

# **Software Requirements Specification**

**For**

**AU Open House**

**Version 1.0**

**Prepared by**

**<Sai Kham Sheng 5717607>**

**<Natthakul Boonmee 5710081>**

**<Chatchawan Yoojuie 5715298>**

**<Pannachet Lertananta 5715280>**

**<Faculty of Science and Technology**

**Assumption University of Thailand>**

**<4 DEC 2017>**

# Table of Contents

## Table of Contents

### Revision History

#### 1. Introduction

- 1.1 Purpose
- 1.2 Scope
- 1.3 Definitions, acronyms, and abbreviations
- 1.4 References
- 1.5 Overview
- 1.6 Benefit

#### 2. Overall Description

- 2.1 Product Perspective
- 2.2 Product Functions
- 2.3 User Characteristics
- 2.4 Constraints
- 2.5 Assumptions and Dependencies

#### 3. Specific Requirements

- 3.1 External Interfaces
  - 3.1.1 User Interfaces
  - 3.1.2 Hardware Interfaces
  - 3.1.3 Software Interfaces
- 3.2 Functions

# Revision History

Name	Date	Reason For Changes	Version

# **1. Introduction**

## **1.1 Purpose**

In every year, Assumption University usually has the Open House Events, and there are some things we thought it need to be improved. Since nowadays almost everyone has the smartphone and is able to access the internet. Also, according to Thailand 4.0, to take the advantages of the technology. With the low-technology of event joining and manipulation currently. We are proud to present the new technology of our solution.

This application is created to provide high school student and staff which participate in events more convenient. The staff can manipulate participant in event more easier. At the same time, high school student or participant can access to each event and mini-game more easier and student can view the information of each faculty. Student can manage their time easier. Furthermore, staff can also manipulate the event and mini-game, admin can control the staff and participant systematic.

## **1.2 Scope**

The basic user's - High School Student, Staff of each event and Admin.

This product can help staff of each events to manipulate the participant who are interested to participate on their event. The benefits of this product would occurs as follows:

- High School Students can choose the events that they're interested and acknowledge information of each faculty more easily.
- High School student can enjoy the event and mini-game in the AU open house.
- Staff can manipulate the numbers of participant who interested to participate on their activity.
- Staff can manage the event/mini-game such as view, create, edit and delete.
- Admin can modify all the function in application for editing and developing the program.
- Admin can control number of staff and manipulate them.

## **1.3 Definitions, acronyms, and abbreviations**

Users are High School, Staff and Admin

## **1.4 References**

- IEEE 830 - 1998 Software Requirement Specification pdf

## 1.5 Overview

There are three main of user:

- High School Students who attend to AU open house
- Staff
- Admin

This application have three types of users such as high school student who attend the AU Open House, Staff and admin. The purpose of this application for making AU open house will be more easier than before and it also provide the information of all faculty. This hybrid application can be guide for high school student who attend AU open house. During the AU open house there will be so many of event that provide for high school student from each faculty by showing some project or theme. And also this hybrid application provide mini game for high school student to entertain them and make them get more interested in event. Furthermore, staffs are the one who can add, delete and edit for event and mini game. And for admin also can do the same function as staff. In addition, for admin also can be approved staff and banned staff too.

## 1.6 Benefit

- Student will easy to access and joining at mini-game's event, to get the point, or redeem the rewards.
- Student will be notify and acknowledge from any information of the Assumption University. e.g. faculty information, curriculum, bulletin, or news.
- Admin and Staff will get the easy event's manipulation, with just only use the application in their smartphone. e.g. Create, View, Update, or Delete events.

# 2. Overall Description

## 2.1 Product Perspective

The product is purpose to encourage and facilitate to both Staff and High school student. According to the configuration of the new system that update to be more convenient and easy to use, also cut out the unnecessary components.

## 2.2 Product Functions

With the application, the student will be able to select event, collect the event's score and read information of each faculty.

The application will provide the faculty and event information for student and let the student choose event that they were interested in.

On the other side, Staff will be able to add,delete or modify the event and view the number of participant that will attend to the event. Also Staff can give the score and check the scoreboard of student who attend their event. Moreover, Admin can modify all function of application and respond on Staff's ID request.

## **2.3 User Characteristics**

There will be 3 classes of user:

1. Students — be able to attend the event that they are interested in.
2. Staff— be able to manage the events information and mini game
3. Admin — be able to modify every function in these application

## **2.4 Constraints**

- The platform of an application will operate via an Hybrid application.
- User Interface is only English.
- No email limitation for registration.
- Required email verification.
- Required ID and Password from Admin to access the application.

