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

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2.2 Customer

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2.3 Other Stakeholders

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2.4 Hands-On Users of the Project

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2.5 Personas

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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

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3.4 Off-the-Shelf Software

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3.5 Anticipated Workplace Environment

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3.6 Schedule Constraints

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3.8 Enterprise Constraints

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4 Naming Conventions and Terminology

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

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5 Relevant Facts And Assumptions

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5.2 Business Rules

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6 The Scope of the Work

6.1 The Current Situation

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6.2 The Context of the Work

6.3 Work Partitioning

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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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8.2 Product Use Case Table

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8.3 Individual Product Use Cases (PUC's)

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9 Functional Requirements

9.1 Functional Requirements

10 Look and Feel Requirements

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10.2 Style Requirements

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11 Usability and Humanity Requirements

11.1 Ease of Use Requirements

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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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18 Open Issues

Insert your content here.

19 Off-the-Shelf Solutions

19.1 Ready-Made Products

19.2 Reusable Components

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19.3 Products That Can Be Copied

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20 New Problems

20.1 Effects on the Current Environment

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20.3 Potential User Problems

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20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product

Insert your content here.

20.5 Follow-Up Problems

Insert your content here.

21 Tasks

- Revise requirements document
- Design the systems structure

- Build prototype and get feedback
- Integrate Spotify API for song data
- Develop music recommendation module
- Work on music generation module
- Create song analysis moudle
- Test the platform and gather feedback
- Revise based on feedback
- Write user guide and documentation
- Finalize revisions to documentation

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

Insert your content here.

24 User Documentation and Training

24.1 User Documentation Requirements

24.2 Training Requirements

Insert your content here.

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?