Compiling Project Requirements

Team: *picky*
Members:

- Federico Ponte (*fponte*)
- Gaurav Walia (*gauravw*)
- Hoa Vu (*hoav*)

INTRODUCTION

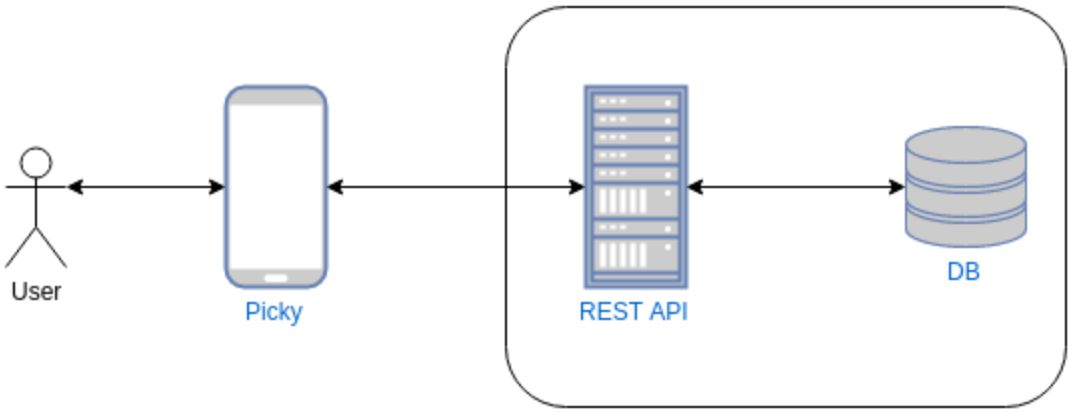
Social networks are on the rise in the actually. The most used apps are social and they generate value through its user interactions. Examples are Facebook, Instagram, Pinterest, Snapchat, etc. We bring a new idea where people can ask for others helps in picking something they want. It will bring an innovative user interaction where the user not only share their likes, but also get guidance.

The objective of this document is to present the functionality of this new application. It is composed of the user stories, page flow diagram, use cases and wireframes.

SYSTEM OVERVIEW

The system will be composed of a mobile app that will communicate with a REST API that will persist the operations in a database.

If we need to scale up more the app we can add a load balancer for the REST API and also, use a microservices architecture where each part of the system will act as independent provider.



A : USER STORIES

User Story 1: SignUp/Login to the app

As a User

I want to be able to login to the 'picky' app

So that I use the app

Acceptance Criteria

- Username, email and password are required.
- User should be able to change their username and password.
- The password should consist at least contain 8 characters.

User Story 2: Upload a picky

As a User

I want to be able to upload 2 pictures

So that I can get public opinion to make a decision about which option is better

Acceptance Criteria

- Two pictures need to be uploaded
- Pictures are displayed side by side
- GPS locations needs to be saved

User Story 3: Pickies timeline

As a User

I want to be able to view other people pickies

So that I can vote and view what other users are doing

Acceptance Criteria

- Display pickies by the most recent ones
- User should be able to see the number of votes on each picture
- Picture that has more votes should be highlighted in a way that is easy to see
- Phone can be tilt to perform the voting

User Story 4: View my uploaded pickies

As a User

I want to be able to view my pickies that I uploaded

So that I can track the current voting, and see which one is getting higher votes.

Acceptance Criteria

- Display pickies by the most recent ones
- User should be able to see the number of votes on each picture
- Picture that has more votes should be highlighted in a way that is easy to see

---

User Story 5: Mark a picky as 'picked' (complete)

As a User

I want to be able to stop the voting

So that others won't be able to see or vote the pickies that is completed

Acceptance Criteria

- The completed picky is not visible for public
- The completed picky is visible only to the user

User Story 6: Delete my uploaded pickies

As a User

I want to be able to delete my uploaded picky.

So that I can correct a picky that I put by mistake OR I just changed my mind

Acceptance Criteria

- The deleted picky should no longer be visible to the user
- The deleted picky should no longer be visible to the audience.

User Story 7: Log out from the app

As a User
I want to be able to log out from the app.
So that I can successfully finish usage of my app.

Acceptance Criteria

- The user should be able to completely be logged out from the app.

B : USE CASES

User Case 1: Register

Participating Actors
The use case is initiated by an User

Brief Description
Allows the user to register in the system.

Assumption
The user is not logged in.

Flow of Events

Basic Flow

1. The use case starts when there is no user logged in
2. User goes to register screen by clicking a link
3. The system ask for email, username and password
4. The user fills the values
5. The system register new account with the given information

---

User Case 2: Login

Participating Actors
The use case is initiated by an User

Brief Description
Allows the user verify credentials in order to enter into the system.

Assumption
The user is not logged in.

Flow of Events

Basic Flow

1. The use case starts when there is no user logged in
2. The system ask for username and password
3. The user fills the values
4. The system checks values are valid
5. The system goes to homepage

User Case 3: View pickies

Participating Actors
The use case is initiated by an User

Brief Description
Allows the user to view a pickie.

