

Game Sharks

**UpToDate
Requirements Documentation**

Version 3.0

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Mark Tan

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1. Executive Summary

1.1 Project Overview

UpToDate is an application that allows closed groups of people to coordinate plans for events through a calendar that displays the appropriate appointments.

1.2 Purpose and Scope

The purpose of this document is to present the requirements of the *UpToDate* application. This includes the goals of the application to the methods in which they will be carried out. This document will begin by detailing the stakeholders and goals for the application. After that will be a system vision that illustrates the application's intended purpose using relationships between goals and stakeholders. Following the system vision will be a set of use cases that describe key scenarios involving the system and the users/stakeholders. In addition to the use cases, there will be a use case diagram that highlights the relationships between use cases and stakeholders. Functional requirements, quality requirements, constraints and development process of the application will conclude the document. The scope of the application will be small because the project is not associated with other existing applications.

2. Stakeholder Model

2.1 Stakeholder Model

Stakeholders are entities with interest in the system that affect our requirements. Each stakeholder has specific roles and responsibilities, but all have a unifying task. For example, a person in the developers group may be a software developer that designs, programs, and tests software which complies with the given requirements. Below is a Stakeholder Model (Figure 1) that details how each stakeholder is involved with the system as well as each other.



Figure 1: Stakeholder Model

2.2 Stakeholders

2.2.1. Family & Friends

Representative	A close relative of the developer
Description	This is a casual user who uses our product for scheduling.
Type	Casual user
Responsibilities	Uses our product to communicate with others to plan appointments and meetings with other users.
Success Criteria	The success is defined as the customer continuing to use our scheduling system.
Involvement	Family members & friends will evaluate the efficiency of our product by testing its organized and customizable features.
Deliverables	None

2.2.2. Club Member

Representative	A friend or acquaintance of the developer
Description	This is a casual user who uses our product for scheduling.
Type	Casual user
Responsibilities	Uses our product to communicate with others to plan appointments and meetings with other users for club information. Ensures that the club is updated with current news.
Success Criteria	The success is defined as the customer continuing to use our scheduling system.
Involvement	Club members will evaluate the efficiency of our product by testing its organized and customizable features.
Deliverables	None

2.2.3. Software Developer

Representative	None
Description	This is a person who develops the software necessary for the application to run.
Type	Skilled member of the company
Responsibilities	Design and implement the application's features
Success Criteria	Application features will be stable and functional.
Involvement	Highly involved with the creation and implementation of the app features
Deliverables	None

3. Goal Model

Goals define overall objectives and the driving force of the software developers. Defining goals guides the software structure and enforces the requirements to be met. The goal of UpToDate is to create a scheduling system that provides effective event-planning within closed groups. Business, system, and usage goals are defined in the Goal Model. Below are goal definitions and a visualization of the Goal Model (Figure 2):

1. Business Goals: drive the purpose of the software for the application and the users
2. Usage Goals: describe how the users will utilize the software
3. System Goals: describe how the software will be run

