
University *of* Glasgow | Department of Computing Science

# D3: REQUIREMENTS DOCUMENT

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| Deliverable ID | D3 |
| Deliverable Title | Requirements Document |
| Project | Team Project 3: Interactive Primer Design |
| Team | Q |
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# Contents

# 1 Introduction

## 1.1 Identification

This document outlines the Requirements Specification of the system to be implemented, to be approved by the clients.

## 1.2 Related Documentation

Initial Problem Specification:

- See Section B

PCR Design Principles (Summary of Meeting on 10/10/2012)

- See Section B

List of Animations Involving PCR Provided by Clients

- `http://www.youtube.com/watch?v=XXkG6m3yT1M&feature=youtu.be`
- `http://ibls.moodle.gla.ac.uk/mod/resource/view.php?inpopup=true&id=33097`
- `http://learn.genetics.utah.edu/content/labs/pcr/`

There are various other documents including meeting minutes which are yet to be collated.

## 1.3 Purpose and Description of Document

This document will serve as an agreement between the client and Team Q as to the requirements of the system. Any disagreement between the two parties regarding these requirements will be documented here along with details on how this was resolved.

## 1.4 Document Status and Schedule

Currently this document is in draft and scheduled to be finalised pending review and approval from the clients on 7th November 2012.
After which the document will be updated iteratively as changes arise and will be re-approved by the clients before being re-released.

# 2 Extended Problem Defintion

Give an extended description of the problem here.

# 3 System Scope

Give an overview of the system here, in the context of the surrounding environment. Use case diagrams can be used to illustrate the interactions between actors in the environment and the system.
You should explain the assumptions you have made in defining the boundary of the system (i.e. what the system will and will not do).
Describe any conflicts in requirements expressed by different stakeholders, how you resolved them and why.

### 3.1 System Actors

Give descriptions of each of the actors that you have identified as interacting with the system.

### 3.2 Domain Model

Explain the elements of the domain here.

## 4 Use Case Descriptions

This is a collection of use case descriptions (one per use case). Think carefully about how to group these descriptions in the document. You can use the template style provided to format your descriptions:

| | |
|---|---|
| **Use case** | |
| **Description** | |
| **Rationale** | |
| **Priority** | |
| **Status** | |
| **Actors** | |
| **Extensions** | |
| **Includes** | |
| **Conditions** | |
| **Non-Functional Requirements** | |
| **Scenarios** | |
| **Risks** | |
| **User Interface** | |

# 5 Non Functional Requirements

- The system is expected to be used at students' homes or in the Biology lab computers, so portability is essential for the system to work to the clients' expectations.

# 6 Summary

Give a (very short) summary of the key aspects of the requirements specification.

# A Glossary

**PSD or PSD3** Professional Software Development 3, a compulsory level 3 Computing Science Course designed to teach students how to develop software in a professional manner

**GitHub** GitHub refers to the website `github.com` which hosts the git repository for our project's documentation and implentation at `https://github.com/Dan-McElroy/Team-Project--Q`

**Git** Git is a version control system used by Team Q to keep track of all digital files related to the system. Not to be confused with the term of 'endearment' in the English language.

**TP or TP3** Team Project 3, a compulsory Level 3 Computing Science module where students are required to produce some piece of software. In our case, this system.

**Portability** A system which is portable is able to be used on a different computer to the one on which it was developed with no, or minimal, changes.

## B Client Meeting Documentation

## C Group Meeting Documentation