

Software Requirements Specification for Flick Picker: Group Show Finder

Team 7, 7eam

Talha Asif - asift

Jarrold Colwell - colwellj

Madhi Nagarajan - nagarajm

Andrew Carolino - carvalia

Ali Tabar - sahraeia

October 5, 2022

Contents

1	The Purpose of the Project	1
1.1	The User Business or Background of the Project Effort	1
1.2	Goals of the Project	1
2	The Stakeholders	1
2.1	The Client	1
2.2	The Customer	1
2.3	Other Stakeholders	1
2.4	The Hands-On Users of the Product	2
2.5	Personas	2
2.6	Priorities Assigned to Users	2
2.7	User Participation	2
2.8	Maintenance Users and Service Technicians	2
3	Constraints	2
3.1	Solution Constraints	2
3.2	Implementation Environment of the Current System	2
3.3	Partner or Collaborative Applications	3
3.4	Off-the-Shelf Software	3
3.5	Anticipated Workplace Environment	3
3.6	Schedule Constraints	3
3.7	Budget Constraints	3
3.8	Enterprise Constraints	3
4	Naming Conventions and Terminology	3
4.1	Glossary of All Terms, Including Acronyms, Used by Stakeholders Involved in the Project	3
5	Relevant Facts and Assumptions	3
5.1	Relevant Facts	3
5.2	Business Rules	4
5.3	Assumptions	4
6	The Scope of the Work	4
6.1	The Current Situation	4
6.2	The Context of the Work	4
6.3	Work Partitioning	4
6.4	Specifying a Business Use Case (BUC	4
7	Business Data Model and Data Dictionary	4
7.1	Business Data Model	4
7.2	Data Dictionary	4

8	The Scope of the Product	5
8.1	Product Boundary	5
8.2	Product Use Case Table	5
8.3	Individual Product Use Cases	5
9	Functional Requirements	5
9.1	Functional Requirements	5
10	Non-Functional Requirements	5
10.1	Look and Feel Requirements	5
10.1.1	Appearance Requirements	5
10.1.2	Style Requirements	5
10.2	Usability and Humanity Requirements	5
10.2.1	Ease of Use Requirements	6
10.2.2	Personalization and Internationalization Requirements	6
10.2.3	Learning Requirements	6
10.2.4	Understandability and Politeness Requirements	6
10.2.5	Accessibility Requirements	6
10.2.6	Convenience Requirements	6
10.3	Performance Requirements	6
10.3.1	Speed and Latency Requirements	6
10.3.2	Safety-Critical Requirements	6
10.3.3	Precision or Accuracy Requirements	6
10.3.4	Reliability and Availability Requirements	6
10.3.5	Robustness or Fault-Tolerance Requirements	6
10.3.6	Capacity Requirements	7
10.3.7	Scalability or Extensibility Requirements	7
10.3.8	Longevity Requirements	7
10.4	Operational and Environmental Requirements	7
10.4.1	Expected Physical Environment	7
10.4.2	Wider Environment Requirements	7
10.4.3	Requirements for Interfacing with Adjacent Systems	7
10.4.4	Productization Requirements	7
10.4.5	Release Requirements	7
10.4.6	Backwards Compatibility Requirements	7
10.5	Maintainability and Support Requirements	7
10.5.1	Maintenance Requirements	8
10.5.2	Supportability Requirements	8
10.5.3	Adaptability Requirements	8
10.6	Security Requirements	8
10.6.1	Access Requirements	8
10.6.2	Integrity Requirements	8
10.6.3	Privacy Requirements	8

10.6.4	Audit Requirements	8
10.6.5	Immunity Requirements	8
10.7	Cultural Requirements	8
10.7.1	Cultural Requirements	8
10.8	Compliance Requirements	9
10.8.1	Legal Compliance Requirements	9
10.8.2	Standards Compliance Requirements	9
11	Project Issues	9
11.1	Open Issues	9
11.2	Off-the-Shelf Solutions	9
11.2.1	Ready-Made Products	9
11.2.2	Reusable Components	9
11.2.3	Products That Can Be Copied	9
11.3	New Problems	9
11.3.1	Effects on the Current Environment	9
11.3.2	Effects on the Installed Systems	10
11.3.3	Potential User Problems	10
11.3.4	Limitations in the Anticipated Implementation Environment That May Inhibit the New Product	10
11.3.5	Follow-Up Problems	10
11.4	Tasks	10
11.4.1	Project Planning	10
11.4.2	Planning of the Development Phases	10
11.5	Migration to the New Product	10
11.5.1	Requirements for Migration to the New Product	10
11.5.2	Data That Has to Be Modified or Translated for the New Product . .	10
11.6	Risks	10
11.7	Costs	11
11.8	User Documentation and Training	11
11.8.1	User Documentation Requirements	11
11.8.2	Training Requirements	11
11.9	Waiting Room	11
11.10	Ideas for Solutions	11

Revision History

Date	Version	Notes
Oct 2/22	1.0	Copying Volere Template and updating sections

1 The Purpose of the Project

a

1.1 The User Business or Background of the Project Effort

a

1.2 Goals of the Project

a

2 The Stakeholders

2.1 The Client

The clients for Flick Picker are Dr. Spencer Smith and the Teaching Assistants of 4G06, who will be responsible for a few key milestones in the development process. The client will be responsible for project approval, including, but not limited to, the approval of the general idea, scope, and complexity. Additionally, the client will also provide feedback throughout the development on various deliverables.

