

CMSI-4072 Senior Project II Software Requirement Specification (SRS)

5.1 Introduction

This SRS will detail the functionality and performance measurement for the app of my senior project, Archived. This document will consist of functional requirements - what the app should be able to do, and performance requirements - how the app feels from the user standpoint. The remainder of the document is structured as follows. Section 5.2 includes all requirements within functional requirements and section 5.3 includes all requirements within performance requirements.

5.2 Software Functional Requirements

5.2.1 Profile

5.2.1.1 As a user, I can sign up for Archived after inputting my email address, display name, password, and username

5.2.1.2 As a user, when I sign up, I also have an option to upload a profile picture in the form of jpeg/png

5.2.1.3 As a user, when I sign up, I can choose my tag to identify as producer, artist, or user

5.2.1.4 After logging it, I have the option to change profile picture, display name, and bio

5.2.1.5 As a user, after I sign up, I can log in with my email address and password

5.2.1.6 As a user, if I forget my password, I can click on a button to reset password

5.2.1.7 After clicking on 'forgot password', a link to reset password is sent to the email registered

5.2.2 Beats

5.2.2.1 As a producer, I can upload mp3/wav file onto the application

5.2.2.2 the mp3/wav uploaded will be stored within Google Firebase database

5.2.2.3 As a producer, I can name my mp3/wav file

5.2.2.4 As a producer, I can enter enter description for my mp3/wav file

5.2.2.5 As a producer, I can upload a cover art in the form of jpeg/png/gif for my beat

5.2.2.6 As a producer, I can name a price for my beat

5.2.2.7 As a user, I can like, comment, or archive a beat

5.2.2.8 As a user, I can play and pause the beat when I'm viewing the page

5.2.2.9 The application will display similar beats to the beat the user is viewing based on style of similarity

5.2.2.10 As a user, I can bid for a beat

5.2.2.11 As a user, I can purchase a beat

5.2.2.13 Upon bidding/purchasing, the app implements a payment system for a user to pay with Apple Pay

5.2.2.13 Upon purchase, the beat and license agreement will be sent to the user's inbox

5.2.3 *Opens*

5.2.3.1 As an artist, I can upload mp3/wav file onto the application

5.2.3.2 the mp3/wav uploaded will be stored within Google Firebase database

5.2.3.3 As an artist, I can name my mp3/wav file

5.2.2.4 As an artist, I can enter enter description for my mp3/wav file

5.2.3.5 As an artist, I can enter associated tag for my mp3/wav file

5.2.2.5 As an artist, I can upload a cover art in the form of jpeg/png/gif for my open

5.2.2.6 As an artist, I can name a price for my open

5.2.2.7 As a user, I can like, comment, or archive a open

5.2.2.8 As a user, I can play and pause the open when I'm viewing the page

5.2.2.9 The application will display similar opens to the open the user is viewing based on style of similarity

5.2.2.10 As a user, I can bid for a open

5.2.2.11 As a user, I can purchase a open

5.2.2.13 Upon bidding/purchasing, the app implements a payment system for a user to pay with

Apple Pay

5.2.2.13 Upon purchase, the open file and license agreement will be sent to the user's inbox
similarity

5.2.4 Inbox

5.2.4.1 As a user, I can message other producers and artists

5.2.4.2 As a user, I can request for a beat from a producer

5.2.4.3 The producer can name the price for the beat requested by user

5.2.4.4 The user can provide a counter offer for the producer's beat

5.2.4.5 The user can pay for the beat with Apple Pay once final offer agreement is reached

5.2.4.6 The beat and license agreement will be sent to the user once the final agreement is reached
and user has payed

5.2.4.7 The user can add other users/producers/artists as connections

5.2.5 Settings

5.2.5.1 The user can disable the location privacy setting

5.2.5.2 The user can disable the notification

5.3 Performance Requirement Section

5.3.1 Application launches in less than five seconds

5.3.1.1 The application should launch when initially opened and display the first view within five
seconds

5.3.1.2 If this does not occur, a loading icon should launch to show the user that there is action occurring

5.3.2 Data load in less than three seconds

5.3.2.1 The application should display data from Firestore Database within three seconds of the user navigating to the view

5.3.2.2 If this does not happen for any reason, whether it's the internet connection or issue within database, an error message should be displayed to inform the user of an unexpected delay so that the user is not unsure of the application operation

5.3.3 Unexpected error handling

5.3.3.1 If at any time the application experiences an unexpected or unhandled error, the application should display an error message to avoid an unknown crash

5.4 Environment Requirement Section

5.4.1 Software Version 18.0 or later

5.4.1.1 To install and run Archived, a user must have a device with iOS 18.0 or later

5.4.2 Available memory above 65 MB

5.4.2.1 To ensure successful installation, a user must have at least 65 MB of available memory

5.4.2.2 All other data is downloaded to the app at runtime and does not require device memory beyond installation and runtime RAM