Assumption
The user is logged in.

Flow of Events

Basic Flow

1. The use case starts when the user is in the homepage
2. The user clicks on people icon

3. The system display user picky

Alternative Flows

- In step 2, user can click on the single person icon and he can view his pickies

---

User Case 4: Vote for picky

Participating Actors

The use case is initiated by an User

Brief Description

Allows the user vote for a picky

Assumption

The user is logged in.

Flow of Events

Basic Flow

1. The use case starts when the user is viewing a picky
2. The user select one of the pictures
3. The system saves the vote
4. The system displays vote score

Alternative Flows

- In step 2, user can tilt the phone to the left or right to select the picture

---

User Case 5: Create picky

Participating Actors

The use case is initiated by an User

Brief Description

Allows the user to upload a picky

Assumption
The user is logged in.

Flow of Events

Basic Flow

1. The use case starts when the user is creating a picky
2. The user takes two pictures with the camera
3. The user adds a title
4. The user clicks on add button
5. The system use the GPS and gets user location
6. The system uploads the information and saves it
7. The system show the picky just uploaded

User Case 6: Delete uploaded picky

Participating Actors
The use case is initiated by an User

Brief Description
Allows the user to delete his uploaded pickies

Assumption
The user is logged in.

Flow of Events

Basic Flow

1. The use case starts when the user select one of his pickies
2. The user selects delete option
3. The systems remove the picky

User Case 7: Logout

Participating Actors

The use case is initiated by an User

Brief Description
Allows the user logout from his account.

Assumption
The user is logged in.

Flow of Events

Basic Flow

1. The use case starts when the user selects logout button
2. The systems logout the user

User Case 8: Mark a picky as ‘picked’ (complete)

Participating Actors
The use case is initiated by an User or system

Brief Description
Allows the user or system to stop the voting

Assumption
The user is logged in or time has expired

Flow of Events

Basic Flow

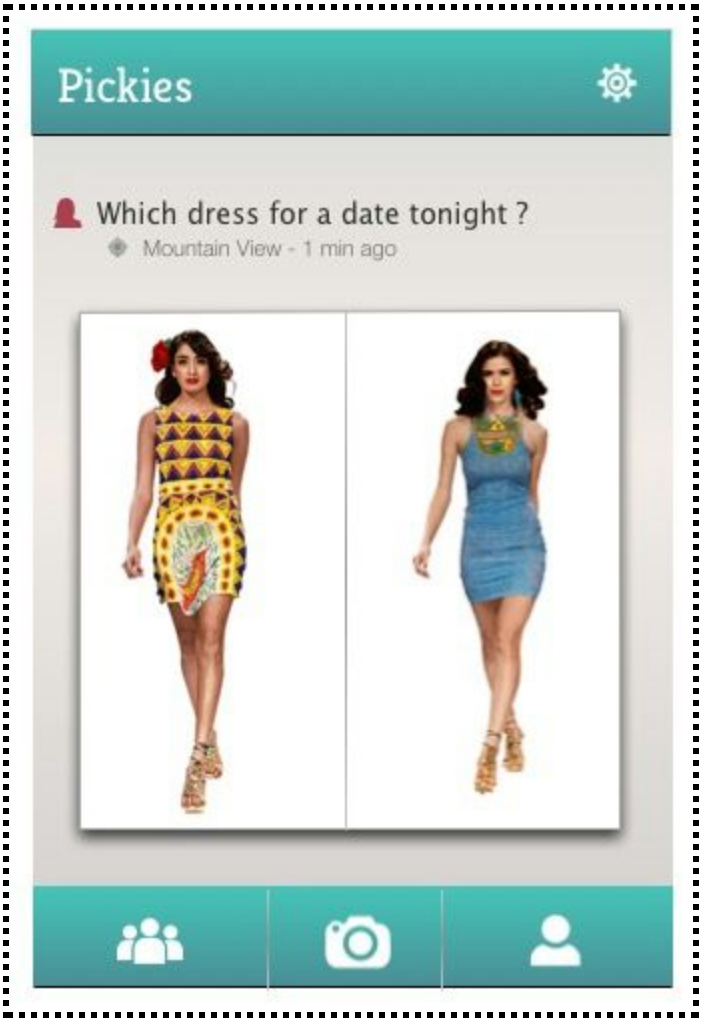
1. The use case starts when the user selects to mark the picky as 'picked'
2. The systems updates the picky information
3. It won't be visible to other users

