

Breaking Effect

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1 Revision History

| Date | Version | Notes |
|------------|---------|--------------|
| 2017-10-01 | 1.0 | New document |

2 Reference Material

This section records information for easy reference.

2.1 Table of Units

Throughout this document SI (Système International d'Unités) is employed as the unit system. In addition to the basic units, several derived units are used as described below. For each unit, the symbol is given followed by a description of the unit and the SI name.

| symbol | unit | SI |
|--------|--------|----------|
| m | length | metre |
| kg | mass | kilogram |
| s | time | second |
| J | energy | Joule |

2.2 Table of Symbols

The table that follows summarizes the symbols used in this document along with their units. The choice of symbols was made to be consistent with the heat transfer literature and with existing documentation for solar water heating systems. The symbols are listed in alphabetical order.

| symbol | unit | description |
|--------------|----------------|--|
| S | unit of length | displacement |
| t | s | the time since the start of the game |
| Δt | s | the time between each frame. |
| v_0 | m/s | initial speed. |
| v_x | m/s | speed in current frame on x direction. |
| v'_x | m/s | speed in last frame on x direction. |
| v_z | m/s | speed in current frame on z direction. |
| v'_z | m/s | speed in last frame on z direction. |
| a | m/s^2 | acceleration |
| g | m/s^2 | gravity acceleration |
| ΔE_k | J | variation of kinetic energy |
| ΔE_p | J | variation of potential energy |
| W_f | J | work done by kinetic friction |
| X | m | z coordinates of piece n |

| | | |
|------------|--------|---|
| Y | m | z coordinates of piece n |
| Z | m | z coordinates of piece n |
| x_n | m | x coordinates of piece n , $n \in \mathbb{N}$, which represents just one piece. [Explain the meaning of n ? Also, you should format it like a mathematical variable (n , not n). —SS][Add explanation for n and format it as a mathematical variable. —Author] |
| y_n | m | y coordinates of piece n |
| z_n | m | z coordinates of piece n |
| θ_1 | degree | angle between initial speed and horizontal |
| θ_2 | degree | angle between x axiom and projection on horizontal of initial speed |
| S_x | m | displacement in one frame on x direction |
| S_y | m | displacement in one frame on y direction |
| S_z | m | displacement in one frame on z direction |
| μ_k | | coefficient of friction |

2.3 Abbreviations and Acronyms

| symbol | description |
|-----------------|-------------------------------------|
| A | Assumption |
| DD | Data Definition |
| GD | General Definition |
| GS | Goal Statement |
| IM | Instance Model |
| LC | Likely Change |
| PS | Physical System Description |
| R | Requirement |
| SRS | Software Requirements Specification |
| Breaking Effect | Breaking Effect |
| T | Theoretical Model |

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3 Introduction

Breaking effect presents how the pieces of an object move after it separates into parts with suddenness or violence. [Add explanation for BE here —Author]

Because of the development of video games industrial and hardware such as CPU and GPU, there is a higher demand for high level experience in game visualization. Breaking effect plays a more important role in the visualization level of large scale video games. [Tell the reader what the breaking effect is. —SS] This project simulates the process of 3D objects destruction.

The following section provides an overview of the Software Requirements Specification (SRS) for a breaking effect program. The developed program will be referred to as Breaking Effect (BE). This section explains the purpose of this document, the scope of the system, the characteristics of the intended readers and the organization of the document.

[The text is better for version control, and for reading in other editors, if you use a hard-wrap at 80 characters —SS]

3.1 Purpose of Document

The main purpose of this document is to describe the modeling of breaking effect. The goals and theoretical models used in the breaking effect code are provided, with an emphasis on explicitly identifying assumptions and unambiguous definitions.

3.2 Scope of Requirements

The scope of the requirements is limited to breaking effect of a single 3D object applied by force. Interact force between objects and collision among several objects are not in the scope. Given the appropriate inputs, the code for BE is intended to calculate pieces motion and display the process of target 3D object breaking in vision. The project is implemented in a game engine. 3-D objects and piece generation function are provided by platform.