## **2.5 Assumptions and Dependencies**

One assumption about the product is that it will always be used on Hybrid application that have enough performance. if the server-down the application might not work correctly.

## 3. Specific Requirements

### 3.1 External Interfaces

#### 3.1.1 User interfaces

#### Student

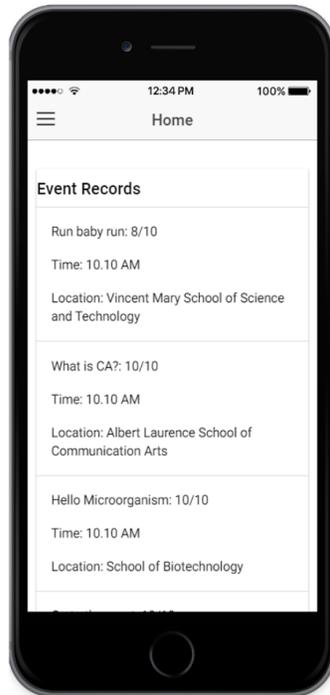
##### Login Page

This is the first page of the application. Student can login with their own account via Google or Facebook.



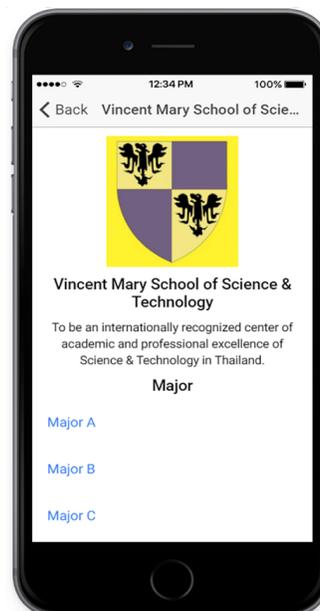
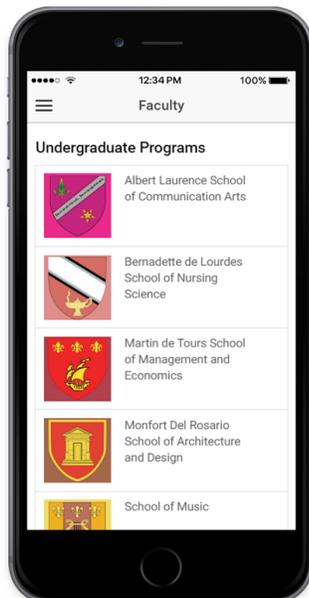
## Home Page

Student will see the Home page that will show the event history which student had been completed. the information contains score, event time and location.



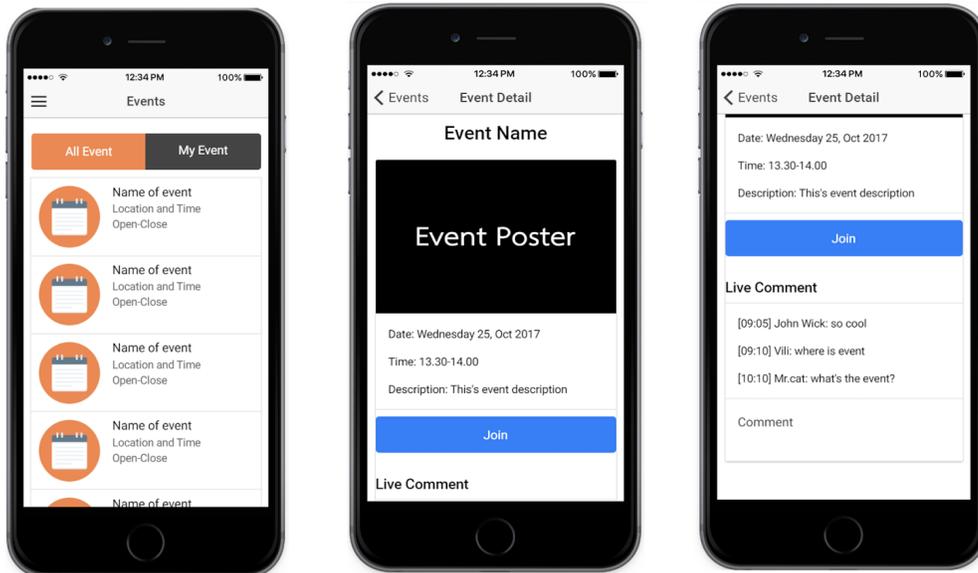
## Faculty Information

Student will access directly to the main website of each faculty to see more detail.

