == 0 [BR01] Only if there is still medicine available in bottle 				
description	Name	Туре	Length	Mask	
	Medication Taken	Boolean	N/A	N/A	
	Remind me Later	Boolean	N/A	*****	
Prototype:	Take You				

3)

UC03 Name:	Medicine Signin/Signout						
Description:	The user will have to create an account for the application and will be						
	able to sign in and out of their account to access medication list.						
Actor:	User						
Entry	The user opens the application for the first time and creates an account,						
condition:	subsequent usage of the app will require signin/signout.						
Basic path:	1. The system presents the user with a login screen						
	containing:[PRO01]						
	- Email(editable)						
	- Password(editable)						
	- Log in						
	- The options:						
	—Log in						
	—Create New Account						
	—Forgot Password						
	 The user inputs email and password and selects Log in[A01][A02] System verifies if the information is valid ie. if account exists[BRO1] [BRO2] [E01] 						
	4. User's account is logged into						
	5. The use case is concluded						
	6. The application opens to the home screen						
Alternative paths:	[A01] The user selects Create New Account 1. The system presents a screen for entering the user's information containing:[PRO02]						
	- Email(editable)						
	-The options:						
	—Verify Email						
	—Back						
	2. The user enters email and selects "Verify Email" button[A03]						

- 3. The application sends out email to inputted user email containing:
 - -Verification Link
- 4. Email is verified
- 5. The user is redirected to input password containing:[PRO03]
 - -Password(editable)

The options:

- -Confirm Password
- —Back
- 6. The user selects Confirm Password[AO4]
- 7. System verifies if the information is valid ie. if account exists[BRO1] [E01]
- 8. New user account is created
- 9. User's account is logged into
- 10. The use case is concluded
- 11. The application opens to the home screen

[A02] The user selects Forgot Password

- The systems presents screen to input email associated with account containing:[PRO04]
 - -Email
 - -The options:
 - -Send Email Verification
 - -Back
- 2. The user enters email and receives email verification[AO5]
- 3. The user is redirected to change password page containing:[PRO05]
 - -New Password
 - -Confirm New Password
 - -The options:
 - -Reset Password
 - -Back

- 4. The user selects Reset Password[A06]5. Password associated with email is then changed
- 6. The use case returns to step 1 of basic path

[AO3] The user selects Back option

1. The use case returns to step 1 of Create New Account

[AO4] The user selects Back option

1. The use case returns to step 5 of Create New Account

[AO5] The user selects Back option

1. The use case returns to step 2 of Basic Path

Exception paths:

[E01] Invalid account information

- 1. The application displays a message indicating the existence of invalid information.
- 2. The use case returns to step 1 of the basic path.

Business Rules:

[BR01] All attributes are mandatory

[BR02] The email and password must be associated together with an account

Data description

Name	Туре	Length	Mask	
Email	String	50	N/A	
Password	String	50	******	

Prototype:





[PRO02]

