## Software Requirements Specification for Software Engineering: subtitle describing software

 $Team\ 8-Rhythm\ Rangers$ 

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## **Revision History**

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

## 1 Purpose of the Project

#### 1.1 User Business

Insert your content here.

#### 1.2 Goals of the Project

Insert your content here.

#### 2 Stakeholders

### 2.1 Client

Insert your content here.

#### 2.2 Customer

Insert your content here.

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## 2.4 Hands-On Users of the Project

Insert your content here.

#### 2.5 Personas

Insert your content here.

## 2.6 Priorities Assigned to Users

#### 2.7 User Participation

Insert your content here.

#### 2.8 Maintenance Users and Service Technicians

Insert your content here.

#### 3 Mandated Constraints

#### 3.1 Solution Constraints

Insert your content here.

# 3.2 Implementation Environment of the Current System

Insert your content here.

## 3.3 Partner or Collaborative Applications

Insert your content here.

#### 3.4 Off-the-Shelf Software

Insert your content here.

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4.1 Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project

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## 5 Relevant Facts And Assumptions

#### 5.1 Relevant Facts

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#### 5.2 Business Rules

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#### 5.3 Assumptions

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## 6 The Scope of the Work

#### 6.1 The Current Situation

Insert your content here.

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#### 6.3 Work Partitioning

Insert your content here.

#### 6.4 Specifying a Business Use Case (BUC)

Insert your content here.

## 7 Business Data Model and Data Dictionary

#### 7.1 Business Data Model

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#### 7.2 Data Dictionary

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## 8 The Scope of the Product

#### 8.1 Product Boundary

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## 9 Functional Requirements

## 9.1 Functional Requirements

## 10 Look and Feel Requirements

#### 10.1 Appearance Requirements

Insert your content here.

#### 10.2 Style Requirements

Insert your content here.

## 11 Usability and Humanity Requirements

#### 11.1 Ease of Use Requirements

Insert your content here.

# 11.2 Personalization and Internationalization Requirements

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## 11.3 Learning Requirements

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#### 11.4 Understandability and Politeness Requirements

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#### 11.5 Accessibility Requirements

Insert your content here.

## 12 Performance Requirements

## 12.1 Speed and Latency Requirements

#### 12.2 Safety-Critical Requirements

Insert your content here.

#### 12.3 Precision or Accuracy Requirements

Insert your content here.

#### 12.4 Robustness or Fault-Tolerance Requirements

Insert your content here.

#### 12.5 Capacity Requirements

Insert your content here.

#### 12.6 Scalability or Extensibility Requirements

Insert your content here.

#### 12.7 Longevity Requirements

Insert your content here.

# 13 Operational and Environmental Requirements

## 13.1 Expected Physical Environment

Insert your content here.

## 13.2 Wider Environment Requirements

# 13.3 Requirements for Interfacing with Adjacent Systems

Insert your content here.

#### 13.4 Productization Requirements

Insert your content here.

#### 13.5 Release Requirements

Insert your content here.

## 14 Maintainability and Support Requirements

#### 14.1 Maintenance Requirements

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### 21.2 Planning of the Development Phases

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## 22 Migration to the New Product

#### 22.1 Requirements for Migration to the New Product

Insert your content here.

## 22.2 Data That Has to be Modified or Translated for the New System

Insert your content here.

#### 23 Costs

The monetary cost estimate of the project is \$0 CAD. All of the necessary equipment is owned by at least one group member.

The total time cost estimate of the project is 8 months (September 2024 - April 2025).

The function point cost estimate is 12. This is derived from the business rules, which list out all the high level function points of the project.

## 24 User Documentation and Training

## 24.1 User Documentation Requirements

Insert your content here.

## 24.2 Training Requirements

## 25 Waiting Room

Insert your content here.

## 26 Ideas for Solution

## Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

- 1. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
- 2. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?