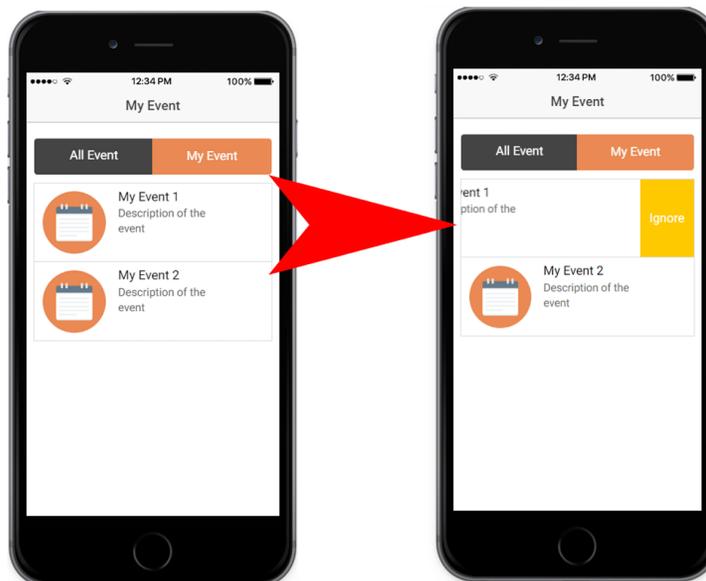


## Events

There are a list of events that available and student can choose to join if they interested and student can chat with live comment in real time

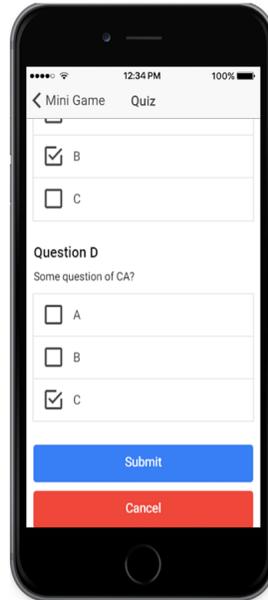
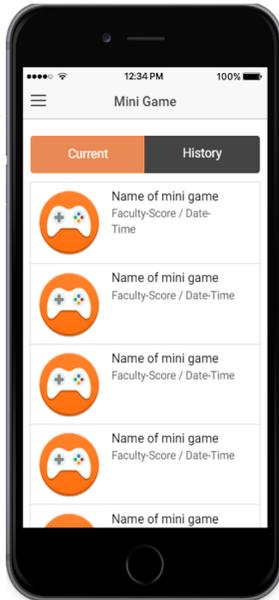


After the student choose the event, it will added to the my events side. also student can be ignore if they change their mind.

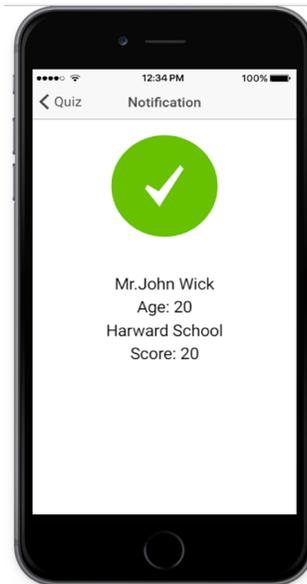
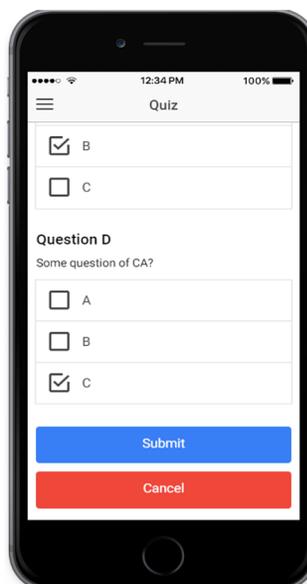
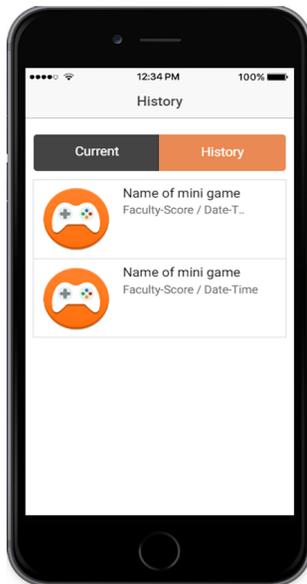


## Mini-Game

There is a list of mini-game that will occur during the activity day with time limited. Student can choose to do the mini-game to get a score or ignore the mini-game.