3.3 Characteristics of Intended Reader

Reviewers of this documentation should have a strong knowledge in physics motion theory and an understanding of differential equations. A third year Physics course on this topic in high school is recommended. [For the characteristics of intended reader try to be more specific about the education. What degree? What course areas? What level? —SS] [Add specific course and level —Author]

3.4 Organization of Document

The organization of this document follows the template for an SRS for scientific computing software proposed by Smith and Lai (2005); Smith et al. (2007). [Copy the format from original template. —Author] The presentation follows the standard pattern of presenting

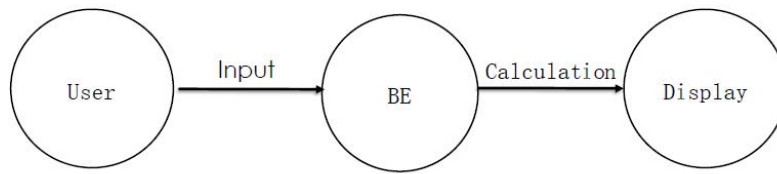


Figure 1

goals, theories, definitions, and assumptions. [You should use BibTeX for this. The original template showed you how to do this. If you have questions about how to use BibTeX, please ask your classmates, or me. —SS]

4 General System Description

This section identifies the interfaces between the system and its environment, describes the user characteristics and lists the system constraints.

4.1 System Context

- User Responsibilities:
 - Provide inputs and make sure they are in an appropriate range including position of target object, initial momentum, coefficient of friction on the ground. [Try to be more specific about what inputs the user provides. Determining whether inputs are in the appropriate range seems like something your program could easily test. —SS][Yes ! Make this more specific by listing necessary inputs. —Author]
- Breaking Effect Responsibilities:
 - Detect data type mismatch, such as a string of characters instead of a floating point number
 - Determine if the inputs satisfy the required physical and software constraints as shown in 5.2.6. [Is the appropriate range (from the user responsibilities above) included in the constraints? —SS][Refer to data constraints section. —Author]
 - Calculate the required outputs

4.2 User Characteristics

The end user of Breaking Effect should have a basic knowledge of Physics and Dimensional geometry as well as experience of using Unity3D. A background of high school level Physics and Dimensional geometry course are recommended. [Please be more specific on the users education background and level. —SS][Add specific course and level. —Author]

4.3 System Constraints

This project is implemented in Unity3D because it relies on 3D models with child objects in Unity3D. Users have to use Break effect in Unity3D project. The algorithm can be implemented in other physics engines but for practical reasons they will not be considered in this project. [I think you have to include Unity as a system constraint, or remove the mention of it elsewhere in the document. You have obviously (for practical reasons) decided that you are going to use Unity. You should explicitly inform the user of this. I also suggest that you mention that there are other options for physics engines, but for practical reasons they will not be considered in this project. —SS][Include Unity3D as a system constraint and provide more information for users. —Author]

5 Specific System Description

This section first presents the problem description, which gives a high-level view of the problem to be solved. This is followed by the solution characteristics specification, which presents the assumptions, theories, definitions and finally the instance models.

5.1 Problem Description

This project tries to implement running time breaking effect in codes for 3-D models in unity3D without help from any similar plug-in. Including different shapes 3-D objects breaking based on physics and pieces interacting with the momentum provided by the breaking force. The breaking effect program simulates 3-D objects destruction process in vision by implementing scientific computing functions. This project concentrates on calculation while HCI or GUI are not important parts. Applied force is decided in codes in advance as input and trace of motion is the output after calculation.

5.1.1 Terminology and Definitions

This subsection provides a list of terms that are used in the subsequent sections and their meaning, with the purpose of reducing ambiguity and making it easier to correctly understand the requirements:

- Focus point: The location where explosion happens [spell check! —SS][Fixed. Sorry for the mistake ! —Author]
- initial momentum level: Initial momentum of pieces

5.1.2 Physical System Description

The physical system of Breaking Effect includes visual terrain [spell check! —SS][Fixed. Sorry for the mistake ! —Author] and a target 3-D object which will break into pieces.

5.1.3 Goal Statements

Given the target object, coefficient of friction, focus point and initial momentum level, the goal statements are:

GS1: Calculate trace of motion for each piece.

5.2 Solution Characteristics Specification

The instance models that govern Breaking Effect are presented in Subsection 5.2.5. The information to understand the meaning of the instance models and their derivation is also presented, so that the instance models can be verified.

5.2.1 Assumptions

This section simplifies the original problem and helps in developing the theoretical model by filling in the missing information for the physical system. The numbers given in the square brackets refer to the theoretical model [T], general definition [GD], data definition [DD], instance model [IM], or likely change [LC], in which the respective assumption is used.

