

SE 3XA3: Software Requirements Specification ScrumBot

Team 304, ScrumBot
Arkin Modi, modial
Leon So, sol4
Timothy Choy, choyt2

Last Updated: January 23, 2020

Contents

1	Project Drivers	1
1.1	The Purpose of the Project	1
1.2	The Stakeholders	1
1.2.1	The Client	1
1.2.2	The Customers	1
1.2.3	Other Stakeholders	1
1.3	Mandated Constraints	1
1.4	Naming Conventions and Terminology	1
1.5	Relevant Facts and Assumptions	1
2	Functional Requirements	2
2.1	The Scope of the Work and the Product	2
2.1.1	The Context of the Work	2
2.1.2	Work Partitioning	2
2.1.3	Individual Product Use Cases	2
2.2	Functional Requirements	2
3	Non-functional Requirements	2
3.1	Look and Feel Requirements	2
3.2	Usability and Humanity Requirements	2
3.3	Performance Requirements	2
3.4	Operational and Environmental Requirements	2
3.5	Maintainability and Support Requirements	2
3.6	Security Requirements	2
3.7	Cultural Requirements	2
3.8	Legal Requirements	2
3.9	Health and Safety Requirements	2
4	Project Issues	3
4.1	Open Issues	3
4.2	Off-the-Shelf Solutions	3
4.3	New Problems	3
4.4	Tasks	3
4.5	Migration to the New Product	3
4.6	Risks	3
4.7	Costs	3

4.8	User Documentation and Training	3
4.9	Waiting Room	3
4.10	Ideas for Solutions	3
5	Appendix	4
5.1	Symbolic Parameters	4

List of Tables

1	Revision History	ii
---	----------------------------	----

List of Figures

Table 1: Revision History

Date	Developer(s)	Change
January 23, 2020	Arkin Modi	Copy template

This document describes the requirements for The template for the Software Requirements Specification (SRS) is a subset of the Volere template (Robertson and Robertson, 2012). If you make further modifications to the template, you should explicitly state what modifications were made.

1 Project Drivers

1.1 The Purpose of the Project

1.2 The Stakeholders

1.2.1 The Client

1.2.2 The Customers

1.2.3 Other Stakeholders

1.3 Mandated Constraints

1.4 Naming Conventions and Terminology

1.5 Relevant Facts and Assumptions

User characteristics should go under assumptions.

2 Functional Requirements

2.1 The Scope of the Work and the Product

2.1.1 The Context of the Work

2.1.2 Work Partitioning

2.1.3 Individual Product Use Cases

2.2 Functional Requirements

3 Non-functional Requirements

3.1 Look and Feel Requirements

3.2 Usability and Humanity Requirements

3.3 Performance Requirements

3.4 Operational and Environmental Requirements

3.5 Maintainability and Support Requirements

3.6 Security Requirements

3.7 Cultural Requirements

3.8 Legal Requirements

3.9 Health and Safety Requirements

This section is not in the original Volere template, but health and safety are issues that should be considered for every engineering project.

4 Project Issues

4.1 Open Issues

4.2 Off-the-Shelf Solutions

4.3 New Problems

4.4 Tasks

4.5 Migration to the New Product

4.6 Risks

4.7 Costs

4.8 User Documentation and Training

4.9 Waiting Room

4.10 Ideas for Solutions

References

James Robertson and Suzanne Robertson. *Volere Requirements Specification Template*. Atlantic Systems Guild Limited, 16 edition, 2012.

5 Appendix

This section has been added to the Volere template. This is where you can place additional information.

5.1 Symbolic Parameters

The definition of the requirements will likely call for SYMBOLIC_CONSTANTS. Their values are defined in this section for easy maintenance.