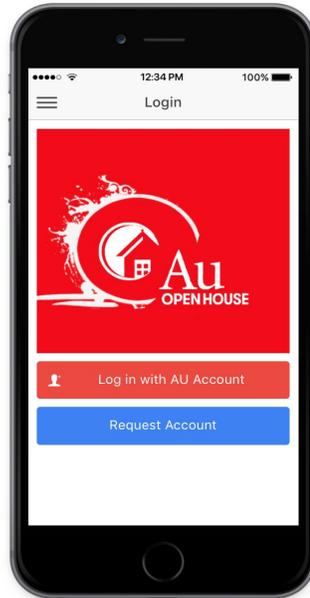
## History Mini-game



## Staff/Admin

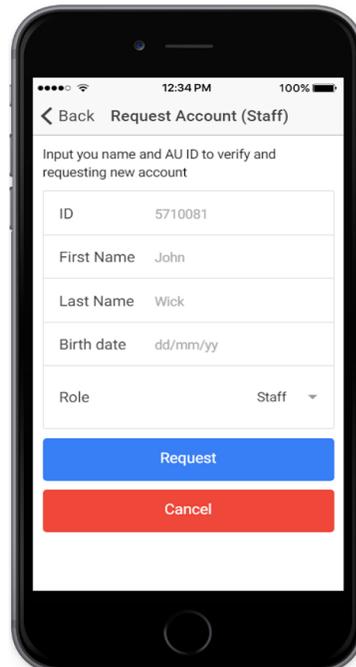
### Login Page

Admin or Staff can login via only university's google account

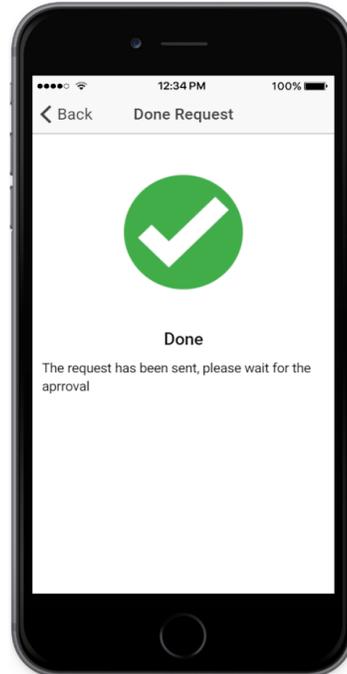
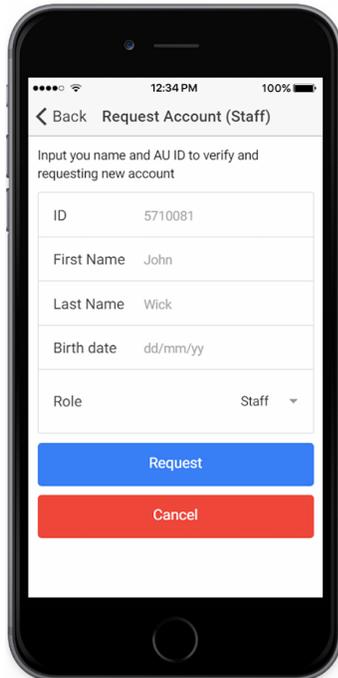


### Request Account

Admin and Staff send request account to system.

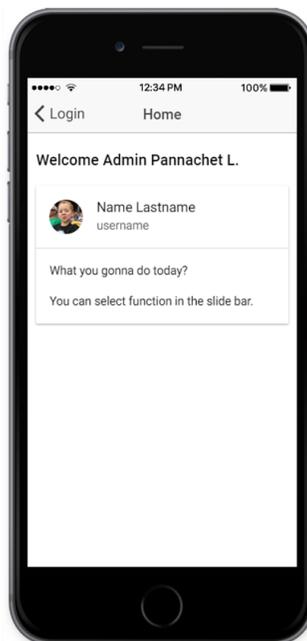


After requested the account. it will show the alert or acknowledgment



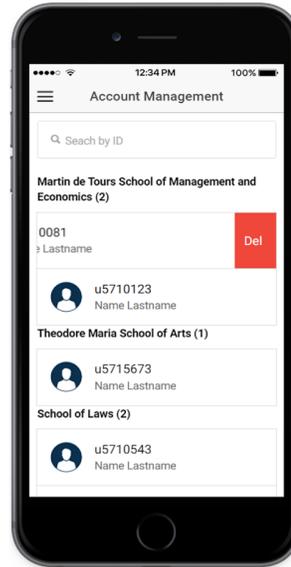
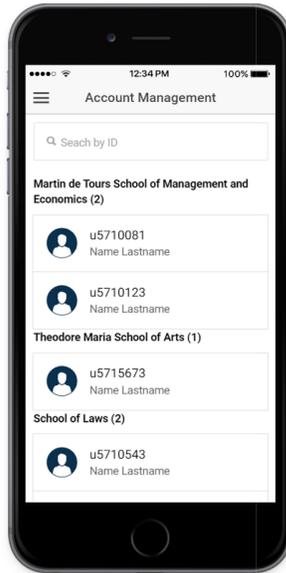
### Home Page

There are some account's information such as name, profile picture or any option for admin or staff.