- A1: The forms of energy that are relevant for this problem are kinetic energy and potential energy. Thermal energy is considered on the ground but it is assumed to be negligible in the air. All other forms of energy are negligible. [but you have friction? Work will be done that eventually uses up the initial energy. —SS][Yes, I do consider kinetic friction on the ground and only air friction is ignored. I modify A1 and A2 to make them more specific. Sorry for the confusion ! —Author]
- A2: Air friction will be ignored while kinetic friction is considered on the ground and it is assumed to be constant.
- A3: Powders and airborne [spell check! —SS] [Fixed, sorry for the mistake ! —Author]dust will not be considered. Because they both have random shapes, motions and they are seriously influenced by air friction. Powders are considered as very tiny size pieces that are generated in explosion. [missing period. —SS] [What makes a piece powder? How is powder defined? —SS][Add explanation for powder and airborne dust. —Author]
- A4: Before explosion, the kinetic energy is zero. Potential energy of target object can't be negative. An initial momentum will be assigned to each piece after explosion happens. Explosion point is bottom center (The projection point of physical center on bottom flat) by default. [You say in your goal statement that there is an initial momentum. If the kinetic energy is zero, then the momentum will always be —SS][There is some misunderstanding in this assumption. The initial energy here represents the energy before explosion. And initial momentum in GS refers to the energy after explosion happens. So they are totally different status because of different periods. I modify the expression to make it clearer. Sorry for the confusion ! —Author]

- A5: The same coefficient of friction everywhere on flat ground.
- A6: Target object must be an object consists of several child objects. BreakingEffect considers all sub objects as pieces.
- A7: Collision between pieces will not be considered.
- A8: Value of initial velocity given by explosion is ten times input E unit length in unity per second.

5.2.2 Theoretical Models

This section focuses on the general equations and laws that Breaking Effect is based on.

| Number | T1 |
|-------------|---|
| Label | Conservation of mechanical energy |
| Equation | $E_{mech} = E_k + E_p$ |
| Description | <p>The total mechanical energy (defined as the sum of its potential and kinetic energies) of a particle being acted on by only conservative forces is constant. The potential energy, E_p, depends on the position of an object subjected to a conservative force. The kinetic energy, E_k, depends on the speed of an object and is the ability of a moving object to do work on other objects when it collides with them. Assumption 2 is necessary for this equation to be true when pieces move in the air. This TM only works for motion in the air. After explosion happens, pieces do parabolic movement on vertical direction in which acceleration is always g, and do uniform motion on horizontal direction in the air. [What about the work done by nonconservative forces, like friction? This should be part of your conservation of energy. The equation you have written is only true in the case where the work done by nonconservative forces is zero. You should also reference the assumptions that are necessary for your theoretical model to apply. —SS][When pieces move in the air, nonconservative forces are ignored so that only energy are considered. When pieces move on the ground, I do consider kinetic friction. This TM only works for motion in the air. While T2 below is used for motion on the ground. I modify the description to make it clearer. —Author]</p> |
| Source | http://www.nuclear-power.net/laws-of-conservation/law-of-conservation-of-energy/conservation-of-mechanical-energy/ |
| Ref. By | IM2 |

| | |
|-------------|---|
| Number | T2 |
| Label | Work done by kinetic friction |
| Equation | $\Delta E_k = W_f$ |
| Description | Kinetic energy loses due to kinetic energy. W_f is work done by kinetic friction. As a result, kinetic energy transform to internal energy. When pieces move on the ground, they do constant decelerated motion and acceleration is constant and negative because of constant kinetic friction on the ground. |
| Source | http://teacher.pas.rochester.edu/phy121/lecturenotes/Chapter07/Chapter7.html |
| Ref. By | IM3 |

5.2.3 General Definitions

There is no general definition for current problem.

5.2.4 Data Definitions

This section collects and defines all the data needed to build the instance models. The dimension of each quantity is also given.

| | |
|-------------|---|
| Number | DD1 |
| Label | Displacement in uniformly accelerated/decelerated motion |
| Symbol | S |
| SI Units | M |
| Equation | $S = v_0t + \frac{1}{2}at^2$ |
| Description | <p>The above equation gives us the distance traveled without having to know the final velocity of the object. Where t is time duration and v_0 is initial speed. Acceleration a is defined as the rate of change of velocity with respect to time, in a given direction. This would mean that if an object has an acceleration of 1 m/s^2 it will increase its velocity (in a given direction) 1 m/s every second that it accelerates. This equation is tenable under A1, A2 and A5 in this project. [This equation only applies for constant acceleration. As the object loses energy the acceleration will decrease. None of your assumptions mention assuming constant acceleration. The equation you are using comes from kinematics, where you don't need to worry about forces. I think you do have to worry about forces, which moves it to the area of kinetics. —SS][Sorry that I made it confused here. Actually I believe it is a misunderstanding due to my unspecific expression. I do consider deceleration because of work done gravity force when pieces move in the air and work done by friction when pieces move on the ground. I add decelerated motion in label above and modify assumption 2 to consider kinetic friction on the ground as constant force. And since gravity and friction are considered as constant force, acceleration are constant positive and negative respectively. —Author]</p> |
| Sources | http://ibphysicsstuff.wikidot.com/uniformaccmotion |
| Ref. By | IM2,IM3 |

