
Functional Requirements *for* “Capital Games”

Report 1: Part 2
Software Engineering
14:332:452

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Contributions Breakdown

		Names					
Category	Points	Jeff A	Eric C	Nick P	Jeff R	Val R	Dario R
Project Management	10 Points	0%	0%	0%	0%	0%	0%
Customer Requirements	9 Points	0%	0%	0%	0%	0%	0%
System Requirements	6 Points	0%	0%	0%	0%	0%	0%
Functional Requirements	30 Points	0%	0%	0%	0%	0%	0%
User Interface Specifications	15 Points	0%	0%	0%	0%	0%	0%
Domain Analysis	25 Points	0%	0%	0%	0%	0%	0%
Plan of Work	5 Points	0%	0%	0%	0%	0%	0%

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1 Functional Requirements Specification

1.1 Stakeholders

1.2 Actors and Goals

1.3 Use Cases

Use Case UC-X	Name of Use Case Goes Here
Related Re-quirements:	List of Requirements
Initiating Actor:	List of Actors
Actor's Goal:	Bla bla bla
Participating Actor:	Bla bla
Preconditions:	List these out or use parbox library
Postconditions:	List these out or use parbox
Flow of Events for Main Success Scenario:	
←	You might need to number this manually
→	Because automatic numbering might not flow
↔	It's annoying but whatever
Flow of Events for Extensions (Alternate Scenarios):	
Alternate scenarios	
←	Describe the subscenario of how things happen
→	basically how it diverges from above

1.4 System Sequence Diagrams

Project Management

References