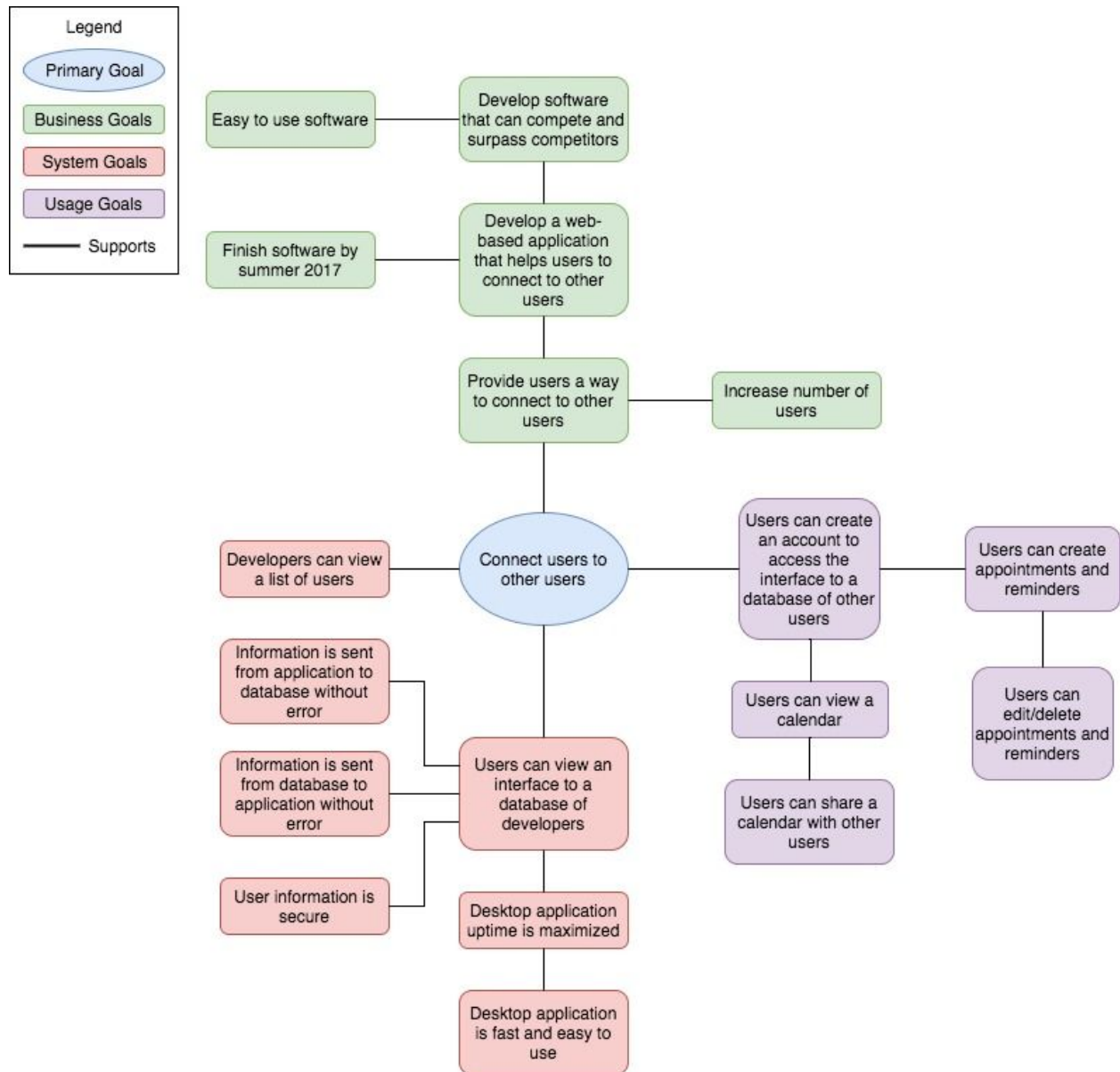


Figure 2: Goal Model

4. System Vision

A system vision determines how each relationship interacts with one another: developers and system, and stakeholders and system. This also includes any concerns that the stakeholders may have regarding the system. In the Figure 3, the diagram depicts a model of how the developers interact with the the system. Generally, they are responsible for designing, developing, and maintaining the system. Next, the clients/stakeholders are responsible for using the calendar tools.