Derivation of how to derive the equation from relationship of position, velocity and acceleration

We assume v_0 is initial velocity and v_t is the final velocity.

Then we have: $v_t = v_0 + at$

We can get average velocity v_a

$$v_a = \frac{v_0 + v_t}{2}$$

So we can get displacement

$$S = v_a t = \frac{v_0 + v_t}{2} t$$

$$S = \frac{v_0 + v_0 + at}{2} t = v_0 t + \frac{1}{2} at^2$$

| | |
|-------------|--|
| Number | DD2 |
| Label | Kinetic friction |
| Symbol | F_k |
| SI Units | N |
| Equation | $F_k = \mu_k F_n = \mu_k mg$ |
| Description | Kinetic friction F_k is a force that acts between moving surfaces. An object that is being moved over a surface will experience a force in the opposite direction as its movement. The magnitude of the force depends on the coefficient of kinetic friction between the two kinds of material. Every combination is different. The coefficient of kinetic friction is assigned the Greek letter “mu” μ , with a subscript “k”. [Use “quote” to get correct quotation marks —SS] The force of kinetic friction is μ_k times the normal force on an object, and is expressed in units of Newtons (N). In this project, F_n equals to mg . [gravity is an acceleration, not a force. Your force is mg , where m is the mass of the object. Do you know the mass of the objects? —SS][Yeah actually I know force is mg , g is acceleration. However I am not sure if gravity in English means gravitational force Maybe the confusion here is because I misuse the word. —Author] |
| Sources | http://www.softschools.com/formulas/physics/kinetic_friction_formula/92/ |
| Ref. By | IM3 |

5.2.5 Instance Models

This section transforms the problem defined in Section 5.1 into one which is expressed in mathematical terms. It uses concrete symbols defined in Section 5.2.4 to replace the abstract symbols in the models identified in Sections 5.2.2 and 5.2.3.

The goals GS?? and GS1 are solved by IM1 to IM3. Piece generation is done by calling cutting function in game engine.

| | |
|-------------|--|
| Number | IM1 |
| Label | Find the angle between v_0 and horizontal. Find the angle between x axiom and projection on horizontal of initial speed |
| Input | x_n, y_n, z_n |
| Output | $\theta_1 = \arctan \frac{y_n - Y}{\sqrt{(z_n - Z)^2 + (x_n - X)^2}}$ $\theta_2 = \arctan \frac{x_n - X}{z_n - Z}$ |
| Description | x_n is x coordinates of gravity center of piece n. y_n is y coordinates of gravity center of piece n. z_n is z coordinates of gravity center of piece n. |
| Sources | |
| Ref. By | IM2 |

| | |
|-------------|---|
| Number | IM2 |
| Label | Uniformly accelerated motion to find displacement in the air |
| Input | v_0, θ_1 from IM1, θ_2 from IM1, $t, \Delta t, g$ |
| Output | $S_x = v_0 \cdot \cos \theta_1 \cdot \cos \theta_2 \cdot \Delta t$ $S_z = v_0 \cdot \cos \theta_1 \cdot \sin \theta_2 \cdot \Delta t,$ $S_y = (v_0 \cdot \sin \theta_1 - gt) \cdot \Delta t - \frac{1}{2}g \cdot \Delta t^2$ |
| Description | v_0 is the initial speed after explosion. t is time from beginning. θ_1 is the angle between v_0 and horizontal. θ_2 is the angle between x axiom and projection on horizontal of initial speed. Above equation applies as long as the piece moving in the air. |
| Sources | |
| Ref. By | |

