

Software Requirements Specification for Software Engineering: subtitle describing software

Team 8 – Rhythm Rangers

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Contents

1	Purpose of the Project	vi
1.1	User Business	vi
1.2	Goals of the Project	vi
2	Stakeholders	vi
2.1	Client	vi
2.2	Customer	vi
2.3	Other Stakeholders	vi
2.4	Hands-On Users of the Project	vi
2.5	Personas	vi
2.6	Priorities Assigned to Users	vi
2.7	User Participation	vii
2.8	Maintenance Users and Service Technicians	vii
3	Mandated Constraints	vii
3.1	Solution Constraints	vii
3.2	Implementation Environment of the Current System	vii
3.3	Partner or Collaborative Applications	vii
3.4	Off-the-Shelf Software	vii
3.5	Anticipated Workplace Environment	vii
3.6	Schedule Constraints	vii
3.7	Budget Constraints	vii
3.8	Enterprise Constraints	viii
4	Naming Conventions and Terminology	viii
4.1	Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project	viii
5	Relevant Facts And Assumptions	viii
5.1	Relevant Facts	viii
5.2	Business Rules	viii
5.3	Assumptions	viii
6	The Scope of the Work	viii
6.1	The Current Situation	viii
6.2	The Context of the Work	viii
6.3	Work Partitioning	ix

6.4	Specifying a Business Use Case (BUC)	ix
7	Business Data Model and Data Dictionary	ix
7.1	Business Data Model	ix
7.2	Data Dictionary	ix
8	The Scope of the Product	x
8.1	Product Boundary	x
8.2	Product Use Case Table	x
8.3	Individual Product Use Cases (PUC's)	x
9	Functional Requirements	xxi
9.1	Functional Requirements	xxi
10	Look and Feel Requirements	xxi
10.1	Appearance Requirements	xxi
10.2	Style Requirements	xxi
11	Usability and Humanity Requirements	xxi
11.1	Ease of Use Requirements	xxi
11.2	Personalization and Internationalization Requirements	xxi
11.3	Learning Requirements	xxi
11.4	Understandability and Politeness Requirements	xxi
11.5	Accessibility Requirements	xxi
12	Performance Requirements	xxii
12.1	Speed and Latency Requirements	xxii
12.2	Safety-Critical Requirements	xxii
12.3	Precision or Accuracy Requirements	xxii
12.4	Robustness or Fault-Tolerance Requirements	xxii
12.5	Capacity Requirements	xxii
12.6	Scalability or Extensibility Requirements	xxii
12.7	Longevity Requirements	xxii
13	Operational and Environmental Requirements	xxii
13.1	Expected Physical Environment	xxii
13.2	Wider Environment Requirements	xxiii
13.3	Requirements for Interfacing with Adjacent Systems	xxiii
13.4	Productization Requirements	xxiii

13.5 Release Requirements	xxiii
14 Maintainability and Support Requirements	xxiii
14.1 Maintenance Requirements	xxiii
14.2 Supportability Requirements	xxiii
14.3 Adaptability Requirements	xxiii
15 Security Requirements	xxiii
15.1 Access Requirements	xxiii
15.2 Integrity Requirements	xxiv
15.3 Privacy Requirements	xxiv
15.4 Audit Requirements	xxiv
15.5 Immunity Requirements	xxiv
16 Cultural Requirements	xxiv
16.1 Cultural Requirements	xxiv
17 Compliance Requirements	xxiv
17.1 Legal Requirements	xxiv
17.2 Standards Compliance Requirements	xxiv
18 Open Issues	xxiv
19 Off-the-Shelf Solutions	xxv
19.1 Ready-Made Products	xxv
19.2 Reusable Components	xxv
19.3 Products That Can Be Copied	xxv
20 New Problems	xxv
20.1 Effects on the Current Environment	xxv
20.2 Effects on the Installed Systems	xxv
20.3 Potential User Problems	xxv
20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product	xxv
20.5 Follow-Up Problems	xxv
21 Tasks	xxvi
21.1 Project Planning	xxvi
21.2 Planning of the Development Phases	xxvi

22 Migration to the New Product	xxvi
22.1 Requirements for Migration to the New Product	xxvi
22.2 Data That Has to be Modified or Translated for the New System	xxvi
23 Costs	xxvi
24 User Documentation and Training	xxvi
24.1 User Documentation Requirements	xxvi
24.2 Training Requirements	xxvi
25 Waiting Room	xxvii
26 Ideas for Solution	xxvii

Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

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1.1 User Business

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3.1 Solution Constraints

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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