Alternative Flows

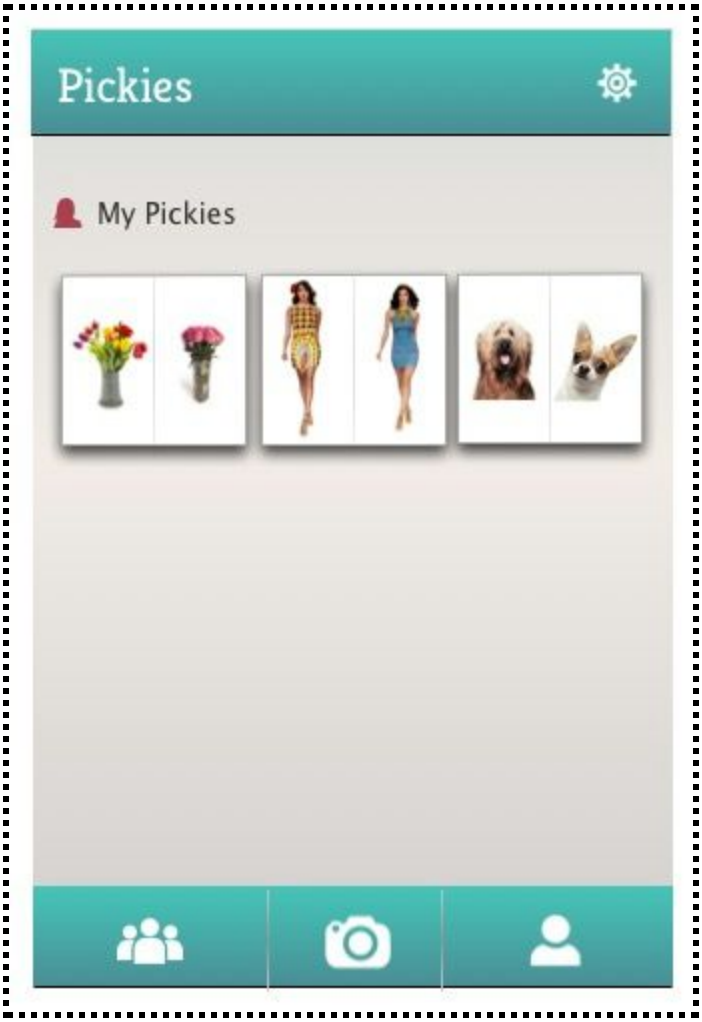
- In step 1, system can start the event as the picky time has expired

C : LINK TO WIRE-FRAMES

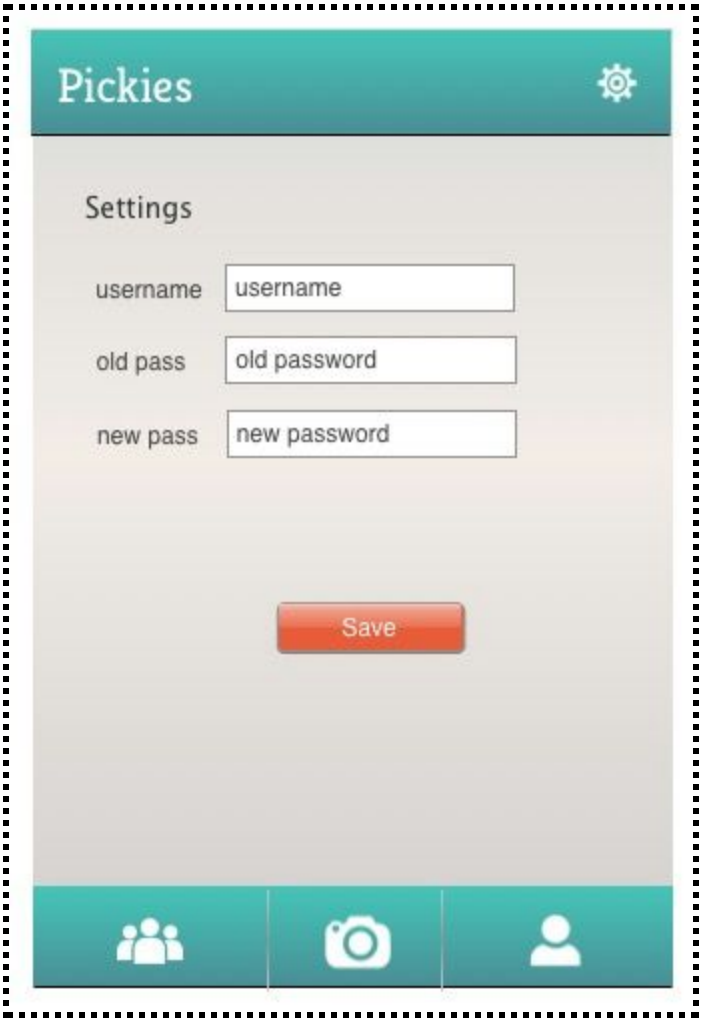
Upload pickies



Vote for pickies



See your own pickies



Update password

D : PAGE-FLOW DIAGRAM

E : HARDWARE REQUIREMENT ANALYSIS

1. **Camera Service :**
   The Camera API will be used by the user to click pictures of the pickies he/she might want to upload. It could be either of the front cam or the rear cam.
2. **Position Sensor (GPS):**
   The GPS location will be read on each picky upload, and will also be displayed against the picky in the timeline.
3. **Motion Sensor (Gyroscope):**
   With the detection of the motion and direction, one could pick either of the pictures. On left tilt, the left picky will be automatically selected, and similarly for the right tilt.