# Software Requirements Specification for Software Engineering: subtitle describing software

 $Team\ 8-Rhythm\ Rangers$ 

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October 6, 2024

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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

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## 2 Stakeholders

# 2.1 Client

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#### 2.2 Customer

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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.

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#### 3.4 Off-the-Shelf Software

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### 6.3 Work Partitioning

Insert your content here.

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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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# 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.

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# 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

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## 22.1 Requirements for Migration to the New Product

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#### 23 Costs

Insert your content here.

# 24 User Documentation and Training

# 24.1 User Documentation Requirements

Insert your content here.

# 24.2 Training Requirements

Insert your content here.

# 25 Waiting Room

- 1. The recommendation system will be able to recommend songs from less popular music genres (jazz, blues, etc.)
- 2. The analysis system will be able to extract musical features from less popular music genres (jazz, blues, etc.)

- 3. The generative system be able to generate songs from less popular music genres (jazz, blues, etc.)
- 4. The recommendation system will be able to recommend songs from unpopular music genres (gnawa, libyan funk, etc.)
- 5. The analysis system will be able to extract musical features from less popular music genres (gnawa, libyan funk, etc.)
- 6. The generative system be able to generate songs from less popular music genres (gnawa, libyan funk, etc.)
- 7. The recommendation system will be able to search for songs with cover art similar to an input song
- 8. The generative system will be able to generate new cover art for a newly generated song
- 9. The generative system will be able to generate new covert art for an existing song

# 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?