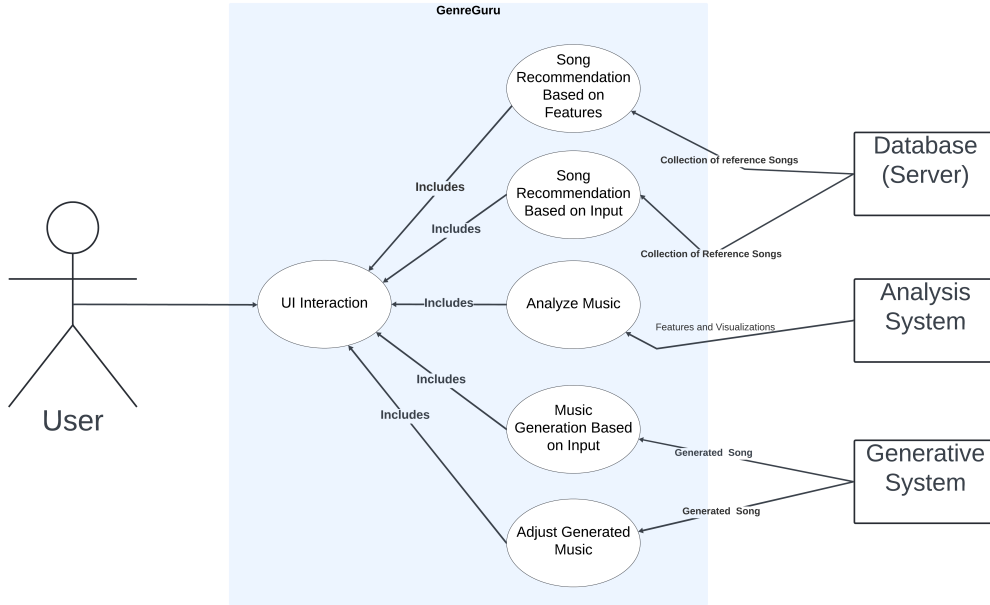
Insert your content here.

7.2 Data Dictionary

Insert your content here.

8 The Scope of the Product

8.1 Product Boundary



8.2 Product Use Case Table

PUC No	PUC Name	Actor/s	Input & Output
1	UI Interaction	User	User Actions (click, swipe, drag) (in) System Response (out)
2	Song Recommendation Based on Features	User	User's desired features (in) Collection of reference songs (out)
3	Music Recommendation Based on Input	User	Reference song(s) and/or song snippet(s) (in) Generated song or song snippet (out)
4	Analyze Music	User	Reference song or song snippet (in) Collection of features and visualizations (out)
5	Song Recommendation Based on Input	User	Reference song(s) (in) Collection of reference songs (out)

Table 1: Product Use Case Table

8.3 Individual Product Use Cases (PUC's)

1. Product Use Case Name: UI Interaction

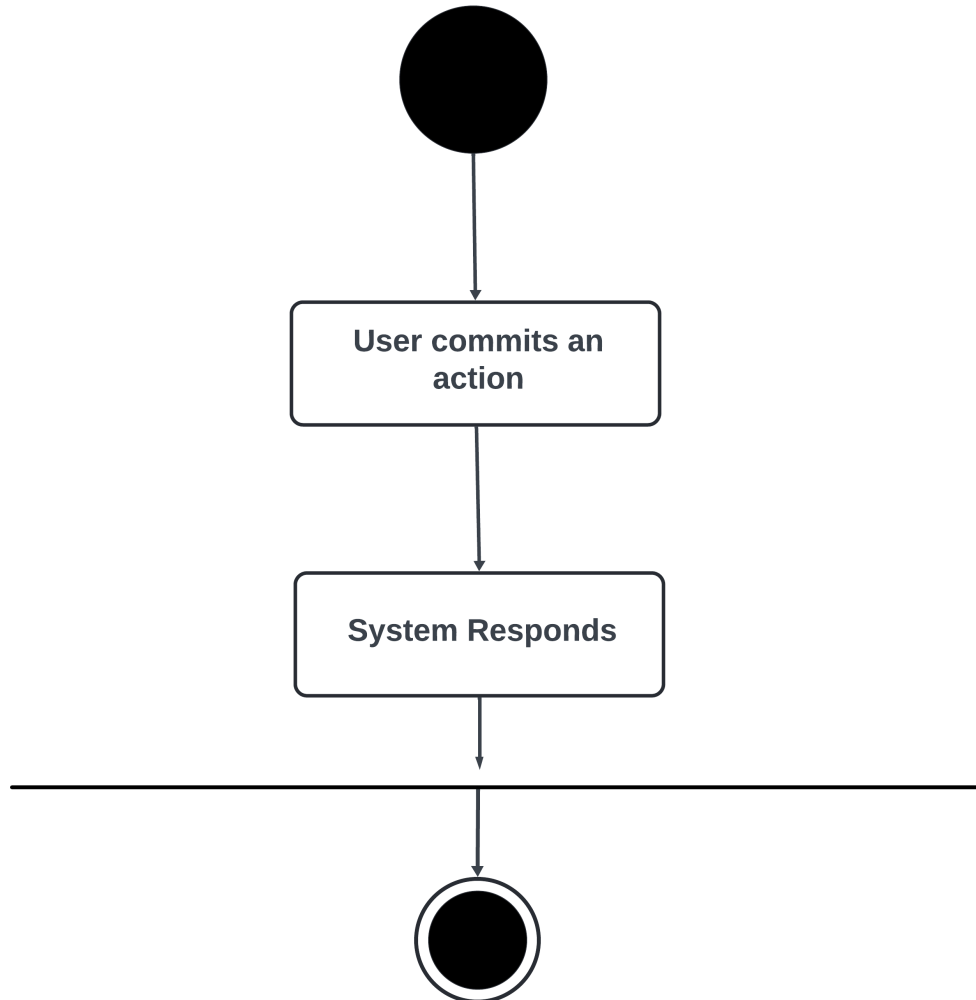
Trigger: User commits some action (e.g. clicking, swiping, dragging)

