$\begin{array}{c} {\bf MentorWeb~Request~Analysis~Document} \\ {\bf (RAD)} \end{array}$

Joseph Richardson, Daniel Trebe, Silas McCroskey, Halin Gordon, Clifford Chan

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0 Revision History

Revision	Originator	Date	Comments	
1	HammerSmash	2014-02-17	Initial Revision	
2	HammerSmash	2014-02-20	Adding in requirements	
3	HammerSmash	2014-02-24	Adding Use Cases	
4	HammerSmash	2014-03-02	Adding Sequence Diagrams, use	
			case models, and non-fucntional re-	
			quirements	
5	HammerSmash	2014-03-04	Moved into LaTeX file, added Def-	
			initions, Acronyms, and Abbrevia-	
			tions section	

1 Introduction

1.1 Purpose

MentorWeb is a social media web-based application for working professionals. MentorWeb provides a way for working professionals to develop a Mentorand Mentee relationship. Any user can be a mentorand a mentee at anytime. Users can follow mentors based on what the user's goals are matched to the mentors background.

1.2 Scope

MentorWeb attempts to establish a stronger network for working professionals.

MentorWeb will create a mentorand mentee relationship by allowing users who choose to sign up as a mentee to follow mentors.

MentorWeb will suggest certain mentors for each mentee by matching the mentee's aspirations to the mentor's background.

Each mentee will be able to communicate to their mentors in a variety of ways without requiring additional tools.

1.3 Objectives and Success Criteria

MentorWeb users will have a stronger professional network and professional foundation.

1.4 Definitions, Acronyms, and Abbreviations

Term	Definition
Mentor	A professional with industry experience who volunteers to
	advise a mentee.
Mentor	A student or worker new to the industry who seeks advising
	from a mentor.
Sponsor	A professional with industry experience who not only ad-
	vises a Mentee, but also is involved in their career through
	sponsorship means, giving opportunities more directly
MentorWeb	A web-based system which aims to facilitate the mentor-
	mentee relationships described above.
The Program	Used in this document where not otherwise obvious: the
	program MentorWeb.
Shall	When used in a requirement text, signifies that the program
	in question is incomplete or incorrect when not in compli-
	ance with this requirement.
Should	When used in a requirement text, signifies a desirable prop-
	erty of the target system, but one without which the system
	can still be considered complete and correct.
API	Application Programming Interface

1.5 References

IEEE Std 830-1998, IEEE Recommended Practice for Software Requirements Specifications

1.6 Overview

MentorWeb attempts to allow the user to establish a stronger professional network through facilitating mentor-mentee relationships.

2 Current System

MentorWeb as a system has yet to be implemented; this document covers a new system which does not replace an existing one.

3 Proposed System

This section describes the requirements and specifications of MentorWeb.

3.1 Overview

MentorWeb attempts to allow the user to establish a stronger professional network through a mentor-mentee relationship.

3.2 Functional Requirements

ID	Description	Priority
3.2.0.1	Users shall be able to decide to keep their con-	EF 1
	versations off of server storage	
3.2.0.2	MentorWeb shall allow sponsors with other com-	EF 2
	panies	
3.2.0.3	Administrative users shall be able to suspend	EF 3
	users for abusing MentorWeb	
3.2.0.4	In the event the user opts to deactivate his or	EF 4
	her account, MentorWeb shall support this, but	
	shall not delete user data to provide for the case	
	that the user opts to re-register	
3.2.0.5	MentorWeb shall be a web-based project, and	EF 5
	keep an open API for expandability	
3.2.0.6	MentorWeb should be designed to easily migrate	DF 1
	to a mobile application.	
3.2.1.1	MentorWeb shall have a login process and a reg-	EF 6
	istration process for users	
3.2.1.2	MentorWeb shall allow login with the social me-	EF 7
	dia outlets Facebook and LinkedIn	
3.2.2.1	MentorWeb users shall be able to registor as just	EF 8
	a mentor, just a mentee, or both	
3.2.3.1	MentorWeb users shall be able to input and dis-	EF 9
	play their professional information (background,	
	aspirations, skills), and/or pull such information	
	from an existing LinkedIn profile	
3.2.3.2	MentorWeb shall store converations not taken	EF 10
	offline for one year	

