**SWE 574 Software Development As A Team, Fall 2016**

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**Project**

**Requirements Specifications Document**

**12.10.2015**

**Revision 0.1**

**By Group 1**

Revision History

|  |  |  |
| --- | --- | --- |
| **Revision** | **Date** | **Explanation** |
| 0.1 | 12.10.2015 | * Initial requirements based on problem definition details and meetings with client (Requirements Model) * All sections are new in this document |

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1. Introduction

Project will be a system for **communities of practice** to obtain better mechanism for **communication**, **documentation** and **coordination of information**. The system will have the features stated below:

2. Requirements List

|  |  |
| --- | --- |
| **No** | **Requirement** |
| 1 | * Membership will be required. |
| 2 | * Roles and responsibilities   + Admins   + Meeting managers   + Note takers   + Registered members |
| 3 | * Members and admins will be able to create new communities. |
| 4 | * Communities will involve   + Subject   + Content   + Documents   + Resources   + Meeting plans   + Registered members   + Meeting reports   + Tags |
| 5 | * Members will be able to join communities. |
| 6 | * Members will be able to search other members and see their personal information. |
| 7 | * Semantic tagging (meta information) will be provided.   + Tagging will be done by the members. |
| 8 | * Members will be able to create meeting. |
| 9 | * Meeting will involve   + Attendants     - Note taker     - Meeting manager     - Members   + Documents     - Pre-readings     - Decisions     - Observations   + Time with the specified time-zone   + Duration   + Agenda |
| 10 | * Resources will involve   + Links   + Uploaded documents(image, file)   + Videos   + Text |
| 11 | * Posting a comment |
| 12 | * Questions should be indicated. |
| 13 | * Instant messaging will be available. |
| 14 | * Searching   + Similar topics will be suggested |
| 15 | * Transfer of knowledge of private conversation to the community will be provided. |
| 16 | * Reporting only in web application. |
| 17 | * Mobile version |
| 18 | * Java Platform for web |
| 19 | * Android for mobile |

2.1. Functional Requirements

2.2. Non-functional Requirements

3. Overall Use Case Diagram(s)

4. Use Case Descriptions

5. Glossary

|  |  |
| --- | --- |
| **Term** | **Description** |
|  |  |
|  |  |

References