# Software Requirements Specification for Software Engineering: subtitle describing software

Team #18, Gouda Engineers
Aidan Goodyer
Jeremy Orr
Leo Vugert
Nathan Perry
Tim Pokanai

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# Contents

1	Purpose of the Project vi				
	1.1	User Business	i		
	1.2	Goals of the Project	i		
2	Sta	keholders vi	i		
	2.1	Client	i		
	2.2	Customer vi	i		
	2.3	Other Stakeholders vi	i		
	2.4	Hands-On Users of the Project vii	i		
	2.5	Personas	i		
	2.6	Priorities Assigned to Users vii	i		
	2.7	User Participation vii			
	2.8	Maintenance Users and Service Technicians vii	i		
3	Ma	ndated Constraints vii	i		
	3.1	Solution Constraints vii	i		
	3.2	Implementation Environment of the Current System vii	i		
	3.3	Partner or Collaborative Applications vii	i		
	3.4	Off-the-Shelf Software is	X		
	3.5	Anticipated Workplace Environment is	X		
	3.6	Schedule Constraints iz	X		
	3.7	Budget Constraints	X		
	3.8	Enterprise Constraints	X		
4	Nar	ning Conventions and Terminology x	i		
	4.1	Glossary of All Terms, Including Acronyms, Used by Stake-			
		holders involved in the Project x	i		
5	Rel	evant Facts And Assumptions x	i		
	5.1	Relevant Facts	i		
	5.2	Business Rules	i		
	5.3	Assumptions	i		
6	The	e Scope of the Work x	i		
	6.1	The Current Situation x	i		
	6.2	The Context of the Work x	i		
	6.3	Work Partitioning x	i		

	6.4	Specifying a Business Use Case (BUC)	хi
7	Bus	iness Data Model and Data Dictionary x	cii
	7.1	Business Data Model	
	7.2	Data Dictionary	ζii
8	The	Scope of the Product x	cii
	8.1	Product Boundary	ζij
		Product Use Case Table	
	8.3	Individual Product Use Cases (PUC's)	ζii
9	Fun	ctional Requirements x	cii
	9.1	Functional Requirements	ζii
<b>10</b>	Loo	k and Feel Requirements	cii
	10.1	Appearance Requirements	ζii
		Style Requirements	
11	Usa	bility and Humanity Requirements	iii
		Ease of Use Requirements x	
		Personalization and Internationalization Requirements x	
	11.3	Learning Requirements x	iii
	11.4	Understandability and Politeness Requirements x	iii
	11.5	Accessibility Requirements x	iii
12		Formance Requirements x	
	12.1	Speed and Latency Requirements x	iii
	12.2	Safety-Critical Requirements x	iv
		Precision or Accuracy Requirements x	
		Robustness or Fault-Tolerance Requirements x	
		Capacity Requirements x	
	12.6	Scalability or Extensibility Requirements x	iv
	12.7	Longevity Requirements	ΧV
<b>13</b>	Ope	rational and Environmental Requirements x	ίV
			ΧV
		*	ΧV
		· · · · · · · · · · · · · · · · · · ·	ΧV
	13 /	Productization Requirements	v 1

	13.5 Release Requirements	. xvi
<b>14</b>	Transcription and Support resignations	xvi
	14.1 Maintenance Requirements	
	14.2 Supportability Requirements	
	14.3 Adaptability Requirements	. xvi
<b>15</b>	Security Requirements	xvi
	15.1 Access Requirements	. xvi
	15.2 Integrity Requirements	
	15.3 Privacy Requirements	
	15.4 Audit Requirements	
	15.5 Immunity Requirements	. xvii
<b>16</b>	Cultural Requirements	xvii
	16.1 Cultural Requirements	. xvii
<b>17</b>	Compliance Requirements	xvii
	17.1 Legal Requirements	. xvii
	17.2 Standards Compliance Requirements	
18	Open Issues	xvii
<b>19</b>	Off-the-Shelf Solutions	xvii
	19.1 Ready-Made Products	. xvii
	19.2 Reusable Components	. xviii
	19.3 Products That Can Be Copied	. xviii
<b>20</b>	New Problems	xviii
	20.1 Effects on the Current Environment	. xviii
	20.2 Effects on the Installed Systems	. xviii
	20.3 Potential User Problems	. xviii
	20.4 Limitations in the Anticipated Implementation Environment	
	That May Inhibit the New Product	. xviii
	20.5 Follow-Up Problems	. xviii
<b>21</b>	Tasks	xviii
	21.1 Project Planning	. xviii
	21.2 Planning of the Development Phases	xix

