*Florida International University*

*School of Computing and Information Sciences*

CIS 4911 Senior Project – **Software Engineering Focus**

**Format of Deliverable 2 - Requirements Document (RD)**

**The bullets represent the sections before chapter 1 “Introduction”, numbers on the left represent the corresponding chapters and sections.**

* Cover page – Name of course and section, name of system, project team number, group member names, date, and name of professor.
* Copyright and trademark notices, restrictions on copying or distributing the documentation, information for contacting the issuing organization (reader’s comments), warranties, contractual obligations or disclaimers, and general warnings and cautions.
* Abstract – one or two paragraphs giving a brief overview of the document.
* Table of Contents

1. Introduction

Introduce the introduction (one or two paragraphs)

* 1. Problem Definition.
  2. Scope of system.
  3. Terminology - Definitions, acronyms, and abbreviations.
  4. Overview of document – brief explanation of what to expect in chapters 2 through 6.

1. Current System (limitations and problems) – either existing system or manual system that is being automated.
2. Project Plan (**This deliverable only**)

Introduce the project plan section (one or two paragraphs)

* 1. Project organization – assignment of roles for this deliverable.
  2. Work breakdown – identification of milestones and deliverables (refer to project schedule in Appendix A and the diary in appendix B).
  3. Cost Estimate – cost to develop the software system.

1. Proposed System Requirements

Introduce the chapter (one or two paragraphs)

* 1. Functional Requirements – describes high-level functionality

Use the following format:

*The system shall …*

For each functional requirement state the associated non-functional requirements, if any, for *Usability, Reliability, Performance,* and *Supportability*.

* 1. Analysis of System Requirements

Analysis models – contains the complete functional specification and is mainly for the designers and programmers. This section describes the diagrams in the Appendices B - D and validates the models against the use cases.

* + 1. Scenarios
    2. Use case model
    3. Static model e.g., object diagrams, class diagram
    4. Dynamic model e.g., sequence diagrams or state machines

1. Glossary - define terms used in document, especially domain specific terms.
2. Appendix
   1. Appendix A - Complete use cases
   2. Appendix B - Use case diagram using UML
   3. Appendix C - Static UML diagram
   4. Appendix D - Dynamic UML diagrams
   5. Appendix E - User Interface designs.
   6. Appendix F - Diary of meeting and tasks.
3. References

***Please email me the UML diagram in one file before the presentation.***