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Stakeholders

All stakeholders involved in this project are participants involved in the design, development, implementation and use of the TurntApp application. These stakeholders are responsible for the successful design and implementation of TurntApp.

Stakeholders include:

1. Users of the system
2. Operators of the system
3. Acquires of the system
4. Owners of the system
5. Suppliers of the system
6. Developers of the system
7. Builders of the system
8. Maintainers of the system

Stakeholder name	Role	Description
Jackson Dyora	Programmer	Software Developer
Lesego Seitshiro	Programmer	Software Developer
Thabiso Leeuw	Programmer	Software Developer
Khutso Mpaketsane	Scrum Master	Coordinates Project
Andries Bingani	Project Manager	Managers Project
Dr Terrence van Zyl	Project Manager	Managers Project
End users	User of application	User of the application

Introduction

Problem Domain

The TurntApp mobile application is a marketing platform which allows perspective socialites to view or advertise upcoming social events without having to inquire through social media for events or through advertising agencies to promote their events. This application is intended for both event promoters and socialites with the primary objective of accessing events and marketing events on a functional mobile application. TurntApp addresses issues faced by socialites and event promoters where wasted time and resources are used to find a suitable party or event and wasted resources on marketing events to disinterested target groups.

Perspective socialites face issues of selecting varying social events of different categories which may include:

- i. Parties or clubbing
- ii. Concerts or music festivals
- iii. Conferences or exhibitions
- iv. Conventions or company launches

Socialites can select events according to their preferences or by following their favorite DJs or celebrities.

Event organisers face a variety issues which include:

- I. Marketing their events
- II. Targeting a specified group of a market
- III. Statistics for event management

SOLUTION DOMAIN

The TurntApp mobile application servers a dual purpose for both socialites and event organisers and should have functionalities for both the users.

The proliferation of smart mobile devices like; mobile phones, tablets, laptops and phablets have made the use of mobile applications a daily necessity. TurntApp will be accessible for all mobile devices that operate on the Android operating system.

TurntApp will cater for different users like:

- i. Socialites who are looking for events to attend.
- ii. Event organisers who are looking to plan or host events in their establishments.
- iii. Events promoters who will be marketing events.

REQUIREMENTS SPECIFICATION

I. Requirements for socialites

- Users should be able to register themselves and create an account that is unique to them.
- Users should be able to change and customise their profile details and display pictures.
- Users should be able to search events according to their preferences.
- Users should be able to search other users, celebrities or dignitaries.
- User should be able to post events of their events.
- Users should be able to invite their friends or other users to come to events.
- Users should be able to locate events on Google maps and get directions to the destinations.
- Users should have a calendar of their upcoming events.
- Users should be able to follow and be followed by other users.
- Users should be able to unfollow other users.
- Users should be able to view current events.
- Users should be able to view other users' profiles.
- Users should be able to invite their friends or colleagues to events.

I. Requirements for event organisers

- Organisers should be able to register their organisation or establishment that is unique to that entity.
- Organisers should be able to give a description of their organisation or establishment.
- Organisers should be able to create events

II. Requirements for event promoter

- Promoters should be able to advertise events

The objective of this project is to solve the variety of issues users faces which include; searching for events according to their interest and preferences, invite their friends or colleagues to events and locating the events.

Event promoters or organisers will be able to channel their marketing to a specific target group and not waste resources on disinterested users.

FUNCTIONAL REQUIREMENTS

TurntApp is a marketing platform which specifically utilises a mobile application to access audiences who use smart mobile devices. The application caters for two entities: for event promoters and socialites and should therefore be functional for both parties.

Functionality for users:

1. Users should be able to register and create a personal account which is only accessible to them. This requires a personal login name or email address and a password to access their account. (US001)
2. Users should be able to log onto their account. This requires a user to provide a user name and password to confirm that they are the user of the account. (US002)
3. Users should be able to create and personalise their accounts. This will require the user to provide a list of their preferences and interest. (US003)
4. Users should be able to befriend or follow other socialites or celebrities. This functionality allows users to view events of their favorite celebrities, DJs, socialites or friends. (US004)
5. User should have the option of being followed privately, by friends or colleagues, or followed publicly by any other user. The option of being a private or public user allows the user to have control over who can view their profile and follow them. (US005)
6. Users should be able to invite their friends or colleagues to attend events they will be attending. (US006)
7. Users should be able to search according to the event's geographic location; this requires users to provide location coordinates or provide their current location to locate events in their proximity. Users should also search events according to event names. (US007)
8. Users should be able to confirm their attendance to an event which will then be uploaded onto their personal calendar and their upcoming events. (US008)
9. Users should be able to retrieve Google map location of events they will be attending. (US009)
10. Users should be able to create an event. This requires users to provide the following details of the event (US0010):
 - Event name
 - Event geographic location on Google maps
 - Entertainment lineup: DJs, celebrities or dignitaries
 - Admission prices for general access and VIP access
 - Date and time of event

