
Hug a Cactus Inc.



**FreeTime
Software Requirements Specifications**

Version 2.0

FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

Revision History

Date	Version	Description	Author
1/March/2006	1.0	Initial SRS document	MC
20/March/2006	1.1	Updated SRS	Brian Johnson
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FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

Table of Contents

1.	Introduction	4
2.	Overall Description	4
2.1	Product Perspective	4
2.1.1	User Interfaces	4
2.1.2	Memory Constraints	4
2.2	User Characteristics	4
3.	Specific Requirements	5
3.1	Use-Case Specifications	6
3.2	Supplementary Requirements	12
3.2.1	Usability	12
3.2.2	Reliability	12
3.2.3	Performance	12
3.2.4	Supportability	12
3.2.5	Online User Documentation and Help System Requirements	12
3.2.6	Interfaces	12

FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

Software Requirements Specifications

1. Introduction

This document describes the requirements of the FreeTime personal productivity application which can be discussed and revised by developers and clients. FreeTime will free up more time for its users by helping to manage it better. FreeTime is an application that implements the popular time management system laid out in the book “Getting Things Done” by David Allen. For definitions, acronyms, and abbreviations, see the glossary of the Vision document. The rest of this document gives an overall description and specific requirements of FreeTime, including use cases.

2. Overall Description

2.1 Product Perspective

2.1.1 User Interfaces

FreeTime will include a simple graphical interface that is easy to use and supports the steps outlined in David Allen’s GTD system.

2.1.2 Memory Constraints

The maximum number of items supported by FreeTime will be determined by the amount of hard disk space in the user’s system. The user’s system should have at least 10 MB of free hard disk space to support minimal function of FreeTime.

2.2 User Characteristics

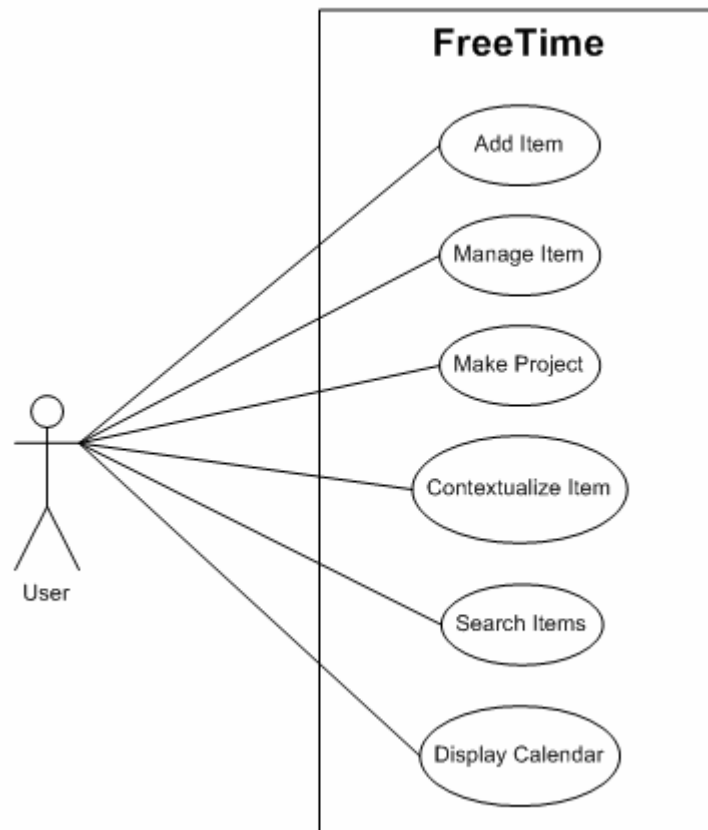
FreeTime is designed for people with basic computer knowledge. Any user that is capable of surfing the web or reading e-mail should be capable of using FreeTime. Users of the software should also have a desire to organize their lives and make better use of their time.

FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

3. Specific Requirements

For the second iteration, we were forced to re-think our use cases for FreeTime. This was based on a number of factors:

- The use cases from the first iteration were poorly developed.
- We did not accomplish as much as we wanted to during the first iteration. This was partly due to the fact that one of our team members abandoned the project.



FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

3.1 Use-Case Specifications

USE CASE 1	Add Item	
Goal in Context	User wants to add a new item to FreeTime	
Scope & Level	User Goal	
Primary Actor	User	
Secondary Actors	None	
Preconditions	User has clicked the New Item button	
Success Postconditions	A new item has been successfully entered into FreeTime	
Failed Postconditions	FreeTime data remains unchanged, and an error message is displayed to the user if appropriate	
MAIN SUCCESS SCENARIO	Step	Action
	1	User is directed to the Add Item screen
	2	User enters a brief title for the new item in the "Name" field
	3	(Optional) User enters a date in the "Time Due" field
	4	(Optional) User enters additional comments pertaining to the item in the "Description" field
	5	(Optional) User selects a folder from the "Category Shortcut" field [Inbox is selected by default]
	6	User clicks the OK button
	7	FreeTime processes the request and returns to the main screen
EXTENSIONS	Step	Branching Action
	*a-1	User clicks the Cancel button
	*a-2	FreeTime data remains unchanged, and User is directed back to the main screen
	6a-1	User has left the "Name" field blank
	6a-2	FreeTime will display a message to the user instructing them to complete the "Name" field before clicking OK
	7a-1	FreeTime encounters a system error
	7a-2	Error message is displayed to the user with appropriate details about the error
Priority:	5 (out of 5)	
Frequency	5 (out of 5)	

FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

USE CASE 2	Manage Item	
Goal in Context	User wants to modify or delete an existing item	
Scope & Level	User Goal	
Primary Actor	User	
Secondary Actors	None	
Preconditions	User has selected an existing item and clicked the Edit Item button	
Success Postconditions	The selected item has been modified or deleted	
Failed Postconditions	FreeTime data remains unchanged, and an error message is displayed to the user if appropriate	
MAIN SUCCESS SCENARIO	Step	Action
	1	User is directed to the Manage Item screen, which is populated with the data for the selected item
	2	User modifies data in the “Name”, “Description”, “Time Due”, or “Category Shortcut” fields as necessary
	3	User clicks the OK button
	4	FreeTime processes the request and returns to the main screen
EXTENSIONS	Step	Branching Action
	*a-1	User clicks the Cancel button
	*a-2	FreeTime data remains unchanged, and User is directed back to the main screen
	*b-1	User clicks the Delete button
	*b-2	The selected item is moved to the Trash folder, and User is directed back to the main screen
	3a-1	User has left the “Name” field blank
	3a-2	FreeTime will display a message to the user instructing them to complete the “Name” field before clicking OK
	4a-1	FreeTime encounters a system error
	4a-2	Error message is displayed to the user with appropriate details about the error
Priority:	4 (out of 5)	
Frequency	4 (out of 5)	

FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

USE CASE 3	Make Project	
Goal in Context	User wants to convert an existing item into a project	
Scope & Level	User Goal	
Primary Actor	User	
Secondary Actors	None	
Preconditions	User has selected an existing item and clicked the Make Project button	
Success Postconditions	The selected item has been converted into a project	
Failed Postconditions	FreeTime data remains unchanged, and an error message is displayed to the user if appropriate	
MAIN SUCCESS SCENARIO	Step	Action
	1	FreeTime converts the selected item into a new project with the same characteristics
	2	FreeTime asks the User if he/she would now like to add new items to the project
	3	User clicks "Yes" or "No"
	4	FreeTime processes the User's request and redirects the User to the appropriate screen (main screen if "No"; Add Item screen if "Yes")
EXTENSIONS	Step	Branching Action
	4a-1	FreeTime encounters a system error
	4a-2	Error message is displayed to the user with appropriate details about the error
Priority:	3 (out of 5)	
Frequency	3 (out of 5)	

FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

USE CASE 4	Contextualize Item	
Goal in Context	User wants to specify a context for an existing item	
Scope & Level	User Goal	
Primary Actor	User	
Secondary Actors	None	
Preconditions	User has selected an existing item and clicked the Context button	
Success Postconditions	The selected item has been assigned a context	
Failed Postconditions	FreeTime data remains unchanged, and an error message is displayed to the user if appropriate	
MAIN SUCCESS SCENARIO	Step	Action
	1	User is directed to the Context Selection screen, which displays available contexts in a drop-down list
	2	User selects a context from the drop-down list
	3	User clicks the OK button
	4	FreeTime processes the request and returns to the main screen
EXTENSIONS	Step	Branching Action
	*a-1	User clicks the Cancel button
	*a-2	FreeTime data remains unchanged, and User is directed back to the main screen
	4a-1	FreeTime encounters a system error
	4a-2	Error message is displayed to the user with appropriate details about the error
Priority:	3 (out of 5)	
Frequency	3 (out of 5)	

FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

USE CASE 5	Search Items	
Goal in Context	User wants to search for existing item(s)	
Scope & Level	User Goal	
Primary Actor	User	
Secondary Actors	None	
Preconditions	User has clicked the Search button	
Success Postconditions	A list of items matching the User's criteria is displayed on the screen	
Failed Postconditions	FreeTime data remains unchanged, and an error message is displayed to the user if appropriate	
MAIN SUCCESS SCENARIO	Step	Action
	1	User is directed to the Search screen, which has fields for "Name", "Description", "Time Due", "Folder", and "Context"
	2	User enters information about the item(s) to be displayed in the applicable fields
	3	User clicks the OK button
	4	FreeTime processes the request and displays a list of items on the screen that matches the User's criteria
EXTENSIONS	Step	Branching Action
	*a-1	User clicks the Cancel button
	*a-2	FreeTime data remains unchanged, and User is directed back to the main screen
	4a-1	FreeTime encounters a system error
	4a-2	Error message is displayed to the user with appropriate details about the error
Priority:	4 (out of 5)	
Frequency	4 (out of 5)	

Note: The Search feature is designed to be very flexible. It can function as a traditional search (i.e. finding a particular item with certain characteristics). In this case, the User enters all the information known about the item into the available fields. The Search can also function as a filter (i.e. displaying ALL items of a certain context or folder). In this case, the User leaves all fields empty except for the one field to be filtered. The implementation is the same; the difference is how the User formulates a query.

FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

USE CASE 6	Display Calendar	
Goal in Context	User wants to display a calendar that contains upcoming due dates	
Scope & Level	User Goal	
Primary Actor	User	
Secondary Actors	None	
Preconditions	User has clicked the Calendar button	
Success Postconditions	A calendar is displayed to the User with due dates of upcoming items	
Failed Postconditions	FreeTime data remains unchanged, and an error message is displayed to the user if appropriate	
MAIN SUCCESS SCENARIO	Step	Action
	1	User is directed to the Calendar screen. By default, the current month is displayed.
	2	(Optional) User clicks the Next button to display the next month.
	3	FreeTime updates the screen to reflect the month selected by the User
EXTENSIONS	Step	Branching Action
	*a-1	User clicks the Cancel button
	*a-2	FreeTime data remains unchanged, and User is directed back to the main screen
	4a-1	FreeTime encounters a system error
	4a-2	Error message is displayed to the user with appropriate details about the error
Priority:	3 (out of 5)	
Frequency	4 (out of 5)	

FreeTime	Version: 2.0
Software Requirements Specifications	Date: 19/April/2006
2 nd Iteration SRS	

3.2 Supplementary Requirements

3.2.1 Usability

A typical user should not require any training in order to use FreeTime. A typical user would be someone who is familiar with common tasks performed on a computer (such as checking e-mail or surfing the web), but does not have any further computer knowledge.

Each use case should take no more than 30 seconds for the user to complete.

3.2.2 Reliability

The final version of FreeTime should be as reliable as possible. An unreliable product is likely to drive away our target consumer.

3.2.3 Performance

FreeTime's response time should not exceed 10 seconds in the worst case for processing a request from the user, and the smaller the better. FreeTime only supports one user at a time.

3.2.4 Supportability

FreeTime should be properly documented so that maintenance is simple if a problem should arise.

3.2.5 Online User Documentation and Help System Requirements

FreeTime should have a support document that includes FAQ's and tutorials so that users are able to help themselves if they are having difficulty understanding the software.

3.2.6 Interfaces

3.2.6.1 User Interfaces

The interface will be designed with user-friendliness in mind, so that it will be accessible to a wide variety of users (from teenagers to senior citizens).

3.2.6.2 Software Interfaces

At this time, no software interfaces are required. However, FreeTime could be expanded in the future to interface with PDA's or calendar programs (such as Microsoft Outlook).