Assumptions

When developing our software, we had to make a number of assumptions in order for us to be able to feasibly develop the software. Assumptions are an inherent part of software development, as throughout the entire development process, be it developing an algorithm or a user interface, we have to have some assumptions in place like the environment it will run in, or the expected user capability. The difference between an assumption from a specification is that assumptions aren’t explicitly provided to the developer, hence the developer has to make these assumptions on his own (Lewis et. Al 2004).

For our application, we too have made a number of assumptions during the design process of the application. These assumptions are in relation to the user’s skills.

In terms of user skills, we would expect that in general the user should be able to install software using a wizard. It would be expected that the user is able to read instructions in English, and follow the instructions in the installation wizard to setup the software on his/her machine.

In addition, to use the software, we are under the assumption that the user is at least able to control a mouse properly and knows how to point, click and move the mouse around, and if possible knows how to operate a keyboard. The knowledge on working a keyboard isn’t a must however, as our application can still be fully control with just a mouse. The user is also assumed to have reasonably good vision and is able to read and understand English at least, as we don’t have any plans at the moment to setup any form of accessibility assistance like black and white display or a magnified interface.

http://resources.sei.cmu.edu/asset\_files/TechnicalNote/2004\_004\_001\_14327.pdf