Software Requirements Specification for Flick Picker: Group Show Finder

Team 7, 7eam
Talha Asif - asift
Jarrod Colwell - colwellj
Madhi Nagarajan - nagarajm
Andrew Carvalino - carvalia
Ali Tabar - sahraeia

October 4, 2022

Contents

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

8		_	e of the Product
	8.1		ct Boundary
	8.2		ct Use Case Table
	8.3	Individ	dual Product Use Cases
9	Fun	ctional	l Requirements
	9.1	Functi	onal Requirements
10	Non	-Funct	tional Requirements
	10.1	Look a	and Feel Requirements
		10.1.1	Appearance Requirements
		10.1.2	Style Requirements
	10.2	Usabil	ity and Humanity Requirements
		10.2.1	Ease of Use Requirements
		10.2.2	Personalization and Internationalization Requirements
		10.2.3	Learning Requirements
		10.2.4	Understandability and Politeness Requirements
		10.2.5	Accessibility Requirements
		10.2.6	Convenience Requirements
	10.3	Perform	mance Requirements
			Speed and Latency Requirements
			Safety-Critical Requirements
			Precision or Accuracy Requirements
			Reliability and Availability Requirements
			Robustness or Fault-Tolerance Requirements
			Capacity Requirements
			Scalability or Extensibility Requirements
			Longevity Requirements
	10 4		tional and Environmental Requirements
	10.1		Expected Physical Environment
			Wider Environment Requirements
			Requirements for Interfacing with Adjacent Systems
			Productization Requirements
			Release Requirements
			Backwards Compatibility Requirements
	10.5		ainability and Support Requirements
	10.5		Maintenance Requirements
			Supportability Requirements
	10 6		Adaptability Requirements
	10.0		ty Requirements
			Access Requirements
			Integrity Requirements
		10.6.3	Privacy Requirements

		10.6.4 Audit Requirements	8
			8
	10.7	Cultural Requirements	8
			8
	10.8	Compliance Requirements	8
			8
		10.8.2 Standards Compliance Requirements	8
11	Pro	ject Issues	8
	11.1	Open Issues	8
	11.2	Off-the-Shelf Solutions	8
		11.2.1 Ready-Made Products	8
		11.2.2 Reusable Components	9
			9
	11.3		9
			9
			9
			9
		11.3.4 Limitations in the Anticipated Implementation Environment That May	
			9
			9
	11.4		9
			9
			9
	11.5	Migration to the New Product	0
		11.5.1 Requirements for Migration to the New Product	0
		11.5.2 Data That Has to Be Modified or Translated for the New Product 10	0
	11.6	Risks	0
		Costs	0
		User Documentation and Training	0
		11.8.1 User Documentation Requirements	0
		11.8.2 Training Requirements	
	11.9	Waiting Room	
		Oldeas for Solutions	
		· · · · · · · · · -	

Revision History

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

1 7	The Purpose of the Project
a 1.1 a	The User Business or Background of the Project Effort
1.2 a	Goals of the Project
2 7	The Stakeholders
	The Client
2.2	The Customer
2.3	Other Stakeholders
2.4	The Hands-On Users of the Product
2.5	Personas
2.6	Priorities Assigned to Users
2.7	User Participation

2.8 a	Maintenance Users and Service Technicians
3	Constraints
а 3.1 а	Solution Constraints
3.2	Implementation Environment of the Current System
3.3	Partner or Collaborative Applications
3.4	Off-the-Shelf Software
3.5	Anticipated Workplace Environment
3.6	Schedule Constraints
3.7	Budget Constraints
3.8	Enterprise Constraints
4	Naming Conventions and Terminology

Glossary of All Terms, Including Acronyms, Used by Stake-4.1 holders Involved in the Project a Relevant Facts and Assumptions 5 a **Relevant Facts** 5.1 a **Business Rules** 5.2 Assumptions 5.3 a The Scope of the Work 6 a The Current Situation 6.1 a The Context of the Work 6.2 a Work Partitioning 6.3 a Specifying a Business Use Case (BUC a

Business Data Model and Data Dictionary a **Business Data Model** a **Data Dictionary** 7.2a The Scope of the Product 8 a 8.1 **Product Boundary** a 8.2 Product Use Case Table a Individual Product Use Cases 8.3 a Functional Requirements 9 a 9.1 **Functional Requirements** a

Non-Functional Requirements

10

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	Convenience requirements
10.0	
10.3	Performance Requirements

10.3.1 a	Speed and Latency Requirements
10.3.2 a	Safety-Critical Requirements
10.3.3	Precision or Accuracy Requirements
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 Compliance Requirements 10.8 a 10.8.1 Legal Compliance Requirements a 10.8.2**Standards Compliance Requirements** a **Project Issues** 11 a Open Issues 11.1 a Off-the-Shelf Solutions 11.2 a

11.2.1 Ready-Made Products

a	Reusable Components
11.2.3 a	Products That Can Be Copied
11.3	New Problems
11.3.1 a	Effects on the Current Environment
11.3.2 a	Effects on the Installed Systems
11.3.3 a	Potential User Problems
11.3.4 a	Limitations in the Anticipated Implementation Environment That May Inhibit the New Product
11.3.5 a	Follow-Up Problems
11.4 a	Tasks
11.4.1 a	Project Planning
11.4.2	Planning of the Development Phases

11.5 a	Migration to the New Product
11.5.1 a	Requirements for Migration to the New Product
11.5.2 a	Data That Has to Be Modified or Translated for the New Product
11.6	Risks
11.7 a	Costs
11.8 a	User Documentation and Training
11.8.1 a	User Documentation Requirements
11.8.2 a	Training Requirements
11.9	Waiting Room
11.10	Ideas for Solutions