Preconditions: User has successfully accessed GenreGuru, or is already in GenreGuru

Interested Stakeholders: All

Actor/s: User

Activity Diagram:



Outcome: The user will commit an action like swiping or pressing and the system will react depending on the action.

2. Product Use Case Name: Song Recommendation Based on Features

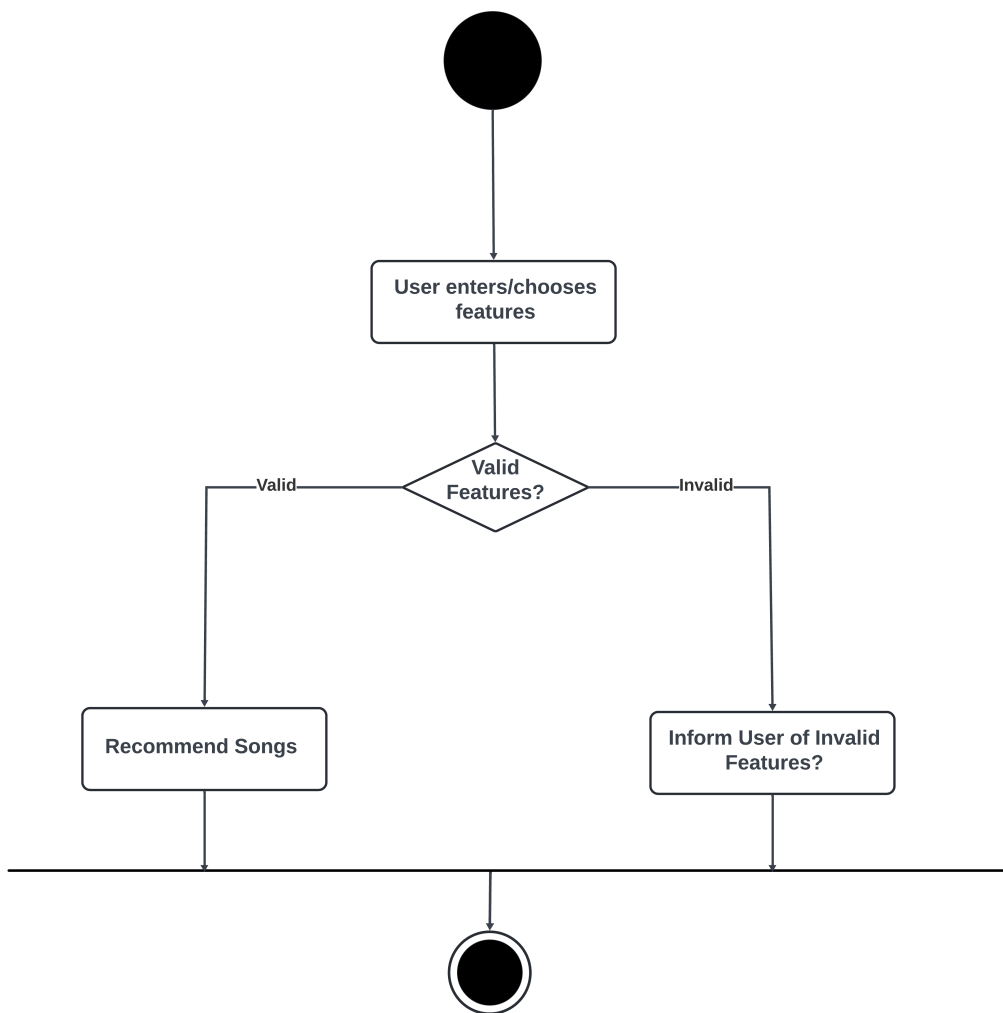
Trigger: User picks features, and indicates they want to search for recommendations

Preconditions: User must have GenreGuru open, the user has selected features to search for

Interested Stakeholders: Casual Music Listeners, Hobbyist Musicians

Actor/s: User

Activity Diagram:



Outcome: The user will select or manually enter features they are looking for in a song, and the system will first check to see if the features they selected/entered are valid, and the system will return a collection of reference songs that match those features.