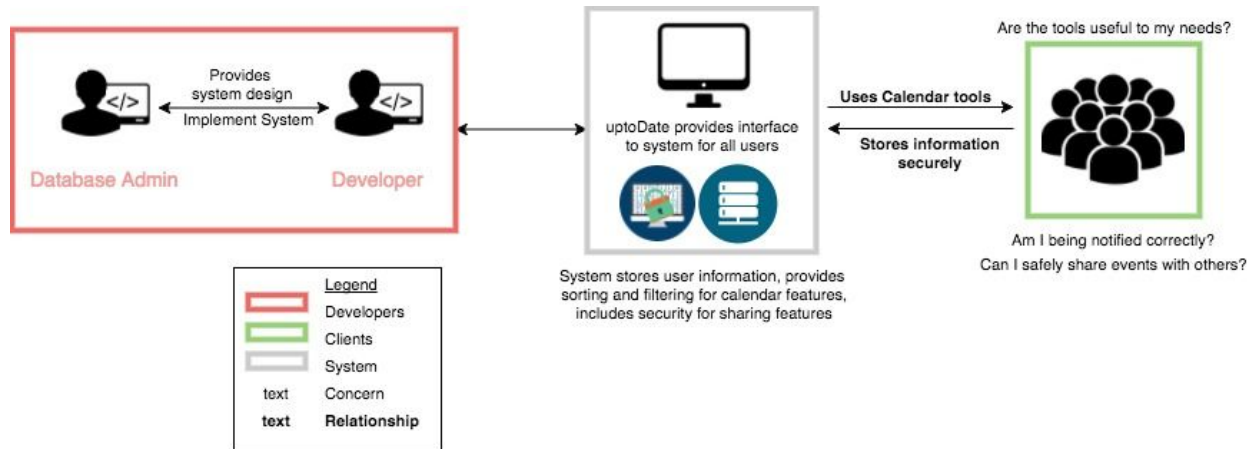


Figure 3: System Vision

5. Usage Model

The Usage Model describes how the Users and Developers interact with the software through individual and collaborative means.

5.1 Use Case Diagram

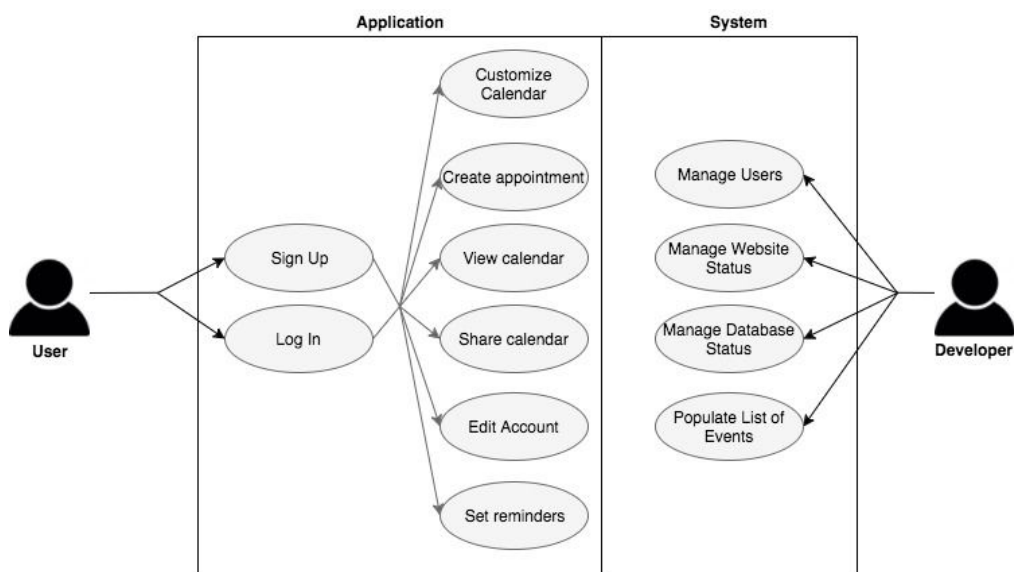


Figure 4: Use Case Diagram

5.2 Use Cases

5.2.1. Manage Account

Description	Manage Account																						
Used by	Users																						
Preconditions	User has a pre-existing account.																						
Success End Condition	The user is able to edit account information.																						
Failed End Condition	The user is unable to edit account information.																						
Actors	Users who wish to edit the account information																						
Trigger	User selects the 'Edit Account' link on the program																						
DESCRIPTION	<table><thead><tr><th><u>Step</u></th><th><u>Action</u></th></tr></thead><tbody><tr><td>1.</td><td>System presents user login</td></tr><tr><td>2.</td><td>User logs in</td></tr><tr><td>3.</td><td>System takes user to homepage</td></tr><tr><td>4.</td><td>User clicks on 'View Account' link</td></tr><tr><td>5.</td><td>System takes user to 'View Account' page</td></tr><tr><td>6.</td><td>User selects 'Edit' button on the program</td></tr><tr><td>7.</td><td>User chooses information to change</td></tr><tr><td>8.</td><td>User submits changes on 'View Account' page</td></tr><tr><td>9.</td><td>System validates and saves information to database</td></tr><tr><td>10.</td><td>System returns user to homepage</td></tr></tbody></table>	<u>Step</u>	<u>Action</u>	1.	System presents user login	2.	User logs in	3.	System takes user to homepage	4.	User clicks on 'View Account' link	5.	System takes user to 'View Account' page	6.	User selects 'Edit' button on the program	7.	User chooses information to change	8.	User submits changes on 'View Account' page	9.	System validates and saves information to database	10.	System returns user to homepage
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Related Information	Priority: Medium Performance Target: 45 seconds Frequency: Low Channel to Primary Actor: User Interface																						
Schedule	March 2017																						

