Requirement Template

Look at it, if you have any question bring them in class

1: Functional Requirements

There are three main types of functional requirements for this project, admin, instructor, student.

1-a: Admin Functional Requirements

No	Priority 1 - 5	Description	Type	Source
1	5	The administrator shall be able to completely disable the block.	Product	Brainstorming
2	5	The administrator shall be able to reset the lock.	Product	Brainstorming
3	4	The administrator shall be able to uninstall even when the block is running	Product	Brainstorming

1-b: Parent Functional Requirements

No	Priority 1 - 5	Description	Type	Source
1	5	The parent should be able to define a password for entering the software	Product	Client
2	4	The parent shall be able to define a daily limit for websites/apps	Product	Client
3	5	The parent should be able to define a whitelist for enabling only specific websites	Product	Brainstorming

1-c: Student Functional Requirements

No	Priority 1 - 5	Description	Type	Source
1	2	The student/professionals should be able to create a deadlock that blocks entire device	Product	Similar systems
2	5	The student shall be able to define a blacklist to block specific websites/apps.	Product	Client
3	3	The student shall be able to set a time range disable/enable websites/apps	Product	Brainstorming
4	4	The student shall be able to define a daily limit for websites/apps	Product	Client

2: Non-Functional Requirements

No	Priority 1 - 5	Description	Type	Source
NFR1	5	Availability	Product	Client
NFR2	3	Reusability	Product	Others (online sources)
NFR3	5	Usability	Product	Brain storming
NFR4	1	Security	Product	Others (online sources)
NFR5	2	Scalability	Product	Similar systems
NFR6	4	Maintainability	Product	Similar systems
NFR7	3	Safety	Product	Others (online sources)
NFR8	2	Portability	Product	Brainstorming
NFR9	3	Programming Language	Product	Brainstorming
NFR10	5	Time Constraint	Organization	Organization

Risk Analysis:

ID	Risk description	probability	Impact (1 -5)	Rank (Prob. * impact)	Consequence
1	Team members leaving	2%	4	0.28	Losing team members can lead to significant project delays due to expertise loss and potential need for training new members.
2	Running out of time	25%	3	0.75	Time shortage can cause pressure and require adjustments but can be managed with careful planning and reallocation of tasks.
3	Inability to complete task	15%	2	0.26	Incomplete tasks create bottlenecks, slowing progress; however, proactive management can minimize impact.
4	Communication issue	40%	1	0.4	Communication issue can cause delays but can be resolved with proper protocols and channels.
5	Member shortcomings	45%	2	0.9	Lack of skills leads to errors and rework, significantly impacting the project's quality and progress.
6	Technical Issues with Project Software	20%	3	0.6	Software problems can cripple progress, requiring IT support and potentially leading to data loss.
7	(student)Team Conflicts	25%	3	0.75	Conflicts affect collaboration and focus, demanding time, and effort for resolution, potentially causing delays.
8	Unexpected Changes in Project Requirements	5%	2	0.1	Changes disrupt plans but are manageable with adaptations, usually without severe impact.
9	Key Team Member Unavailability	12%	3	0.36	Unavailability of the project leader slows progress, requiring reshuffling tasks but can be managed with proper planning and communication.