3. Product Use Case Name: Music Generation Based on Input

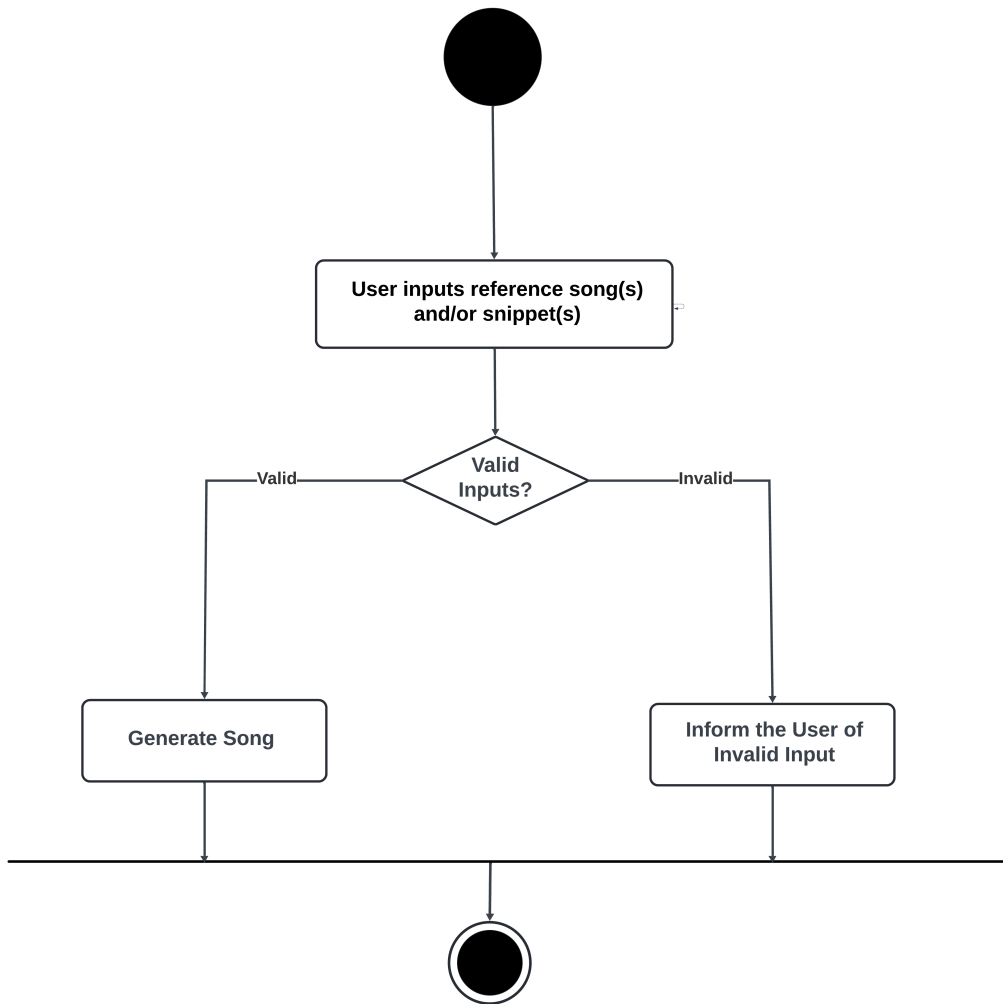
Trigger: User inputs reference song(s) and/or song snippet(s), and indicates they want to generate a song

Preconditions: User must have GenreGuru open, and the user has provided a valid input(s)

Interested Stakeholders: Music producers, Hobbyist Musicians

Actor/s: User

Activity Diagram:



Outcome: The user will enter song(s) and/or song snippet(s) and indicate to the system that they want to generate music, the system will check that these inputs are valid (correct format) and then will generate a song and return it to the user.

