Software Requirement Specification

1. PROJECT NAME:
2. PROJECT IDEA:
3. PROJECT DRIVERS:
   1. The goal of the project
   2. Client, Customer, Stakeholders
   3. Users of the project
4. PROJECT CONSTRAINTS:
   1. Mandated Constraints

This specifies constraints on the way that the problem must be solved. Describe the mandated technology or solution. You should also explain the reason for using the technology. The constraints are treated as a type of requirement.

* 1. Naming Conventions and Definitions

Names are very important. They invoke meanings that, if carefully defined, can save hours of explanations. Attention to names at this stage of the project helps to highlight misunderstandings. The glossary produced during requirements is used and extended throughout the project.

* 1. Relevant Facts and Assumptions

Relevant Facts, Business Rules, Assumptions

1. FUNCTIONAL REQUIREMENTS:
   1. The Scope of the Work

The Current Situation, The Context of the Work, Work Partitioning

* 1. The Scope of the Product

A use case diagram identifies the boundaries between the users (actors) and the product you are about to build (this is sometimes called “the system”). You arrive at the product boundary by inspecting each business use case and determining, in conjunction with the appropriate stakeholders, which part of the business use case should be automated (or satisfied by some sort of product) and what part should be done by the user. This task must take into account the abilities of the actors , the constraints , the goals of the project , and your knowledge of both the work and the technology that can make the best contribution to the work.

* 1. Atomic Functional Requirements Shell (Volere) (cards)