2.2 The Customer

The customers for Flick Picker are individuals who watch movies, tv shows, or anime as an individual or a group who wish to find catered recommendations.

2.3 Other Stakeholders

The members of 7eam are other stakeholders falling under the categories of:

- Designers and Developers
- Testers
- Systems Engineers
- Technology Experts
- System Designers
- Usability Experts

2.4 The Hands-On Users of the Product

The hands-on users of the product are the same as listed under the customer section.

Individual Watchers

The individual watcher is a user who will simply input their preference settings and then browse the movies, tv shows, or anime that fit the preferences.

Group Watchers

Group watchers also input their personal preferences. Additionally, they must also create a group and add the other members. With the group created, members can browse the movies, tv shows, or anime that best fit the combined preferences of the group.

2.5 Personas

N/A

2.6 Priorities Assigned to Users

N/A

2.7 User Participation

N/A

2.8 Maintenance Users and Service Technicians

N/A

3 Constraints

a

3.1 Solution Constraints

a

3.2 Implementation Environment of the Current System

a

3.3 Partner or Collaborative Applications

a

3.4 Off-the-Shelf Software

a

3.5 Anticipated Workplace Environment

a

3.6 Schedule Constraints

a

3.7 Budget Constraints

a

3.8 Enterprise Constraints

a

4 Naming Conventions and Terminology

a

4.1 Glossary of All Terms, Including Acronyms, Used by Stakeholders Involved in the Project

a

5 Relevant Facts and Assumptions

a

5.1 Relevant Facts

a

5.2 Business Rules

a

5.3 Assumptions

a

6 The Scope of the Work

a

6.1 The Current Situation

a

6.2 The Context of the Work

a

6.3 Work Partitioning

a

6.4 Specifying a Business Use Case (BUC

a

7 Business Data Model and Data Dictionary

a

7.1 Business Data Model

a

7.2 Data Dictionary

a

8 The Scope of the Product

a

8.1 Product Boundary

a

8.2 Product Use Case Table

a

8.3 Individual Product Use Cases

a

9 Functional Requirements

a

9.1 Functional Requirements

a

10 Non-Functional Requirements

a

10.1 Look and Feel Requirements

a

10.1.1 Appearance Requirements

a

10.1.2 Style Requirements

a

10.2 Usability and Humanity Requirements

a

10.2.1 Ease of Use Requirements

a

10.2.2 Personalization and Internationalization Requirements

a

10.2.3 Learning Requirements

a

10.2.4 Understandability and Politeness Requirements

a

10.2.5 Accessibility Requirements

a

10.2.6 Convenience Requirements

a

10.3 Performance Requirements

a

10.3.1 Speed and Latency Requirements

a

10.3.2 Safety-Critical Requirements

a

10.3.3 Precision or Accuracy Requirements

a

10.3.4 Reliability and Availability Requirements

a

10.3.5 Robustness or Fault-Tolerance Requirements

a

10.3.6 Capacity Requirements

a

10.3.7 Scalability or Extensibility Requirements

a

10.3.8 Longevity Requirements

a

10.4 Operational and Environmental Requirements

a

10.4.1 Expected Physical Environment

a

10.4.2 Wider Environment Requirements

a

10.4.3 Requirements for Interfacing with Adjacent Systems

a

10.4.4 Productization Requirements

a

10.4.5 Release Requirements

a

10.4.6 Backwards Compatibility Requirements

a

10.5 Maintainability and Support Requirements

a

10.5.1 Maintenance Requirements

a

10.5.2 Supportability Requirements

a

10.5.3 Adaptability Requirements

a

10.6 Security Requirements

a

10.6.1 Access Requirements

a

10.6.2 Integrity Requirements

a

10.6.3 Privacy Requirements

a

10.6.4 Audit Requirements

a

10.6.5 Immunity Requirements

a

10.7 Cultural Requirements

a

10.7.1 Cultural Requirements

a

10.8 Compliance Requirements

a

10.8.1 Legal Compliance Requirements

a

10.8.2 Standards Compliance Requirements

a

11 Project Issues

a

11.1 Open Issues

a

11.2 Off-the-Shelf Solutions

a

11.2.1 Ready-Made Products

a

11.2.2 Reusable Components

a

11.2.3 Products That Can Be Copied

a

11.3 New Problems

a

11.3.1 Effects on the Current Environment

a

11.3.2 Effects on the Installed Systems

a

11.3.3 Potential User Problems

a

11.3.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product

a

11.3.5 Follow-Up Problems

a

11.4 Tasks

a

11.4.1 Project Planning

a

11.4.2 Planning of the Development Phases

a

11.5 Migration to the New Product

a

11.5.1 Requirements for Migration to the New Product

a

11.5.2 Data That Has to Be Modified or Translated for the New Product

a

11.6 Risks

a

11.7 Costs

a

11.8 User Documentation and Training

a

11.8.1 User Documentation Requirements

a

11.8.2 Training Requirements

a

11.9 Waiting Room

a

11.10 Ideas for Solutions

a