

Project Title

Software Requirements Specification

Eric Le Fort
leforte@mcmaster.ca
1308609

Max Moore
moorem8@mcmaster.ca
1320009

October 27, 2016

Contents

1	Project Drivers	2
1.1	The Purpose of the Project	2
1.2	The Clients, the Customers, and Other Stakeholders	2
1.2.1	The Clients	2
1.2.2	The Customers	2
1.2.3	Other Stakeholders	2
1.3	Users of the Product	2
2	Project Constraints	2
2.1	Mandated Constraints	2
2.2	Naming Conventions & Definitions	2
2.2.1	Definitions	2
2.2.2	Acronyms & Abbreviations	2
2.3	Relevant Facts & Assumptions	3
3	Functional Requirements	3
3.1	The Scope of the Work	3
3.2	The Scope of the Product	3
3.3	Functional & Data Requirements	3
4	Non-Functional Requirements	3
4.1	Look & Feel Requirements	3
4.2	Usability & Humanity Requirements	3
4.3	Performance Requirements	4
4.4	Operational & Environmental Requirements	4
4.5	Maintainability & Support Requirements	4
4.6	Security Requirements	4
4.7	Cultural & Political Requirements	4
4.8	Legal Requirements	4
5	Project Issues	4
5.1	Open Issues	4
5.2	Off-the-Shelf Solutions	4
5.3	New Problems	4
5.4	Tasks	4
5.5	Migration to the New Project	4
5.6	Risks	4
5.7	Costs	4
5.8	User Documentation & Training	4
5.9	Waiting Room	4
5.10	Ideas for Solutions	4

List of Figures

List of Tables

1	Revision History	1
2	Definitions	3
3	Acronyms and Abbreviations	3

Date	Revision #	Comments	Authors
DD/MM/YYYY	0	- Initial document creation	Eric Le Fort Max Moore

Table 1: Revision History

1 Project Drivers

1.1 The Purpose of the Project

1.2 The Clients, the Customers, and Other Stakeholders

1.2.1 The Clients

- Dr. Wassyng

1.2.2 The Customers

- Professional pool players
- Amateur pool players
- Pool hall owners

1.2.3 Other Stakeholders

- Team Members
- Pool Table Manufacturers

1.3 Users of the Product

- Control test group
- Professional pool players
- Amateur pool players
- Demonstrators

2 Project Constraints

2.1 Mandated Constraints

- 750 dollars investment limit

2.2 Naming Conventions & Definitions

This section outlines the various definitions, acronyms and abbreviations that will be used throughout this document in order to familiarize the reader prior to reading.

2.2.1 Definitions

Table 2 lists the definitions used in this document. The definitions given below are specific to this document and may not be identical to definitions of these terms in common use. The purpose of this section is to assist the user in understanding the requirements for the system.

Table 2: Definitions

Term	Meaning
x-axis	Distance along length of pool table
y-axis	Distance across width of pool table
z-axis	Height above pool table
θ	Rotational angle of robot arm end-effector
cue	Robot arm end-effector
direct shot	No obstacles between cue ball and target ball
straight shot	A direct shot in which the cue ball, target ball, and target hole form a straight line

2.2.2 Acronyms & Abbreviations

Table 3 lists the acronyms and abbreviations used in this document.

Table 3: Acronyms and Abbreviations

Acronym/Abbreviation	Meaning
-----------------------------	----------------

2.3 Relevant Facts & Assumptions

3 Functional Requirements

3.1 The Scope of the Work

3.2 The Scope of the Product

3.3 Functional & Data Requirements

Requirement #: - Description: - Rationale: - Originator: (Author) Fit Criterion: - Customer Satisfaction: (0-5) Priority: (low/medium/high) Supporting Material: (Other documents) History: Created (DATE)	Requirement Type: - Customer Dissatisfaction: (0-5) Conflicts: ()
---	--

4 Non-Functional Requirements

4.1 Look & Feel Requirements

LF1:

4.2 Usability & Humanity Requirements

UH1:

4.3 Performance Requirements

PR1:

4.4 Operational & Environmental Requirements

OE1:

4.5 Maintainability & Support Requirements

MS1:

4.6 Security Requirements

S1:

4.7 Cultural & Political Requirements

CP1:

4.8 Legal Requirements

L1:

5 Project Issues

5.1 Open Issues

5.2 Off-the-Shelf Solutions

5.3 New Problems

5.4 Tasks

5.5 Migration to the New Project

5.6 Risks

5.7 Costs

5.8 User Documentation & Training

5.9 Waiting Room

5.10 Ideas for Solutions