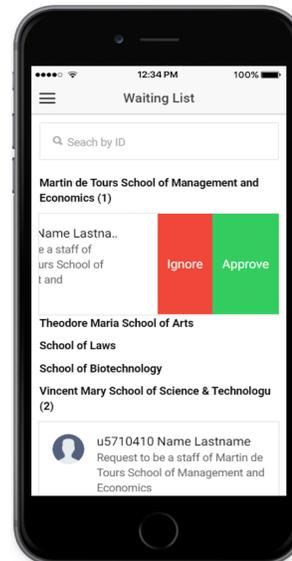
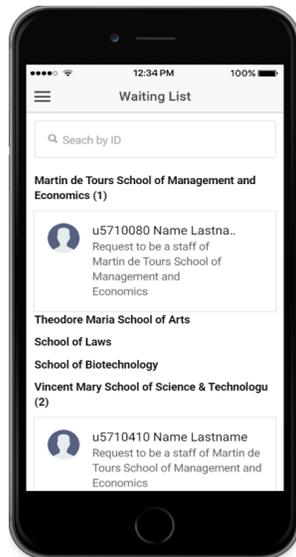
### Account Management(Admin Only)

Admin will only see the admin and staff member list, admin will see all staff in each faculty and also manipulate the member list such as add, move and delete. in addition they can search for staff by ID number.



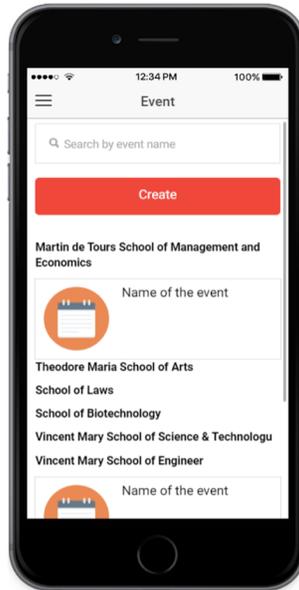
### Waiting List(Admin)

There is the name list of people in each faculty who request for account. Admin can accept or ignore.



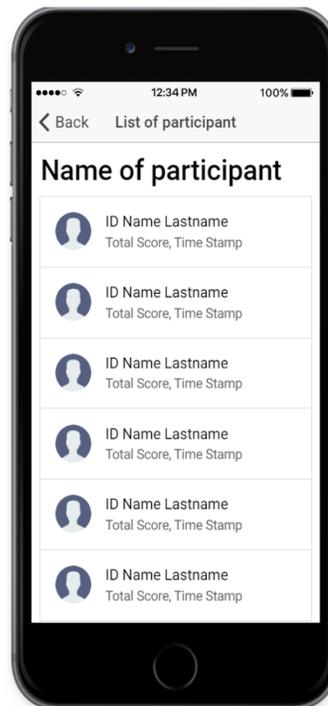
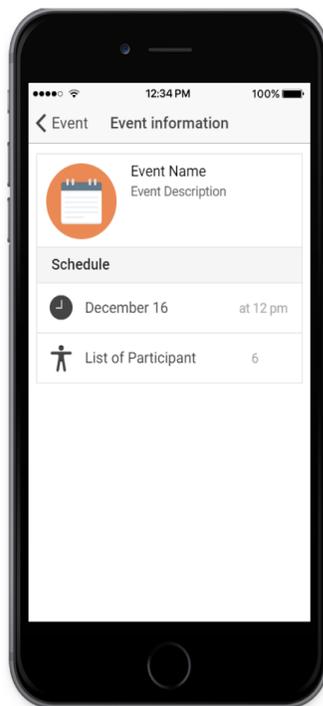
## Event

Admin and Staff are allow to create an event by themselves and manipulate the event that they create.