4. Product Use Case Name: Analyze Music

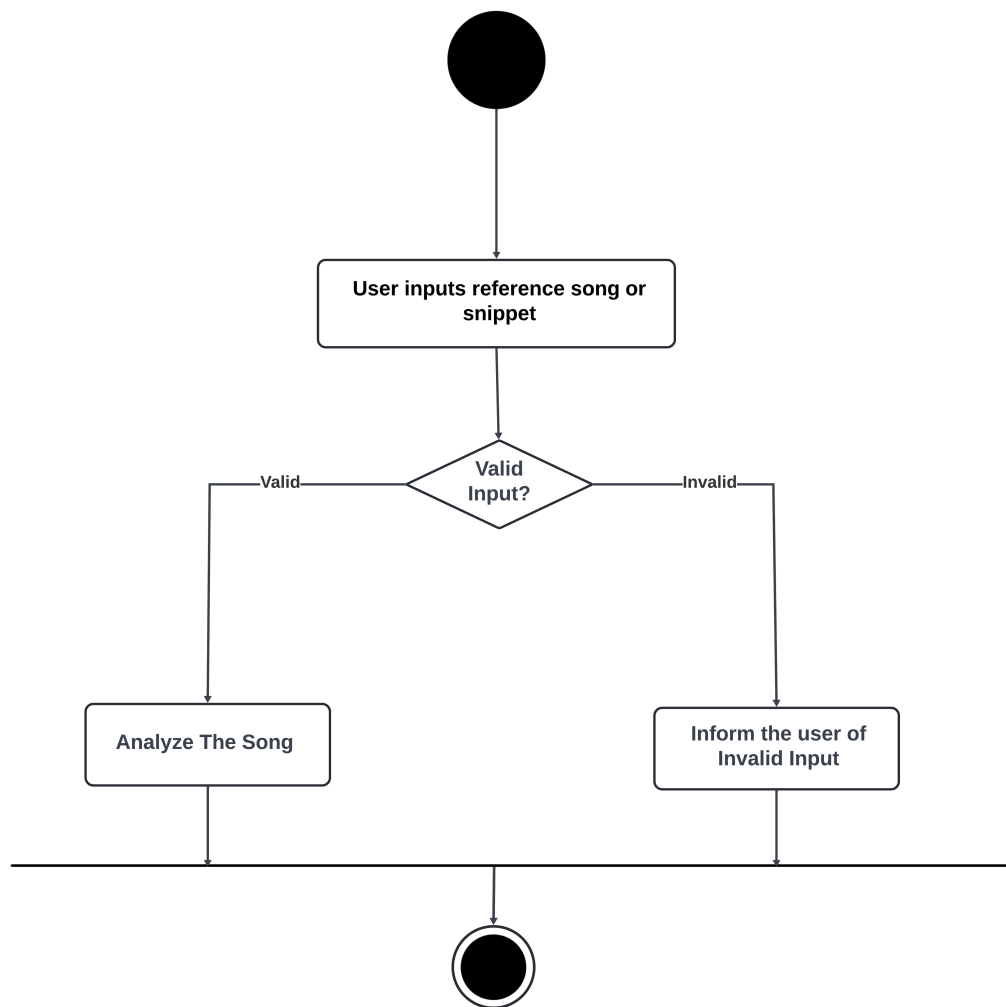
Trigger: User inputs a reference song or song snippet and indicates they want to analyze the music

Preconditions: User must have GenreGuru open, and the user has provided a valid input

Interested Stakeholders: Music Producers, Audio Engineers, Music Educators

Actor/s: User

Activity Diagram:



Outcome: The user will input a reference song or song snippet and indicate they want to analyze the song, the system will validate the input and return

a set of features and visualizations.

