Project Ortus
Software Requirements Specification

Revision History

Date	Version	Description	Author
19.10.2016	1.0	First Version of this document	Fabian Zehner, Koray Günel, Andreas Buchmann
20.10.2016	1.1	General revision, typo corrections	Fabian Zehner, Andreas Buchmann
21.10.2016	1.2	General revision and improvements	Fabian Zehner, Koray Günel, Andreas Buchmann
30.10.2016	1.3	Added links to Use Cases and general improvements	Andreas Buchmann

Table of Contents

Software Requirements Specification

1. Introduction

The purpose of Project Ortus is to develop a desktop application which supports and improves your learning process. The application will remind the user to take breaks, stay hydrated and will give examples for stretching exercises.

1.1 Purpose

This SRS will define and inform about the requirements of Project Ortus. Additionally it will also give information about our documents.

1.2 Scope

This document is designed for internal use only and will outline the regulations for our desktop application.

1.3 Definitions, Acronyms, and Abbreviations

SRS	System Requirements Specification
App	Application
n/a	not applicable
Tbd	to be discussed / determined
Tba	to be announced

1.4 References

GitHub: https://github.com/Bollo157/projectortus

Blog: http://projectortus.abuchmann.de

Use Case Diagram: http://projectortus.abuchmann.de/wp-content/uploads/2016/10/UseCase1_0-1.png

Use Case 1 – Main Window   https://github.com/Bollo157/projectortus/blob/master/UC_MainWindow.pdf

Use Case 2 – Timer Window: :   https://github.com/Bollo157/projectortus/blob/master/UC_TimerWindow.pdf

1.5 Overview

Many people forget to take breaks, drink water and stretch during learning sessions. They are often very focused on what they are doing and forget about the rest of the world around them. "Ortus" means "sunrise" in latin and we want to enable the user to learn all night long to the sunrise while staying fit.

The following parts of this document will describe the requirements and specifications of Project Ortus. The Use Case Diagram will improve the understanding of the reader.

2. Overall Description

The user / student will start the Project Ortus App when he starts his learning session. When he is prepared he will manually start a timer. In specified time periods the App will stop the timer and notify the user to take a break while stretching and staying hydrated. Ortus will also remind the user to open his or her windows to get some fresh air into the room. Those reminders / notifications will be audiovisual.

