

# **Software Requirements Specification**

**for**

# **AloneLess**

**Version 1.0 approved**

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# Table of Contents

<b>Table of Contents.....</b>	<b>ii</b>
<b>Revision History.....</b>	<b>ii</b>
<b>1. Introduction.....</b>	<b>3</b>
1.1 Purpose.....	3
1.2 Document Conventions.....	3
1.3 Intended Audience and Reading Suggestions.....	3
1.4 Product Scope.....	4
1.5 References.....	4
<b>2. Overall Description.....</b>	<b>4</b>
2.1 Product Perspective.....	4
2.2 Product Functions.....	4
2.3 User Classes and Characteristics.....	4
2.4 Operating Environment.....	4
2.5 Design and Implementation Constraints.....	5
2.6 User Documentation.....	5
2.7 Assumptions and Dependencies.....	5
<b>3. External Interface Requirements.....</b>	<b>5</b>
3.1 User Interfaces.....	5
3.2 Hardware Interfaces.....	6
3.3 Software Interfaces.....	6
3.4 Communications Interfaces.....	6
<b>4. System Features.....</b>	<b>6</b>
4.1 Search person.....	6
4.2 Reveal me.....	7
4.3 TBD functions.....	7
<b>5. Other Nonfunctional Requirements.....</b>	<b>7</b>
5.1 Performance Requirements.....	7
5.2 Safety Requirements.....	8
5.3 Security Requirements.....	8
5.4 Software Quality Attributes.....	8
5.5 Business Rules.....	8
<b>6. Other Requirements.....</b>	<b>8</b>
<b>Appendix A: Glossary.....</b>	<b>8</b>
<b>Appendix B: Analysis Models.....</b>	<b>8</b>
<b>Appendix C: To Be Determined List.....</b>	<b>9</b>

# Revision History

Name	Date	Reason For Changes	Version

## 1. Introduction

### 1.1 Purpose

The purpose of this application is to make it easier for people to have conversations about mental health, concerns, emotions, and things that bother and stress them during these uncertain times. This app removes the barrier and awkwardness of reaching out to people through social media and expecting their mental support, since people sign up for this app with the intention of giving and receiving support through listening and sharing experiences, even if they don't know the other person. We want to start with NYUAD students but anyone can sign up.

### 1.2 Document Conventions

Font: Arial.

Font size: 11 em.

### 1.3 Intended Audience and Reading Suggestions

This document is intended for Professor Mai Oudah and TA Dana.

## **1.4 Product Scope**

AloneLess is a web application that allows for its users to have access to many mental health resources as well as facilitate conversations about their problems. Due to the pandemic, there has been an increase in stress due to loss of jobs, fear for health and lack of social communication and as such mental health is a major concern. Hopefully, this app will remove the awkwardness surrounding talking about one's mental health issues and life problems.

## **1.5 References**

*To be determined*

# **2. Overall Description**

## **2.1 Product Perspective**

This product is a new, self-contained system.

## **2.2 Product Functions**

- Users will have access stress relief resources such as daily yoga practices, meditations, breathing exercises and daily journal prompts
- Users will be able to communicate with other users who share common interests (via video).
- Users will have access to various mental health hotlines in their specific region
- Users will be able to track their emotions and stress levels daily

## **2.3 User Classes and Characteristics**

Any person of any class/privilege/educational level/experience level can join

## **2.4 Operating Environment**

We are going to host the product on the web.

## **2.5 Design and Implementation Constraints**

Time Constraints:

Website should be designed and built in 7 weeks which is a very short time.

Security considerations:

Not all information should be visible to unauthorized people. Some rules must be applied to ensure data confidentiality.

## **2.6 User Documentation**

- Get started video tutorial (how to use guide/youtube link with detailed description)

## **2.7 Assumptions and Dependencies**

1- one constraint would be the development of similar apps with similar purposes which will make us change the requirements partly or entirely

2- As of now the project does not have any dependencies on external factors other than the UI design for social media which a lot of web apps seem to have in common, but this might change once we start the development process

# **3. External Interface Requirements**

## **3.1 User Interfaces**

Below are some of the user interfaces we are going to use in our web application:

- 1- Link to the sign up page from the login page
- 2- Navigation bar, header, footer, about us and contact us
- 3- Service section that lists the app's advantages and describes in simple words the purpose of the app since it's new
- 4- Illustration and promotional/instructions videos

## **3.2 Hardware Interfaces**

We don't have any hardware interfaces and all devices are supported.