5. Product Use Case Name: Song Recommendation Based on Input

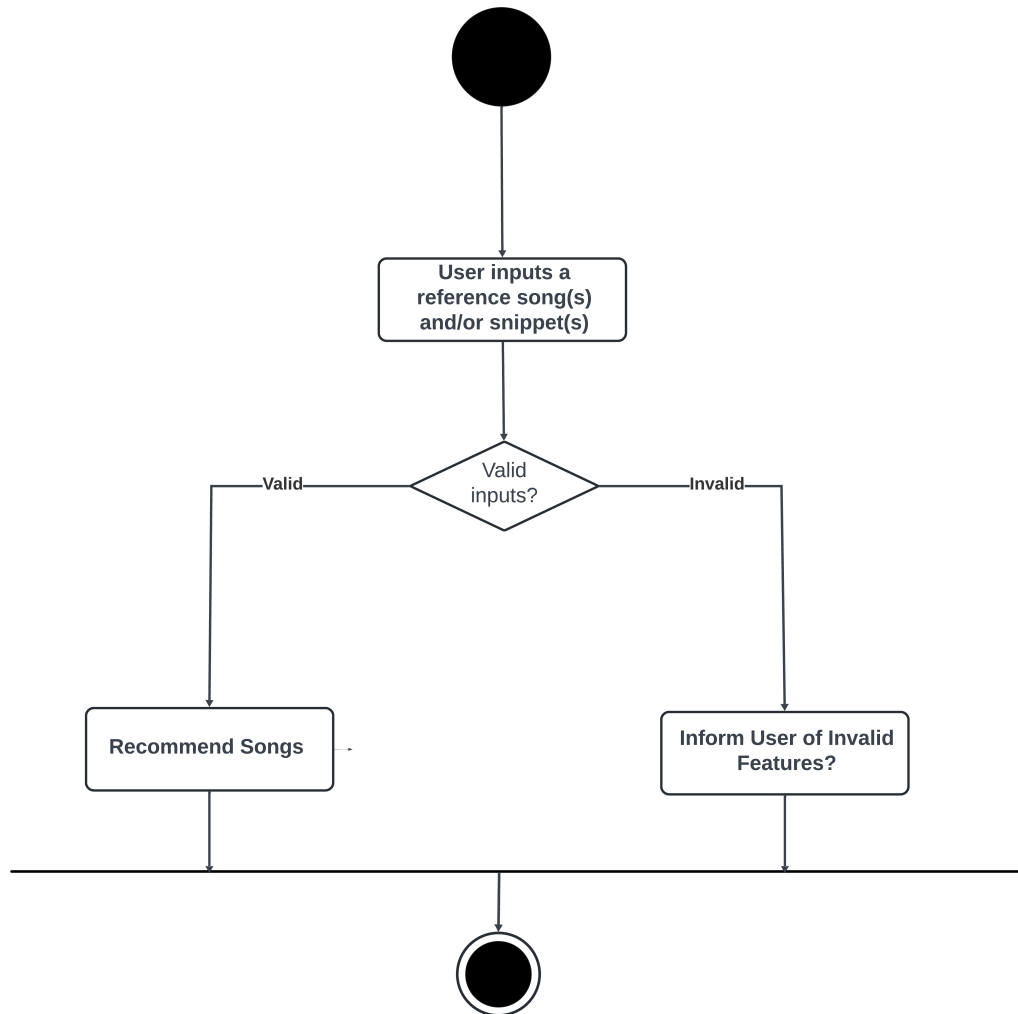
Trigger: User inputs reference song(s) and/or snippet(s), and indicates they want to search for recommendations

Preconditions: User must have GenreGuru open, and the user has provided a valid input(s)

Interested Stakeholders: Casual Music Listeners, Hobbyist Musicians

Actor/s: User

Activity Diagram:



Outcome: The users will input reference song(s) and/or snippet(s), the system will first check to see if the inputs are valid. Then the system will return a collection of reference songs.

6. Product Use Case Name: Server Interaction for Music Generation
Trigger: User submits a reference song and/or snippet and requests music