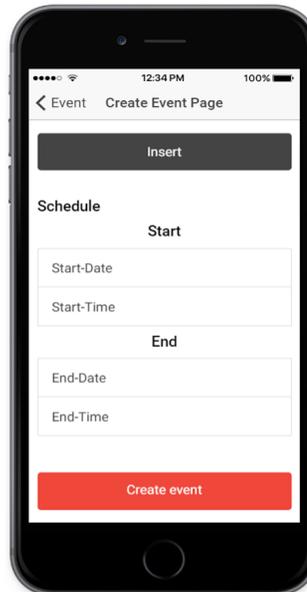
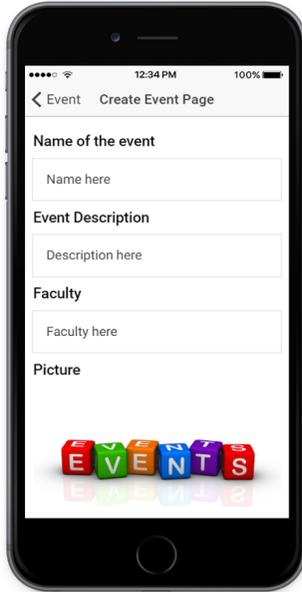
## Event Detail

Admin and Staff can view the information of their event such as time place and participant list and view the number of participate including participant's information.



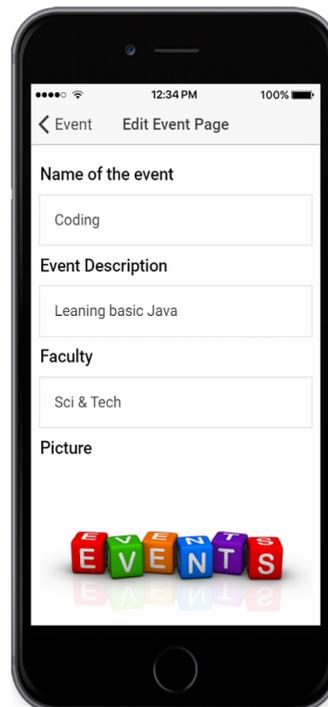
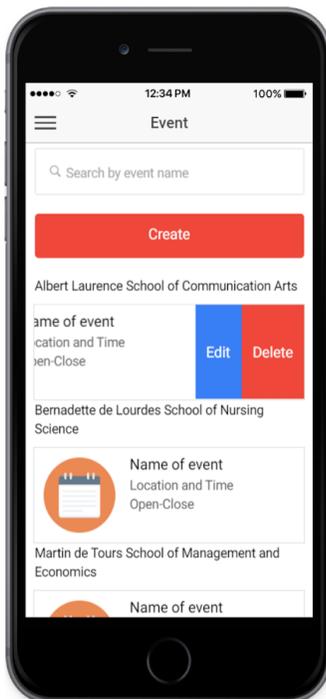
## Create Event

To create an event, the staff and admin required to add the event name, faculty, picture and description



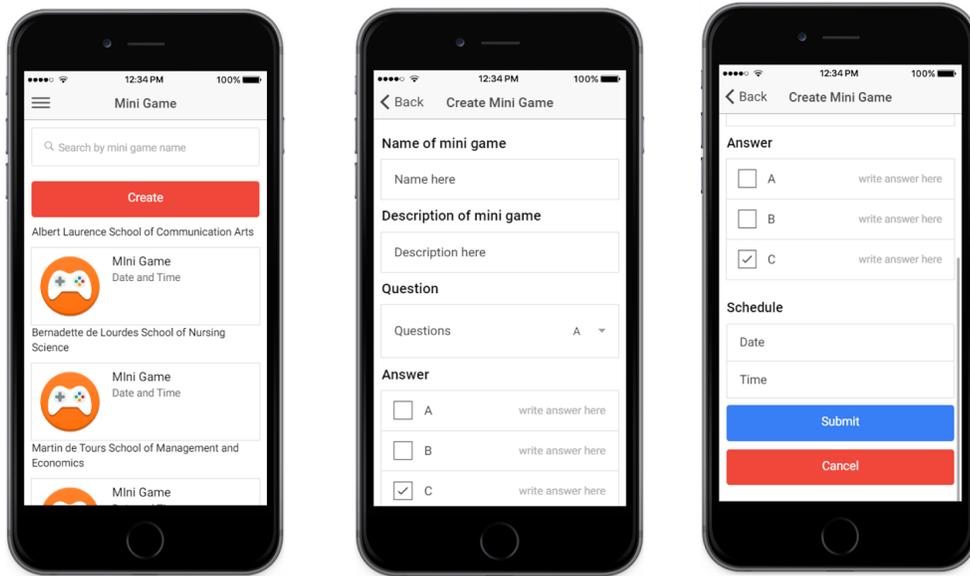
## Edit Event

To edit an event, the staff and admin required to add the event name, faculty, picture and description