5.2.2. Access Menu

Description	Access Menu														
Used by	Users														
Preconditions	User has an active account.														
Success End Condition	The user is able to access calendar menu options.														
Failed End Condition	The user is unable is access calendar menu options.														
Actors	Users who wish to use the application														
Trigger	User logs into the account.														
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Related Information	Priority: High Performance Target: 1-5 seconds Frequency: High Channel to Primary Actor: User Interface														
Schedule	March 2017														

5.2.3. Create Appointment

Description	Create Appointment																						
Used by	Users																						
Preconditions	Users have an existing account																						
Success End Condition	Appointment is available for viewing on calendar																						
Failed End Condition	Appointment is not available for viewing on calendar																						
Actors	Users who wish to create an appointment																						
Trigger	User selects 'Create Appointment'																						
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-	System displays that an error has occurred and prompts user to re-enter information																						
Related Information	Priority: High Performance Target: 30 seconds Frequency: High Channel to Primary Actor: User Interface																						
Schedule	April 2017																						

5.2.4. *Edit Appointment*

Description	Edit Appointment
Used by	Users
Preconditions	Users have an existing account
Success End Condition	Appointment properties are changed
Failed End Condition	Appointment properties are not changed
Actors	Users who wish to edit an appointment
Trigger	User selects 'Edit Appointment'
DESCRIPTION	<p><u>Step</u> <u>Action</u></p> <ol style="list-style-type: none"> 1. System presents user login 2. User logs in 3. System provides option to edit appointment 4. User selects 'Edit Appointment' option 5. System provides a panel with list of appointments to edit 6. User selects the appointment they wish to edit 7. System displays appointment on panel for verification 8. System provides variables of appointment to be edited 9. User selects the variable to be edited 10. User types in the new information for the variable 11. User presses 'Create' button 12. System validates and saves information to database 13. System returns user to homepage
EXTENSIONS	<p><u>Step</u> <u>Branching Action</u></p> <ol style="list-style-type: none"> 8a. System provides variables of appointment to be edited <ul style="list-style-type: none"> - System allows user to edit name, location, description, start/end time, start/end date
EXCEPTIONS	<p><u>Step</u> <u>Action</u></p> <ol style="list-style-type: none"> 10a. User types in invalid information for the variable <ul style="list-style-type: none"> - System displays that an error has occurred and prompts user to re-enter information
Related Information	Priority: Medium Performance Target: 30 seconds Frequency: Medium Channel to Primary Actor: User Interface
Open Issues	<ol style="list-style-type: none"> 1. Should we allow the user to edit multiple variables at one time?
Schedule	April 2017

5.2.5. Delete Appointment

Description	Delete Appointment																						
Used by	Users																						
Preconditions	User has an existing account																						
Success End Condition	Appointment is successfully deleted																						
Failed End Condition	Appointment is not successfully deleted																						
Actors	User who wishes to delete an appointment																						
Trigger	User selects 'Delete Appointment'																						
DESCRIPTION	<table border="0"> <thead> <tr> <th><u>Step</u></th><th><u>Action</u></th></tr> </thead> <tbody> <tr><td>1.</td><td>System presents user login</td></tr> <tr><td>2.</td><td>User logs in</td></tr> <tr><td>3.</td><td>System provides option to delete appointment from menu bar</td></tr> <tr><td>4.</td><td>User selects 'Delete Appointment' option</td></tr> <tr><td>5.</td><td>System provides a panel with list of appointments to delete</td></tr> <tr><td>6.</td><td>User selects the appointment they wish to delete</td></tr> <tr><td>7.</td><td>System displays appointment on panel for verification</td></tr> <tr><td>8.</td><td>User presses 'Delete' button</td></tr> <tr><td>9.</td><td>System deletes appointment from database</td></tr> <tr><td>10.</td><td>System returns user to homepage</td></tr> </tbody> </table>	<u>Step</u>	<u>Action</u>	1.	System presents user login	2.	User logs in	3.	System provides option to delete appointment from menu bar	4.	User selects 'Delete Appointment' option	5.	System provides a panel with list of appointments to delete	6.	User selects the appointment they wish to delete	7.	System displays appointment on panel for verification	8.	User presses 'Delete' button	9.	System deletes appointment from database	10.	System returns user to homepage
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-	Verification panel appears to make sure that a user wants to delete the event of choice																						
Related Information	Priority: Medium Performance Target: 15 seconds Frequency: Low Channel to Primary Actor: User Interface																						
Schedule	April 2017																						