- Poster
11. Users should be able to unfollow a socialite that they are presently following. This functionality allows the users to stop incoming notifications from another user. (US0011)
 12. Users should be able to search other socialites or organisations and view their details or upcoming event. (US0012)
 13. Users should be able to book a table or designated area at an event. This functionality allows socialites to book private locations that are accessible to themselves or their friends and colleagues. (US0013)
 14. Users should be able to invite their friends to an event they are attending or intending on attending. (US0014)
 15. Users should be able to view other users' profiles. Details of the user profile should include the following (US0015):
 - User display name
 - User profile picture
 - The list of users that are following the current user
 - The list of users the user is following
 - The list of events the user will be attending
 16. Users should be able to receive notifications which include: invitations to an event, new followers or event they are attending on that day. (US0016)
 17. Users should be able to get onto the guest list by confirming their attendance to an event via the mobile application. (US0017)
 18. Users should be able to order an Uber on the mobile application. (US0018)

Functionality for event promoters and organisers:

1. Event promoters should be able to register and create a brand or company account which is only accessible to that enterprise. This requires a brand or company username and a secure password to prevent security attacks. (PR001)
2. Event promoters and organisers should be able to provide a detailed description of their

enterprise or establishment. (PR002)

3. Event promoters should be able to view event statistics. Statistics will include: the number of people attend the event, the number of people who are interested in the event but have not confirmed their attendance and people who have viewed their event but will not be attending. (PR003)
4. Event organisers should be able to create a guest list of dignitaries, celebrities or DJs that will be attending their event. (PR004)
5. Event promoters and organisers should also be able to create and market their own events. This requires users to provide the following details of the event:
 - Event name
 - Event geographic location on Google maps
 - Entertainment lineup: DJs, celebrities or dignitaries
 - Admission prices for general access and VIP access
 - Date and time of event
 - Poster

NON-FUNCTIONAL REQUIREMENTS

Usability

TurntApp is a dual purpose application which needs to have functionality for both users and promoters and should be able to switch between both.

Users can view events and event promoters can advertise events. Users are only required to provide log in details and the simple interface where users will scroll through and click on options will make the application easy to use.

Reliability

The use of personal accounts and enterprise accounts allows the application user to have a unique profile which is accessible through a secure password.

Security for company promoters is essential to avoid cyber hackers from creating fake events and also to preserve the company's reputation.

Adverts will be authenticated by event promoters or companies to avoid users creating or attending non-existent events.

Supportability

The application is only available to smart devices that operate on an android operating system. TurntApp was developed using SDK 23 (Software Development Kit) and therefore the application's full functionalities will be supported by mobile devices with the SDK 23.

Privacy

TurntApp will provide the functionality of users being able to follow other users and view other user's profiles. This creates potential privacy and security issues where users can "stalk" other users or follow their movements. Users have the option of making their profile private or public; this will address the issue of privacy and security.

Use Cases

Requirements:

REQ 1: Register

REQ 2: Login users

REQ 3: Create/personalise account

REQ 4: Create events

REQ 5: View events

REQ 6: Search events

REQ 7: Retrieve directions to event

REQ 8: Invite friends to events

REQ 9: Confirm events attendance

REQ 10: Events added to the calendar

REQ 11: View event attendance

REQ 12: Follow user

REQ 13: Unfollow user

REQ 14: Search user

REQ 15: Book table

REQ 16: Invite friend to an event

REQ 17: Customise profile picture

REQ 18: Reverse Geo-Coding

REQ 19: View User Profile

REQ 20: Guest Listing

REQ 21: User Notification

REQ 22: Uber

Actors:

Socialites (users)

Organisers

Promoters

Mobile device

Use case:

UC 1: Register

UC 2: Login

UC 3: Create preferences

UC 4: Description of establishment

UC 5: Create events

UC 6: Search events

UC 7: Confirm attendance

UC 8: View upcoming events

UC 9: View ongoing events

UC 10: Retrieve directions

UC 11: View user event attendance

UC 12: Follow user/ View followers

UC 13: Unfollow user

UC 14: Search user

UC 15: Book Table

UC 16: Invite Friends to an Event

UC 17: Customise Profile Picture

UC 18: Reverse Geo-Coding

UC 19: View User Profile

UC 20: Guest Listing

UC 21: User notification

UC 22: Confirmation of event(invitation)

UC 23: Uber

Traceability

Sprint One & Two:

	USE CASES							
	UC 5	UC 6	UC 7	UC 8	UC 9	UC 10	UC 11	UC 12
TC 1		X						
TC 2	X							
TC 3	X					X		
TC 4					X			
TC 5								X

Sprint Three:

	USE CASES					
	UC 13	UC 14	UC 15	UC 16	UC 17	UC 6
TC 6	X	X				
TC 7		X				
TC 8			X			X
TC 9				X		X
TC 10					X	

Sprint Four:

	USE CASES					
	UC 20	UC 21	UC 22	UC 23	UC 16	UC 12
TC 13	x					x
TC 14		X	x		x	
TC 15			x		x	
TC16				x		

Use Cases

USE CASE 20: Guest Listing

Related Requirements: REQ 20, REQ 9

Initiating Actor: Event Organiser

Actor's Goal: Create a guest list of socialites or dignitaries

Participating Actor: Mobile device and Socialite

Precondition: A socialite has confirmed attendance to an event

Post condition: Socialite or dignitary will be added onto the guest list of an event

Flow of Events for Main Success Scenario:

1. Socialites are required to navigate to the search tab to search the event they will be attending and confirm their attendance to the event.
2. When a socialite has confirmed they will be attending an event, they will receive a unique QR which is generated by the mobile application.
3. Socialites will then be automatically added onto the guest list.