### 3.3 Software Interfaces

#### TBD

*<Describe the connections between this product and other specific software components (name and version), including databases, operating systems, tools, libraries, and integrated commercial components. Identify the data items or messages coming into the system and going out and describe the purpose of each. Describe the services needed and the nature of communications. Refer to documents that describe detailed application programming interface protocols. Identify data that will be shared across software components. If the data sharing mechanism must be implemented in a specific way (for example, use of a global data area in a multitasking operating system), specify this as an implementation constraint.>*

### 3.4 Communications Interfaces

Since this is a web application, all communication functions are associated with a web browser. For this project HTTP will be as the communication standard as there will not be any exchange of large files via the application. One of its main features are a chat function implemented between members of the application, this will have to be secured and encrypted so that only those present in the conversation will have access to it. There aren't any pertinent messaging formats as of now. Since it is a real-time chat functionality, the issue of data transfer rates and synchronization comes up as we need fast and reliable lines of communication.

## 4. System Features

### 4.1 Search person feature.

#### 4.1.1 Description and Priority

Priority: high (10/10)

Description: the main feature of the application which will connect one person with another via random search engine. Since people are anonymous to each other, the main factor which will differentiate them is their keywords/adjectives as well as a random nickname will be assigned (i.e. Unicorn123 loves dogs and Netflix). Later on the user can change the random nickname assigned to a preferred nickname.

#### 4.1.2 Stimulus/Response Sequences

User actions are simple for this feature: press the button "search new person", which will randomly assign a new person with a random nickname to the user based on similar interests and keywords.

#### 4.1.3 Functional Requirements

The requirements from the user is that he/she has to be registered in the system and have at least one keyword/interest associated with the profile.

- REQ-1.1: Registered in the system  
REQ-1.2: Have at least one keyword associated with profile

## 4.2 Reveal me.

### 4.2.1 Description and priority

Priority: low (3/10)

Description: After the two matched users are comfortable with each other there will be an option to reveal each other's names

### 4.2.2 Stimulus/Response Sequences

Actions: after 7 days of matching the users will get a new feature (reveal names) which only will apply if both users agree on it and both press it with a 30 minute span.

### 4.2.3 Functional Requirements

Requirements: be matched with the same person for 7 days. Mutual decision. Both press within a 30 minute span.

REQ-2.1: Matched for 7 days

REQ-2.2: Both press it within a 30 minute span

## 4.3-4.10 More features TBD

# 5. Other Nonfunctional Requirements

## 5.1 Performance Requirements

### TBD

*<If there are performance requirements for the product under various circumstances, state them here and explain their rationale, to help the developers understand the intent and make suitable design choices. Specify the timing relationships for real time systems. Make such requirements as specific as possible. You may need to state performance requirements for individual functional requirements or features.>*

## 5.2 Safety Requirements

5.2.1 Use of anonymity. Users may use anonymity in the application not for intended purposes. This could potentially cause mental harm to the other user. To prevent that there is a report system to be added.

## 5.3 Security Requirements

5.3.1 Anonymous chat. This cannot be changed unless the users use reveal me function.

5.3.2 Reports. Users would be able to report inappropriate users or any type of issue if they don't feel comfortable with the other user.

## 5.4 Software Quality Attributes

TBD

*<Specify any additional quality characteristics for the product that will be important to either the customers or the developers. Some to consider are: adaptability, availability, correctness, flexibility, interoperability, maintainability, portability, reliability, reusability, robustness, testability, and usability. Write these to be specific, quantitative, and verifiable when possible. At the least, clarify the relative preferences for various attributes, such as ease of use over ease of learning.>*

## 5.5 Business Rules

5.5.1. Anonymity is key. You don't want to know the user on the other end to get the least amount of prejudice as possible. The goal of the application is to help each other mentally without any physical forms.

## 6. Other Requirements

*<Define any other requirements not covered elsewhere in the SRS. This might include database requirements, internationalization requirements, legal requirements, reuse objectives for the project, and so on. Add any new sections that are pertinent to the project.>*

## Appendix A: Glossary

TBD

*<Define all the terms necessary to properly interpret the SRS, including acronyms and abbreviations. You may wish to build a separate glossary that spans multiple projects or the entire organization, and just include terms specific to a single project in each SRS.>*

## Appendix B: Analysis Models

TBD

## Appendix C: To Be Determined List

3.3;



4.3-4.10;  
5.1;  
5.4;  
Appendix A;  
Appendix B;