5.2.6. Create Reminder

Description	Create Reminder																				
Used by	Users																				
Preconditions	Users have an existing account																				
Success End Condition	Reminder will appear when the set time and date arrives																				
Failed End Condition	Reminder will not appear when the set time and date arrives																				
Actors	Users who wish to create an reminder																				
Trigger	User selects 'Create Reminder'																				
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Related Information	Priority: Medium Performance Target: 30 seconds Frequency: Medium Channel to Primary Actor: User Interface																				
Schedule	May 2017																				

5.2.7. Edit Reminder

Description	Edit Reminder
Used by	Users
Preconditions	Users have an existing account
Success End Condition	Reminder properties are changed
Failed End Condition	Reminder properties are not changed
Actors	Users who wish to edit a reminder
Trigger	User selects 'Edit Reminder'
DESCRIPTION	<p><u>Step</u> <u>Action</u></p> <ol style="list-style-type: none"> 1. System presents user login 2. User logs in 3. System provides option to edit reminder 4. User selects 'Edit Reminder' option 5. System provides a panel with list of reminders to edit 6. User selects the reminder to edit 7. System displays reminder on panel for verification 8. System provides variables to be edited 9. User selects the variable to be edited 10. User types in the new information for the variable 11. User presses 'Edit' button 12. System validates and saves information to database 13. System returns user to homepage
EXTENSIONS	<p><u>Step</u> <u>Branching Action</u></p> <ol style="list-style-type: none"> 8a. System provides variables to be edited <ul style="list-style-type: none"> - System allows user to edit date, time, and frequency
EXCEPTIONS	<p><u>Step</u> <u>Action</u></p> <ol style="list-style-type: none"> 10a. User types in invalid information for the variable <ul style="list-style-type: none"> - System displays that an error has occurred and prompts user to re-enter information
Related Information	Priority: Low Performance Target: 15 seconds Frequency: Low Channel to Primary Actor: User Interface
Schedule	May 2017

5.2.8. *Delete Reminder*

Description	Delete Reminder																						
Used by	Users																						
Preconditions	User has an existing account																						
Success End Condition	Reminder is deleted from database																						
Failed End Condition	Reminder is not deleted from database																						
Actors	User who wishes to delete an reminder																						
Trigger	User selects 'Delete Reminder'																						
DESCRIPTION	<table border="0"> <thead> <tr> <th><u>Step</u></th><th><u>Action</u></th></tr> </thead> <tbody> <tr><td>1.</td><td>System presents user login</td></tr> <tr><td>2.</td><td>User logs in</td></tr> <tr><td>3.</td><td>System provides option to delete reminder</td></tr> <tr><td>4.</td><td>User selects 'Delete Reminder' option</td></tr> <tr><td>5.</td><td>System provides a drop-down box with list of reminders to delete</td></tr> <tr><td>6.</td><td>User selects the reminder to delete</td></tr> <tr><td>7.</td><td>System displays reminder on panel for verification</td></tr> <tr><td>8.</td><td>User presses 'Delete' button</td></tr> <tr><td>9.</td><td>System deletes reminder from database</td></tr> <tr><td>10.</td><td>System returns user to homepage</td></tr> </tbody> </table>	<u>Step</u>	<u>Action</u>	1.	System presents user login	2.	User logs in	3.	System provides option to delete reminder	4.	User selects 'Delete Reminder' option	5.	System provides a drop-down box with list of reminders to delete	6.	User selects the reminder to delete	7.	System displays reminder on panel for verification	8.	User presses 'Delete' button	9.	System deletes reminder from database	10.	System returns user to homepage
<u>Step</u>	<u>Action</u>																						
1.	System presents user login																						
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<u>Step</u>	<u>Action</u>																						
8.	User presses 'Delete' button																						
-	Verification panel appears to make sure that a user wants to delete the reminder of choice																						
Related Information	Priority: Low Performance Target: 10 seconds Frequency: Low Channel to Primary Actor: User Interface																						
Schedule	May 2017																						

