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

1.Introduction 3

1.1Purpose 4

1.2Scope 4

1.3Definitions, Acronyms, and Abbreviations 4

1.4References 4

1.5Overview 4

2.Overall Description 4

3.Specific Requirements 5

3.1Functionality 5

3.1.1Use-Case Diagram 5

5

3.2Usability 6

3.2.1Training Time 6

3.2.2Hardware Requirements 6

3.2.3 Software Requirements 6

3.3Reliability 6

3.3.1Availability 6

3.3.2Bugs or Defect Rate 7

3.4Performance 7

3.4.1Response Time 7

3.4.2Throughput 7

3.4.3Capacity 7

3.4.4Resource utilization 7

3.5Supportability 7

3.6Design Constraints 8

3.6.1<Design Constraint One> 8

3.7On-line User Documentation and Help System Requirements 8

3.8Purchased Components 8

3.9Interfaces 8

3.9.1User Interfaces 8

3.9.2Hardware Interfaces 8

3.9.3Software Interfaces 8

3.9.4Communications Interfaces 8

3.10Licensing Requirements 8

3.11Legal, Copyright, and Other Notices 8

3.12Applicable Standards 8

4.Supporting Information 9

Software Requirements Specification

# 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.

## Purpose

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

## Scope

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

## Definitions, Acronyms, and Abbreviations

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

## 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>

## 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.

# 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.

# Specific Requirements

## Functionality

### Use-Case Diagram

## 

## Usability

### 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.

### Hardware Requirements

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

### 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.

## Reliability

### Availability

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

### Bugs or Defect Rate

All functions should be available without any bugs.

## Performance

### Response Time

The response time is highly depending on the CPU.

Application start: ~5 sec.

Interactions: < 500 ms

### Throughput

not applicable (n/a)

### Capacity

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

### Resource utilization

CPU: min. Intel Atom or better

Storage: max. 50 MB

## Supportability

not applicable (n/a)

## Design Constraints

### Software Language

Java with Swing and AWT.

## On-line User Documentation and Help System Requirements

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

## Purchased Components

not applicable (n/a)

## Interfaces

### User Interfaces

Java Swing Window.

### Hardware Interfaces

not applicable (n/a)

### Software Interfaces

not applicable (n/a)

### Communications Interfaces

not applicable (n/a)

## Licensing Requirements

not applicable (n/a)

## 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

## Applicable Standards

Code conventions by Java/Oracle

# Supporting Information

not applicable (n/a)