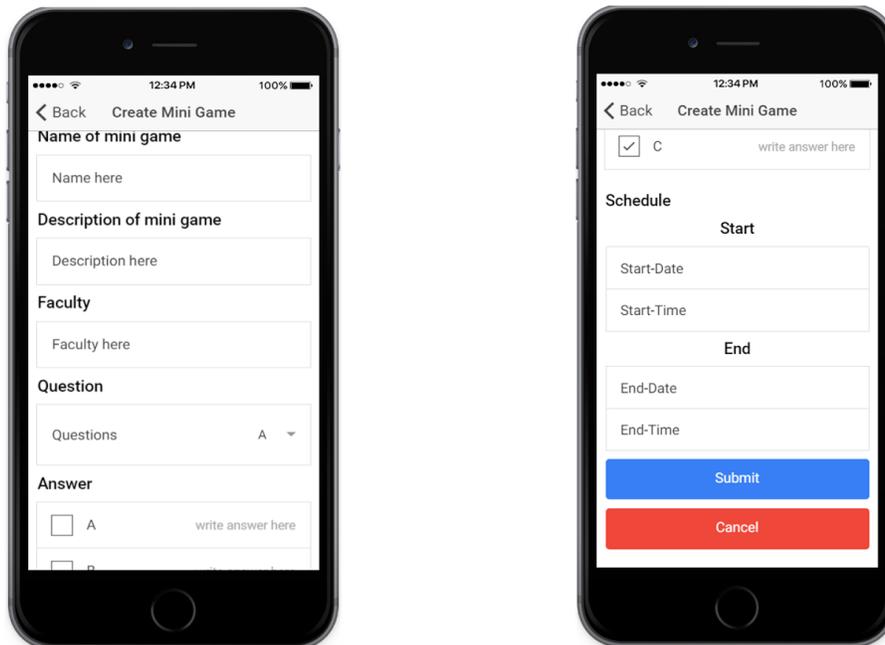
## Mini Game

The first page is the list of Minigame that available and to create the Mini Game. Admin and Staff need to fulfill information follow the content which application provide.



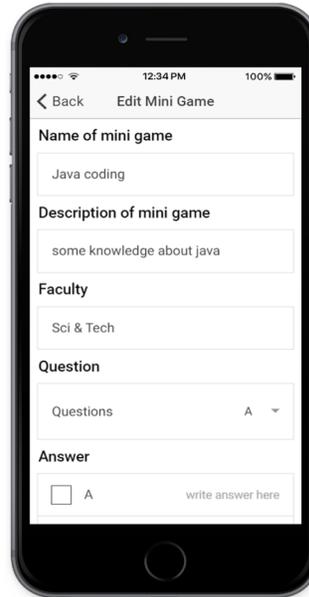
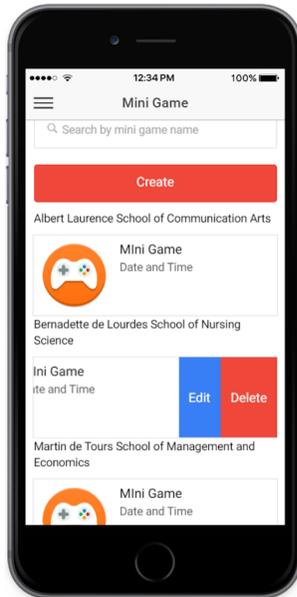
## Create Mini Game

To create an mini game, the staff and admin required to add the mini game name, faculty, picture and description



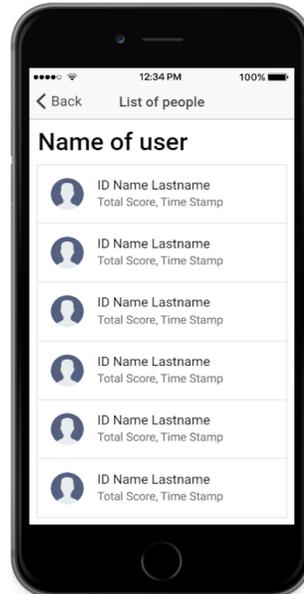
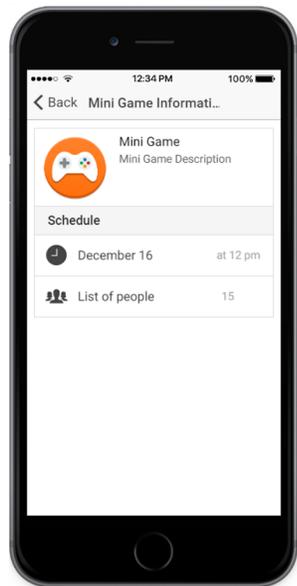
## Edit Mini game

To edit an mini game, the staff and admin required to add the mini game name, faculty, picture and description



## Mini Game Detail

Admin and Staff can view the information of their mini-game such as time place and participant list and view the number of participate including participant's information.