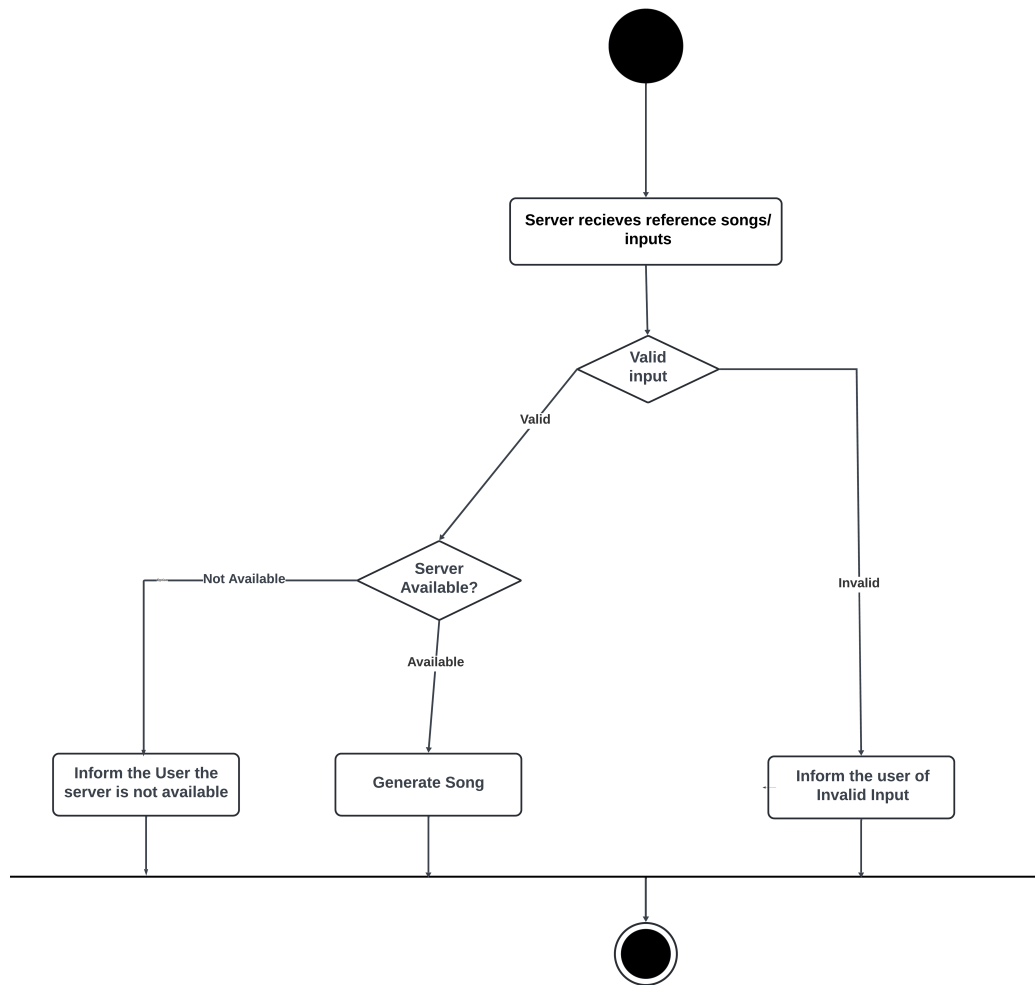
generation

Preconditions: User has provided a valid input through, and the server is operational

Interested Stakeholders: Music Producers, Hobbyist Musicians

Actor/s: Server

Activity Diagram:



Outcome: The server processes the input, generates music, and returns the generated song to the user

7. Product Use Case Name: Server Interaction for Song Recommendation

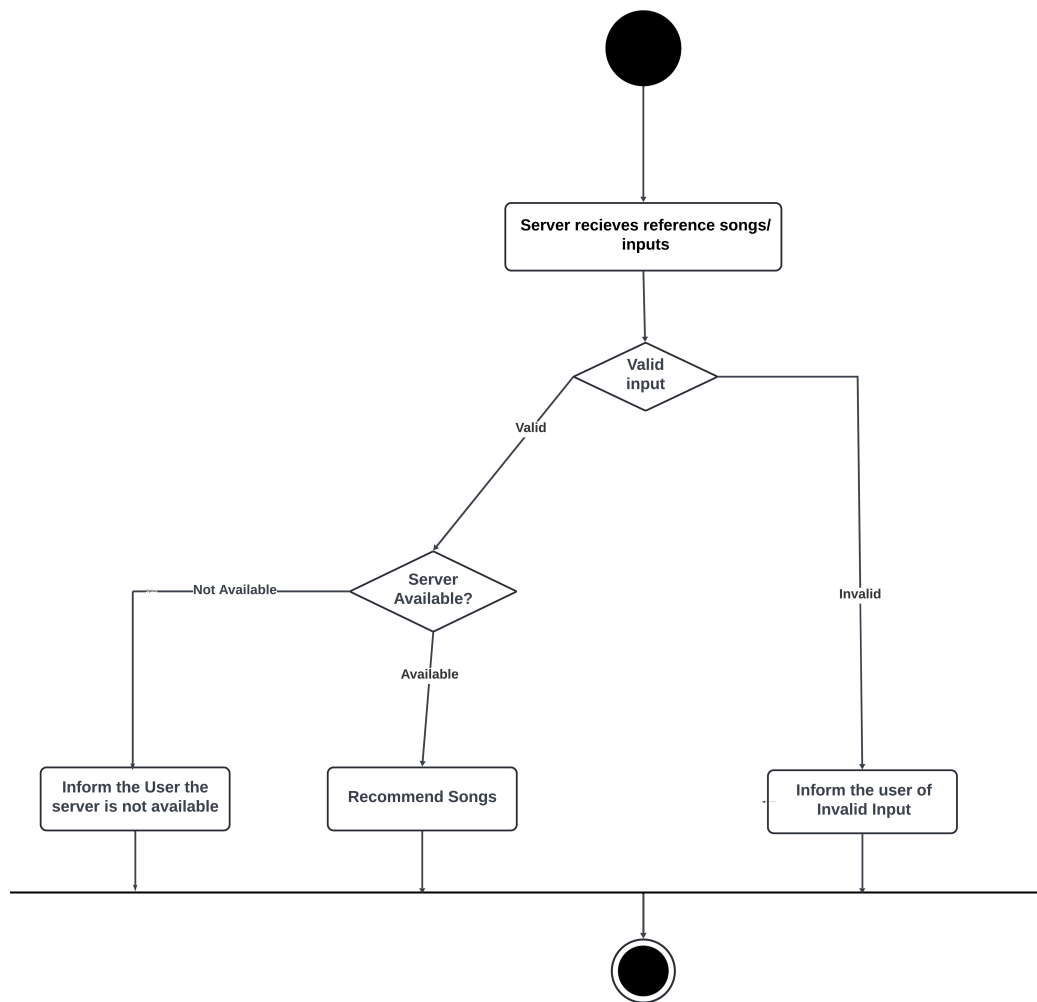
Trigger: User submits desired features or reference songs/snippets and requests song recommendations