3.2.3.3	Users shall have membership periods for mentor-	EF 11
	mentee relationships that can be extended	
3.2.3.4	MentorWeb users should be able to block com-	DF 2
	munication from other registered users	
3.2.3.5	MentorWeb users shall be able to make some of	EF 12
	their information private	
3.2.4.1	MentorWeb shall display information about	DF 3
	number of mentors currently online, total num-	
	ber of registered mentors, how many pairs of	
	mentor-mentee exist, how often conversations	
	occur, and duration of membership	
3.2.4.2	MentorWeb should have a news channel on	DF 4
	users' start page displaying current articles re-	
	lated to the user's interests	
3.2.4.3	MentorWeb shall have a mentor rating system	EF 13
3.2.4.4	MentorWeb shall include a comments section for	EF 14
	other mentors or mentees to be able to leave	
	comments on their effectiveness, etc.	
3.2.4.5	MentorWeb shall show a history of past relation-	EF 15
	ships of users and their mentors	
3.2.4.6	MentorWeb mentors can have several mentees	EF 16
	and vice-versa	
3.2.5.1	MentorWeb shall allow searching for mentors or	EF 17
	mentees from user home page	
3.2.5.2	MentorWeb shall send users email notifications	EF 18
	when making requests to be a mentee for any	
	mentor	
3.2.5.3	MentorWeb shall not force members to be in a	EF 19
	mentor-mentee relationship; it is up to the men-	
	tor and mentee involved to both agree on the	
	relationship	
3.2.6.1	MentorWeb shall run on target browsers Firefox	EF 20
	and Internet Explorer	
3.2.7.1	MentorWeb shall allow for various online com-	EF 21
	munication methods, such as appointment sys-	
	tems (calendars), chat, messaging, and/or au-	
	dio/video calls	

3.2.7.2	MentorWeb shall have communication methods	EF 22
	embedded into the website	
3.2.8.1	MentorWeb shall match mentees with men-	EF 23
	tors based on server-side cloud code match-	
	ing mentee aspirations with mentor background	
	and/or match mentee background with mentor	
	background	

3.3 Nonfunctional Requirements

3.3.1 Usability

There should be a help feature and options to guide new users through usage of the system

3.3.2 Reliability

Website should be reliable.

Website must display correctly in the target web browsers. (see 3.2.6.1)

3.3.3 Performance

Must provide enough internet bandwidth. There should be a balance of speed and cost.

The functions of the website should run quickly.

Any displayed information should be updated within a reasonable amount of time (no more than 1 minute lag)

Website should be able to scale to accomodate a large user base

3.3.4 Supportability

Guided troubleshooting of common errors should be included in the software system so users do not have to complain to get a problem fixed.

Event logging

Complete documentation of how to use the software

System monitoring (network, memory usage)

3.3.5 Implementation

Internet access is required

Software must be secure (safe from being broken by hackers or incorrect inputs)

User input into the system should be validated and sanitized to ensure security and avoid injections

3.3.6 Interface

Website should be aesthetically pleasing and look professional

Users should not have to search for a button or be confused as to how to use a function

Placement of buttons should be obvious for users

3.3.7 Packaging

Include an easy one-click interface to install software

Include a cloud option of access the software but make sure user has necessary drivers and software to run our services (automatic check)

3.3.8 Legal

Must avoid copyright infringement of any kind

Avoid offending users, all content should be checked and approved

Software should not break any law or enable users to break any laws

Privacy of user information marked private should be maintained

User must accept a legal agreement before using the software

3.4 System Models

This section displays several models that describe various aspects of the system to be implemented.

- 3.4.1 Scenarios
- 3.4.2 Use Case Model
- 3.4.3 Object Model
- 3.4.4 Dynamic Model
- 3.4.5 User Interface
- 4 Glossary
- 5 Appendices
- 5.1 Hardware Requirements
- 5.2 Project Plan
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