| | |
|-------------|--|
| Number | IM3 |
| Label | Uniformly accelerated motion to find displacement on the ground |
| Input | $v_0, \theta_1, \theta_2, t, g, \mu_k$ |
| Output | $a = \mu_k g$ $v_x = v'_x + a\Delta t$ $v_z = v'_z + a\Delta t$ $S_x = v_x \cdot \Delta t - \frac{1}{2}a\Delta t^2$ $S_z = v_z \cdot \Delta t - \frac{1}{2}a\Delta t^2$ |
| Description | <p>v_0 is the initial speed.</p> <p>t is time from beginning.</p> <p>θ_1 is the angle between v_0 and horizontal.</p> <p>θ_2 is the angle between x axiom and projection on horizontal of initial speed.</p> <p>μ_k is the Coefficient of friction.</p> <p>The above equation applies as long as the piece moving on the ground.</p> |
| Sources | |
| Ref. By | |

Derivation of how to get angle between v_0 and horizontal

We have initial location (X,Y,Z) of target object, and location (x_n, y_n, z_n) for piece n, then we can calculate the angle between v_0 and horizontal by:

$$\tan\theta_1 = \frac{|z_n - Z|}{\sqrt{(x_n - X)^2 + (y_n - Y)^2}}$$

If location of target object is (0,0,0), then we have:

$$\tan\theta_1 = \frac{|z_n|}{\sqrt{x_n^2 + y_n^2}}$$

$$\theta_1 = \arctan \frac{|z_n|}{\sqrt{x_n^2 + y_n^2}}$$

[You really need to work on the physics in your project. You might understand the physics better when you proceed to the next steps. For instance, you will learn about the problems with applying DD1 - your particles would never stop, they would just keep

accelerating. For your project faking a rational design process should be very helpful. —SS] [Sorry for the confusion here ! Actually when pieces move on the ground, the acceleration a in DD1 is a negative number because I do consider friction on the ground. So that particles do constant decelerated motion and will actually stop eventually. In fact, after explosion happens, pieces do parabolic movement on vertical direction in which acceleration is always g , and do uniform motion on horizontal direction in the air. When pieces move on the ground, they do constant decelerated motion and acceleration is constant and negative because of constant kinetic friction on the ground. I add more expression in my TM to make my models clearer. —Author] [You don't say how the object will be broken into pieces. You have this goal, but as far as I can tell, you never return to it. You should add goals to your traceability matrix, so that you would see this omission. —SS] [I prefer to use existing function provided by Unity3D because how to split the object into pieces is not emphasis. However there is no open source plug-in on unity3d that can split an object into pieces at run time. BreakingEffect considers all sub objects as pieces. For example, the "targetObj" consists of 32 small cubes that will be considered as 32 pieces in BreakingEffect. So the target object provided by user should also consists of some child objects. So the target I specify this in system constrain and delete object cutting in GS1. —Author]

5.2.6 Data Constraints

Tables 1 and 3 show the data constraints on the input and output variables, respectively. The column for physical constraints gives the physical limitations on the range of values that can be taken by the variable. The column for software constraints restricts the range of inputs to reasonable values. The constraints are conservative, to give the user of the model the flexibility to experiment with unusual situations. The column of typical values is intended to provide a feel for a common scenario. The uncertainty column provides an estimate of the confidence with which the physical quantities can be measured. This information would be part of the input if one were performing an uncertainty quantification exercise.

The specification parameters in Table 1 are listed in Table 2.

5.2.7 Properties of a Correct Solution

A correct solution must exhibit the principle of motion as well as conservation of energy.

6 Requirements

This section provides the functional requirements, the business tasks that the software is expected to complete, and the nonfunctional requirements, the qualities that the software is expected to exhibit.

6.1 Functional Requirements

Table 1: Input Variables

| Var | Physical Constraints | Software Constraints | Typical Value | Uncertainty |
|---------|----------------------|---|---------------|-------------|
| X | | $L_{\min} \leq X \leq L_{\max}$ | 0 | 10% |
| Z | | $L_{\min} \leq Z \leq L_{\max}$ | 0 | 10% |
| Y | | $0 < Y < L_{\max}$ | 0 | 0% |
| x_n | | $L_{\min} \leq x_n \leq L_{\max}$ | 0 | 10% |
| y_n | | $L_{\min} \leq y_n \leq L_{\max}$ | 0 | 10% |
| z_n | | $L_{\min} \leq z_n \leq L_{\max}$ | 0 | 10% |
| v_0 | $v_0 > 0$ | $v_{\min} \leq v_0 \leq v_{\max}$ | 20 m/s | 10% |
| μ_k | $\mu_k > 0$ | $\mu_{\min} \leq \mu_k \leq \mu_{\max}$ | 0.05 | 10% |
| E | | $E_{\min} \leq E \leq E_{\max}$ | 5 | 10% |