Preconditions: User has provided valid input, and the server is available

Interested Stakeholders: Casual Music Listeners, Hobbyist Musicians

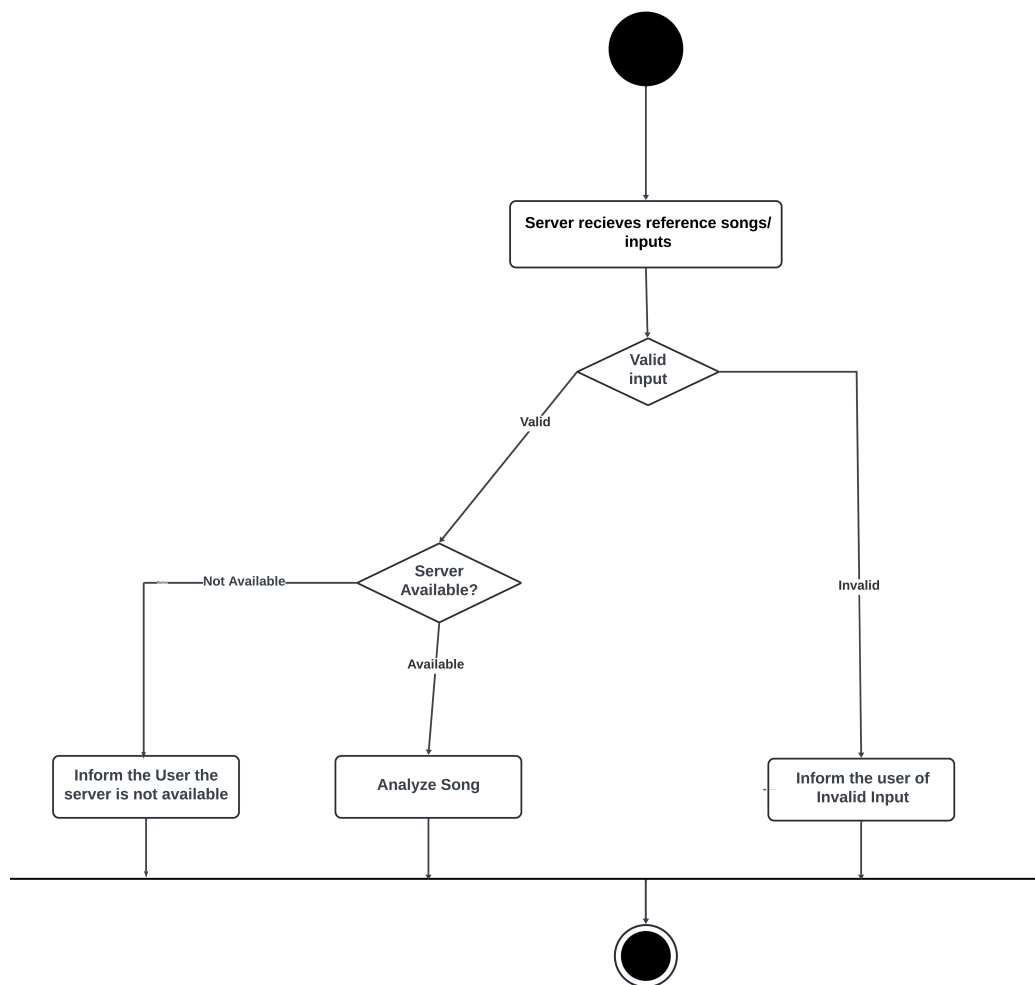
Actor/s: Server

Activity Diagram:



Outcome: The server processes the input and returns a collection of recommended songs based on the input features or reference songs/snippets.

8. Product Use Case Name: Server Interaction for Music Analysis
Trigger: User submits a reference song or snippet and requests music analysis
Preconditions: User has provided a valid input, and the server is ready to analyze
Interested Stakeholders: Music Producers, Audio Engineers, Music Educators
Actor/s: Server **Activity Diagram:**



Outcome: The server analyzes the song or snippet and returns a collection of features and visualizations to the user.

9 Functional Requirements

9.1 Functional Requirements

Insert your content here.

10 Look and Feel Requirements

10.1 Appearance Requirements

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26 Ideas for Solution

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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?