5.2.9. *Import User's Schedule*

Description	Import a user's schedule														
Used by	Users														
Preconditions	Users have an existing account, and user must have their schedule available for importing														
Success End Condition	A user's schedule is visible on the calendar of another user														
Failed End Condition	A user's schedule is not visible on the calendar of another user														
Actors	Users who wish to view the calendar of another user														
Trigger	User selects another existing user of their choice to obtain a schedule														
DESCRIPTION	<table border="0"> <thead> <tr> <th><u>Step</u></th><th><u>Action</u></th></tr> </thead> <tbody> <tr> <td>1.</td><td>System presents user login</td></tr> <tr> <td>2.</td><td>User logs in</td></tr> <tr> <td>3.</td><td>System takes user to homepage</td></tr> <tr> <td>4.</td><td>System provides list of user schedules to import</td></tr> <tr> <td>5.</td><td>User selects desired user</td></tr> <tr> <td>6.</td><td>System displays the other user's appointments in addition to one's own appointments on the calendar</td></tr> </tbody> </table>	<u>Step</u>	<u>Action</u>	1.	System presents user login	2.	User logs in	3.	System takes user to homepage	4.	System provides list of user schedules to import	5.	User selects desired user	6.	System displays the other user's appointments in addition to one's own appointments on the calendar
<u>Step</u>	<u>Action</u>														
1.	System presents user login														
2.	User logs in														
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EXCEPTIONS	<table border="0"> <thead> <tr> <th><u>Step</u></th><th><u>Action</u></th></tr> </thead> <tbody> <tr> <td>5a.</td><td>User selects undesired user</td></tr> <tr> <td>-</td><td>User selects again for the desired user</td></tr> </tbody> </table>	<u>Step</u>	<u>Action</u>	5a.	User selects undesired user	-	User selects again for the desired user								
<u>Step</u>	<u>Action</u>														
5a.	User selects undesired user														
-	User selects again for the desired user														
Related Information	Priority: Low Performance Target: 10 seconds Frequency: Medium Channel to Primary Actor: User Interface														
Open Issues	1. Should the "to be imported" users be split into sub-categories to distinguish each other (i.e. doctors, related people, etc)?														
Schedule	April 2017														

5.2.10. *Change Calendar View*

Description	Change calendar view
Used by	Users
Preconditions	Users have an existing account
Success End Condition	Calendar view is set to the desired setting
Failed End Condition	Calendar view remains at the default setting
Actors	Users who wish to view the calendar in a specified manner
Trigger	User selects the calendar view of choice
DESCRIPTION	<div> <div><u>Step</u></div> <div><u>Action</u></div> </div> <ol style="list-style-type: none"> 1. System presents user login 2. User logs in 3. System takes user to homepage 4. System provides list of options for calendar view 5. User selects desired option 6. System displays the calendar based on the option chosen instead of the default view
EXTENSIONS	<div> <div><u>Step</u></div> <div><u>Branching Action</u></div> </div> <ol style="list-style-type: none"> 4a. System provides list of options for calendar view <ul style="list-style-type: none"> - Options include day, week, month
EXCEPTIONS	<div> <div><u>Step</u></div> <div><u>Action</u></div> </div> <ol style="list-style-type: none"> 5a. User selects an undesired option <ul style="list-style-type: none"> - User tries again to select desired option
Related Information	Priority: Low Performance Target: 1-5 seconds Frequency: Low Channel to Primary Actor: User Interface
Schedule	March 2017

5.2.11. Change Default Settings

Description	Change default settings
Used by	Users
Preconditions	Users have an existing account
Success End Condition	Default settings are changed
Failed End Condition	Default settings are maintained
Actors	Users who wish to view the latest appointment or wish to change their office hours
Trigger	User selects the setting of choice to change
DESCRIPTION	<p>Step Action</p> <ol style="list-style-type: none"> 1. System presents user login 2. User logs in 3. System takes user to homepage 4. System provides list of settings to be edited 5. User selects setting to edit 6. Application is displayed based on the altered setting instead of the default option
EXTENSIONS	<p>Step Branching Action</p> <ol style="list-style-type: none"> 4a. System provides list of settings to be edited <ul style="list-style-type: none"> - Options include “show events of the day”, “show the next appointment”, “show the next 30-minute long appointment”, and default office hours 6a. Application is displayed based on the altered setting instead of the default option <ul style="list-style-type: none"> - Settings will be saved the next time a user logs in. Therefore user settings will be used unless they are reset to defaults.
EXCEPTIONS	<p>Step Action</p> <ol style="list-style-type: none"> 5a. User selects an undesired setting <ul style="list-style-type: none"> - User tries again to select desired setting
Related Information	<p>Priority: Low Performance Target: 5-10 seconds Frequency: Low Channel to Primary Actor: User Interface</p>
Open Issues	<ol style="list-style-type: none"> 1. What settings should be available for customization?
Schedule	April 2017