### 3.1.2 Hardware interfaces

Since the hybrid application don't have any designated hardware, it does not have any direct hardware interfaces.

### 3.1.3 Software interfaces

The hybrid application will get some of the information from the university database.

## 3.2 Functions

### 3.2.1 User Class 1 - Student

#### 3.2.1.1 Functional requirement 1.1

ID : S\_1

TITLE : High School Student Login and Logout

DESC : Student should be able to login to the system with their own account via Google or Facebook.

#### 3.2.1.2 Functional requirement 1.2

ID : S\_2

TITLE : Home Pages

DESC : Student will see the Home page that will show the event history which student had been completed. the information contains score, event time and location.

#### 3.2.1.3 Functional requirement 1.3

ID : S\_3

TITLE : Faculty Information

DESC : Student will access directly to the main website of each faculty to see more detail.

#### 3.2.1.4 Functional requirement 1.4

ID : S\_4

TITLE : Event

DESC : There are a list of events that available and student can choose to join event which they interested in or Ignore it if they change their mind before the event begin. After the student choose the events, it will added to the my event side. also student can be ignore if they change their mind.

#### 3.2.1.5 Functional requirement 1.5

ID : S\_5

TITLE : Live Comment

DESC : Student can comment with live chat comment in real time of each event.

#### 3.2.1.6 Functional requirement 1.6

ID : S\_6

TITLE : Mini-Game

DESC : There is a list of mini-game that will occur during the activity day with time limited. Student can choose to do the mini-game to get a score or ignore the mini-game.

### 3.2.2 User Class 2 - Admin or Staff

#### 3.2.2.1 Functional requirement 2.1

ID : A&S\_1

TITLE : Admin or Staff Login and Logout

DESC : Admin or Staff can login only university's email.

#### 3.2.2.2 Functional requirement 2.2

ID : A&S\_2

TITLE : Request Account

DESC : Staff send request account to system. After sent request account that will show done. and staff have to wait admin approval.

#### 3.2.2.3 Functional requirement 2.3

ID : A&S\_3

TITLE : Home Page

DESC : There are some account's information such as name, profile picture or any option for admin or staff

#### 3.2.2.4 Functional requirement 2.4

ID : A\_4

TITLE : Account Management (Admin Only)

DESC : Admin will see all staff in each faculty and also manipulate the member list such as add, move and delete. in addition they can search for staff by ID number.

#### 3.2.2.5 Functional requirement 2.5

ID : A\_5

TITLE : Waiting List (Admin Only)

DESC : Admin part will see all staff in each faculty and also manipulate the member list such as add, move and delete. in addition they can search for staff by ID number.

#### 3.2.2.6 Functional requirement 2.6

ID : A&S\_6

TITLE : Event

DESC : Admin and Staff are allow to create an event by themselves and manipulate the event that they create.

#### 3.2.2.7 Functional requirement 2.7

ID : A&S\_7

TITLE : Event Detail

DESC : Admin and Staff can view the information of their event such as time place and participant list and view the number of participate including participant's information.

3.2.2.8 Functional requirement 2.8

ID : A&S\_8

TITLE : Create Event

DESC : To create an event, admin and staff required to add the event name, picture and description.

3.2.2.9 Functional requirement 2.9

ID : A&S\_9

TITLE : Edit Event

DESC : To edit an event, the staff admin required to add the event name, faculty, picture and description.

3.2.2.10 Functional requirement 2.10

ID : A&S\_10

TITLE : Mini Game

DESC : The first page is the list of Minigame that available and to create the Mini Game Staff need to fulfill information follow the content which application provide.

3.2.2.11 Functional requirement 2.11

ID : A&S\_11

TITLE : Create Mini Game

DESC : To create an mini game, the staff and admin required to add the mini game name, faculty, picture and description.

3.2.2.12 Functional requirement 2.12

ID : A&S\_12

TITLE : Edit Mini Game

DESC : To edit an mini game, the staff and admin required to add the mini game name, faculty, picture and description.

3.2.2.13 Functional requirement 2.13

ID : A&S\_13

TITLE : Mini Game Detail

DESC : Staff can view the information of their event such as time place and participant list and view the number of participate including participant's information.