Section 2: System Requirements/User Stories

**Enumerated Functional Requirements**

*Extract the requirements from the customer’s narrative and list them in a table, one row per requirement.*

|  |  |  |
| --- | --- | --- |
| **No.** | **Priority Weight** | **Description** |
| 1. |  |  |
| 2. |  |  |
| 3. |  |  |

**Enumerated Non-functional Requirements**

*List, prioritize, and describe the requirements. The non-functional requirements numbering should continue the functional requirements list.*

|  |  |  |
| --- | --- | --- |
| **No.** | **Priority Weight** | **Description** |
| 11. |  |  |
| 12. |  |  |
| 13. |  |  |

**On-screen Appearance Requirements**

*For projects that are heavy on graphics (such as a video game) the on-screen appearance makes up the majority of the requirements. Again list, prioritize, and describe the on-screen appearance requirements, but also include a graphic illustrating the requirement. You may find images on the Web or make hand-drawn sketches on paper, then scan them and insert as images into your report.*

*Do not spend time polishing these graphics, because polishing is part of Section 4 User Interface Specification.*