5.2.11. Change Reminder Settings

Description	Change reminder settings														
Used by	Users														
Preconditions	User has an existing account														
Success End Condition	Reminder settings are changed														
Failed End Condition	Reminder settings are not changed														
Actors	User who wishes to change the way of communication and time preference for their reminders.														
Trigger	User selects setting of choice to change														
DESCRIPTION	<table border="0"> <tr> <td style="text-align: right;"><u>Step</u></td> <td style="text-align: left;"><u>Action</u></td> </tr> <tr> <td>1.</td> <td>System presents user login</td> </tr> <tr> <td>2.</td> <td>User logs in</td> </tr> <tr> <td>3.</td> <td>System takes user to homepage</td> </tr> <tr> <td>4.</td> <td>System provides list of reminder settings to be edited</td> </tr> <tr> <td>5.</td> <td>User selects setting to edit</td> </tr> <tr> <td>6.</td> <td>Reminders are changed to fit the user's settings</td> </tr> </table>	<u>Step</u>	<u>Action</u>	1.	System presents user login	2.	User logs in	3.	System takes user to homepage	4.	System provides list of reminder settings to be edited	5.	User selects setting to edit	6.	Reminders are changed to fit the user's settings
<u>Step</u>	<u>Action</u>														
1.	System presents user login														
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<u>Step</u>	<u>Action</u>														
5a.	User selects an undesired setting														
-	User tries again to select desired setting														
Related Information	Priority: Low Performance Target: 5-10 seconds Frequency: Low Channel to Primary Actor: User Interface														
Open Issues	1. Will the user be able to change these settings for each event? Will it be the same for all events?														
Schedule	May 2017														

6. Requirements

6.1 Functional Requirements

- Sign up page in which the user will enter account information to the database
 - Account information will include:
 - Username
 - Password
 - First Name
 - Last Name
 - Phone Number
 - Address
 - User Type
- A homepage for each user.
 - Provide information: Username, calendar, current day
 - The homepage also includes links to: view account, log out, edit event, add event, delete event, edit reminder, add event, delete event, settings
 - “Edit event” and “edit reminder” is only allowed if the event is already created
 - Doctors and administrators have the link to “Employee Controls”, in which one can view the doctors, administrators, and patients in the database and create accounts for other employees
- An ‘Account Information’ page for each user
 - Provide information: Username, password, first name, last name, address, phone number, user type
 - Allow user to edit information above as well as: ‘change calendar view on homepage’ and ‘change password’
 - Check for errors on the information edited by user
 - Confirm edits with user
- A ‘Calendar’ for each user
 - The calendar provides 3 separate views: daily, weekly, monthly
 - Daily:
 - Displays current day
 - Allows user to select a past/future day to view
 - Displays events that take place during that day
 - Weekly:
 - Displays current week with current day highlighted
 - Allows user to select a past/future week to view
 - Displays events that take place during that week
 - Monthly:
 - Displays current month with current day highlighted
 - Allows user to select a past/future month to view
 - Displays events that take place during that day

6.2 Quality Requirements

- Developers and users should use the application with ease.
 - Simple account creation and calendar management
 - Appointments and calendar should be easy to read and edit
- Site must be secure

- Information should only be accessible by the calendar owner and other users granted to access and edit the details
- Site should be available to access at all times
 - Notify users of site shutdown, stating the time in which it happened and possible causes

6.3 Constraints

- The application will be accessible on Windows and Mac devices
- The application will be developed using Java
- The database used will be MySQL

6.4 Development Process

- Complete all necessary documentation such as designing system and creating requirements
- Set up database to store account information
- Develop the web application
- Test the web application
- Share the web application
- Maintain the web application for future operating system updates