USE CASE 21: Confirmation of Event

Related Requirements: REQ 9, REQ 8, REQ 12, REQ 16,

Initiating Actor: Socialites

Actor's Goal: Socialites will confirm their attendance to an event from invitation

Participating Actor: Mobile device

Precondition: User have been invited to an event

Post condition: User will have confirmed attendance to an event which will be uploaded to their upcoming events and calendar

Flow of Events for Main Success Scenario:

1. Socialites are required to have received an invitation to an event from a friend or another user.
2. Socialites are required to open the invitation which will then display the event's page.
3. Users should then select the attending event option
4. The event will then appear on their list of upcoming events and be uploaded onto their calendar

USE CASE 22: User notification

Related Requirements: REQ 21, REQ 16, REQ 12

Initiating Actor: Socialites

Actor's Goal: Receive notifications

Participating Actor: Mobile device

Precondition: Users have been registered and logged into their account

Post condition: User be able to view their notifications when they receive an invitation to an event

Flow of Events for Main Success Scenario:

1. User will receive their notifications when they get invited to an event
2. The notification will be received and displayed on the notifications tab on their mobile device.

USE CASE 23: Uber

Related Requirements: REQ 22

Initiating Actor: Socialites

Actor's Goal: Order an Uber cab to their current location

Participating Actor: Mobile device

Precondition: Users have been registered and logged into their account

Post condition: User will have an Uber cab sent to their location to go to an event or to fetch them from an event

Flow of Events for Main Success Scenario:

1. Users are required to search the event they will be attending in the search event tab or navigate to the upcoming events tab.
2. Users are then required to select the event they will be attending where an order Uber option will be displayed.
3. The user is required to select the Uber option which will then order an Uber to their location

Test Cases

TEST CASE 13: Guest listing

Test Case Identifier: TC 13

Use Case Tested: UC 20, Guest listing

Pass/Fail Criteria: The test passes when the user confirms attendance to an event, they will then be added onto the guest list on the database.

Input Data: None

Test Procedure:

1. The user is required to search an event in the search event tab.
2. Users are then required to confirm their attendance to that event.
3. The user will then receive a unique QR code which will be generated by the mobile application.
4. When the QR code is successfully identified by the scanner, the test is a success.

Expected Results:

1. This will update event attending numbers on the database and the user will then be added onto the guest list on the database. This will indicate the success of the test

TEST CASE 14: User Notification

Test Case Identifier: TC 14

Use Case Tested: UC 22, User Notification

Pass/Fail Criteria: The test passes when a user receives a notification when they are invited to an event.

Input Data: None

Test Procedure:

1. The user is required to search an event in the search event tab.
2. The user is required to select the event which they wish to invite their friend, this will then display the event's page.
3. The user will then receive a notification on their mobile device.

Expected Results:

4. The user that is invited to an event will receive a notification of their mobile device. This indicates the success of the test

TEST CASE 15: Confirmation of Event

Test Case Identifier: TC 15

Use Case Tested: UC 22, Confirmation of Event

Pass/Fail Criteria: The test passes when the user receives a notification of invitation and confirms their attendance to that event, this will then be updated onto the user's upcoming events

Input Data: None

Test Procedure:

1. The user is required to search an event in the search event tab.
2. The user is required to select the event which they wish to invite their friend, this will then display the event's page.
3. The user is required to select the friend which they want to invite to an event.
4. The friend will receive a notification of invitation on their mobile device under their notifications tab; the user will be prompted to accept or decline the invitation.
5. The user is then required to accept the invitation.
6. This will update that event onto the user's upcoming events

Expected Results:

1. When a user invites their friend or colleague, that friend will receive a notification of invitation on their device.
2. When the friend accepts the invitation, they will be added onto the guest list and the event will be added onto their upcoming events. This indicates the test is successful

TEST CASE 16: Uber

Test Case Identifier: TC 16

Use Case Tested: UC 23, Uber

Pass/Fail Criteria: The test passes when a user orders an Uber and receives notification of the estimated time the Uber will arrive at their location

Input Data: None

Test Procedure:

1. The user is required to search the event in the search event tab.
2. The user is required to select their desired event; this will then display the events page.
3. The user is required to select the order Uber option; this will then display the estimated time the Uber will arrive at their location.

Expected Results:

1. When the user selects the order Uber options and receives the estimated time of the Uber cab arrival, the test passes.