3.   Specific Requirements

3.1   Functionality

3.1.1   *Use-Case Diagram*

Project Ortus

Select Configuration

Select Pre-Configured Options

Set Break-Time

Set Study-Time

Set Subject

Start/Stop Learning Session

Start studiying

"Take a break" - Alarm

Record Time

Student

Check Data

Show Data in Grid

Show Data in Charts

Save Data

Save Configuration

Save cumulative Time for Subject

Save overall Learning Time

Legend

SCOPE: OPTIONAL:
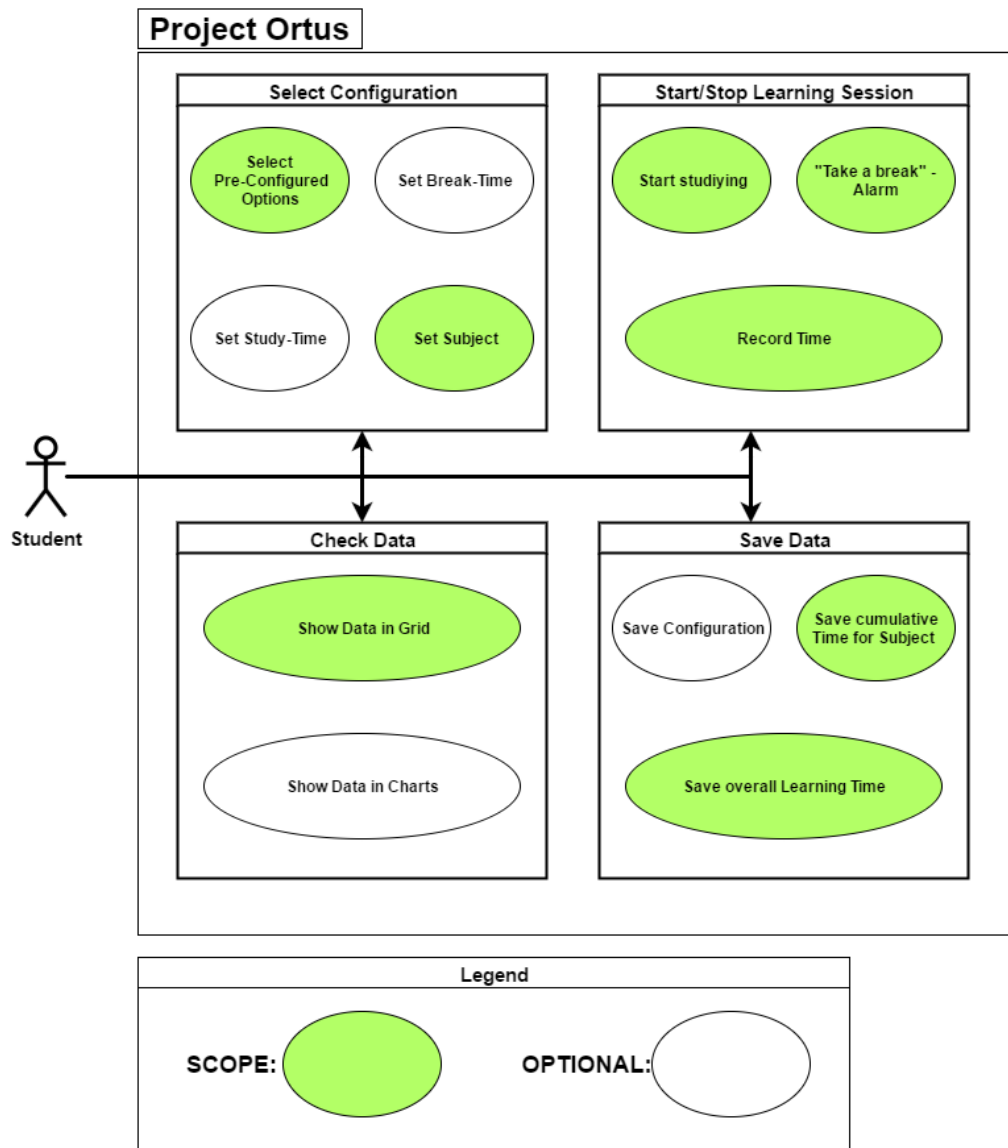
3.2   Usability

3.2.1 *Training Time*

The application will be intuitive and easy to learn. With minimal designs and labels, it will be easy for the actor to know what to do.

3.2.2 *Hardware Requirements*

The actor needs a Computer + peripherals (mouse, keyboard). An internet connection is required to download the application.

3.2.3 *Software Requirements*

The application needs the Java Runtime Environment 1.8 to run on the System. It will run on all operating systems supported by Java.

3.3 Reliability

3.3.1 *Availability*

The application does not need any access to remote resources. Therefore it will be always available.

3.3.2 *Bugs or Defect Rate*

All functions should be available without any bugs.

3.4 Performance

3.4.1 *Response Time*

The response time is highly depending on the CPU.
Application start: ~5 sec.
Interactions: < 500 ms

3.4.2 *Throughput*

not applicable (n/a)

3.4.3 *Capacity*

Project Ortus is an application running locally on the computer. There won't be any connections to resources outside.

Confidential

3.4.4 *Resource utilization*

CPU:	min. Intel Atom or better
Storage:	max. 50 MB

3.5   Supportability

not applicable (n/a)

3.6   Design Constraints

3.6.1 *Software Language*
Java with Swing and AWT.

3.7   On-line User Documentation and Help System Requirements

The application will be highly intuitive and will not require a manual.

3.8   Purchased Components

not applicable (n/a)

3.9   Interfaces

3.9.1 *User Interfaces*
Java Swing Window.

3.9.2 *Hardware Interfaces*
not applicable (n/a)

3.9.3 *Software Interfaces*
not applicable (n/a)

3.9.4 *Communications Interfaces*
not applicable (n/a)

3.10 Licensing Requirements
not applicable (n/a)

3.11 Legal, Copyright, and Other Notices
We are developing this application open source. The code will be accessible via GitHub using:

https://github.com/Bollo157/projectortus

3.12 Applicable Standards

Code conventions by Java/Oracle

4. Supporting Information

not applicable (n/a)