Table 2: Specification Parameter Values

| Var | Value |
|--------------|---------|
| v_{\min} | 10 m/s |
| v_{\max} | 100 m/s |
| L_{\min} | -1000 |
| L_{\max} | 1000 |
| μ_{\min} | 0 |
| μ_{\max} | 1 |

Table 3: Output Variables

| Var | Physical Constraints |
|-------|----------------------|
| S_x | $S_x \geq 0$ |
| S_y | $S_y \geq 0$ |
| S_z | $S_z \geq 0$ |

R1: Breaking Effect accepts following input data, which define the target object and initial

conditions:

| symbol | unit | description |
|-------------|------|---|
| $TargetObj$ | | target object |
| E | | Initial momentum level |
| μ_k | | Coefficient of friction everywhere on flat ground |

R2: Verify that the inputs satisfy the required physical constraints shown in Table 1.

R3: Define custom class for piece objects.

R4: Initialize pieces by creating instances of custom class PieceObj. Calculate the angle between v_0 and horizontal(θ_1). Calculate the angle between x axis and projection on horizontal of initial speed(θ_2) for each piece object by IM1.

R5: Calculate and output trace of motion for each piece (S_x, S_y, S_z) by IM2 and IM3

[Functional requirements should reference the instance models. —SS] [Reference instance models. —Author]

6.2 Nonfunctional Requirements

- usability:
Breaking Effect is easy to use. User can easily learn how to use by reading the readme document.
- Performance:
Breaking Effect is not a crucial requirement because it takes a target object that created by user while it doesn't produce extra objects in the scene. However developer should choose efficient algorithm to reduce computing workload.
- Maintainability:
Breaking Effect allows additional physics effect to be added to make the overall result more vivid.
- Reusability:
Breaking Effect only relies on platform Unity3D so that it can be extended and reused by Unity3D project that has similar requirements.

[More information on the NFRs would improve this document. —SS] [Haven't come up with other good points for NFRs. Will keep thinking ! —Author]

7 Likely Changes

LC1: A5 - In real situation, users may have kinds of terrains and textures. As a result, coefficient of friction needs to be changed correspondingly.

8 Traceability Matrices and Graphs

The purpose of the traceability matrices is to provide easy references on what has to be additionally modified if a certain component is changed. Every time a component is changed, the items in the column of that component that are marked with an “X” may have to be modified as well. Table 5 shows the dependencies of theoretical models, general definitions, data definitions, and instance models with each other. Table 6 shows the dependencies of instance models, requirements, and data constraints on each other. Table 4 shows the dependencies of theoretical models, general definitions, data definitions, instance models, and likely changes on the assumptions.

| | A1 | A2 | A3 | A4 | A5 | A6 | A7 | A8 |
|-----|----|----|----|----|----|----|----|----|
| T1 | X | | | | | | | |
| T2 | | | | | X | | | |
| DD1 | | | | | X | | | |
| DD2 | | | | | X | | | |
| IM1 | | | | | | | | |
| IM2 | | X | | | | | | |
| IM3 | | | | | X | | | |
| LC1 | | X | | | | X | | |

Table 4: Traceability Matrix Showing the Connections Between Assumptions and Other Items

| | T1 | T2 | DD1 | DD2 | IM1 | IM2 | IM3 |
|-----|----|----|-----|-----|-----|-----|-----|
| T1 | | | | | | X | |
| T2 | | | | X | | | X |
| DD1 | | | | X | | | X |
| DD2 | | | | | | | |
| IM1 | | | | | | | |
| IM2 | | | | | | | |
| IM3 | | | X | X | | | |

Table 5: Traceability Matrix Showing the Connections Between Items of Different Sections

| | IM1 | IM2 | IM3 | R1 | R2 | R3 | R4 | R5 |
|-----|-----|-----|-----|----|----|----|----|----|
| IM1 | | | | X | | | | |
| IM2 | X | | | | | | | |
| IM3 | | | | X | | | X | |
| R1 | | | | | X | | | |
| R2 | | | | | | | | |
| R3 | | | | | | | | |
| R4 | | | | | | | | |
| R5 | | | | | | | | |

Table 6: Traceability Matrix Showing the Connections Between Requirements and Instance Models

References

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9 Appendix

9.1 Symbolic Parameters