<b>22</b>	Migration to the New Product	xix
	22.1 Requirements for Migration to the New Product	xix
	22.2 Data That Has to be Modified or Translated for the New System	xix
<b>23</b>	Costs	xix
<b>24</b>	User Documentation and Training	xix
	24.1 User Documentation Requirements	xix
	24.2 Training Requirements	xix
<b>25</b>	Waiting Room	xix
<b>26</b>	Ideas for Solution	xix

# **Revision History**

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

# 1 Purpose of the Project

#### 1.1 User Business

The business of the user is to use the system to aid in the creation and analysis of experiments relating to a large but fragmented data set of rat trials that investigate compulsive behaviour of rats and how they relate to various factors such as drug injections or brain legions. This data set is comprised of videos of rats moving on a flat surface, files of their (x,y) coordinates and plots that show the trajectories of these coordinates. Users may want to extract a concise set of pre-existing data that can be applicable to their hypothesis to streamline their workflow and avoid the necessity of carrying out trials. Users may also want to use the system to provide analysis on the data set as a means of further supplementing ther academic work. This can include drawing behavioural metrics of the rats based on various parameters (i.e. rate of compulsion based on injection type) or data visualizations based similarily on compulsive behaviours as they relate to attributes of the rats.

Insert your content here.

#### 1.2 Goals of the Project

The high-level goal of the project is to provide users in the field of behavioural sciences, a unified and non-technical way of drawing from the vast amount of available data on OCD rat trials to aid in their academic work and experiments. This will be accomplished via the following sub-goals:

- Create a DBMS that provides query access to the entirety of the data set of rat trials as well as all metadata associated with the data.
- Provide a UI that makes querying this data approachable to non-technical users by incorporating familiar and intuitive filtering and searching techniques (Attribute filters, Natural Language search bar). Further the UI must provide users with pre-generated query options that are likely to be useful for users that may not know where to start. This could include selecting all rat trials of a particular drug injection along with all saline control data.
- Provide an algorithm that can identify compulsive behaviour by looking at each rat trial and provide options for behavioural metrics and data

visualizations based on various attributes that the user can extract for their purposes.

Insert your content here.

#### 2 Stakeholders

#### 2.1 Client

The clients for this project are Dr. Henry Szechtman and Dr. Anna Dvorkin-Gheva, two professors at McMaster University who are experts in the fields of Psychiatry and Behavioural Neurosciences and Bioinformatics, respectively. They have worked extensively with these OCD rat trials and were responsible for generating and depositing this data in the FRDR repository where it currently is stored. Dr. Szechtman and Dr. Dvorkin-Gheva want to drastically improve the availability of the vast data set they have created so that the trials they conducted can become useful to other students and academics in related fields. *Insert your content here*.

#### 2.2 Customer

Since our application is intended to be open-source and accessible to the public for free, our customers will simply be a group of end-users of our application. Our end users will primarily involve behavioural neuroscience researchers like Dr. Henry Szechtman and Dr. Anna Dvorkin-Gheva, as well as graduate students and lab members, who will all benefit from the user-friendly and accessible functionality of the platform. Additionally we will have data scientists as customers, who will benefit from our application architecture and offered functionality for their purposes. Lastly, collaborating institutions and organizations from the open research community will be users of our application, since the application is intended to be free-use and accessible to all. *Insert your content here*.

#### 2.3 Other Stakeholders

### 2.4 Hands-On Users of the Project

Insert your content here.

#### 2.5 Personas

Insert your content here.

#### 2.6 Priorities Assigned to Users

Insert your content here.

#### 2.7 User Participation

Insert your content here.

#### 2.8 Maintenance Users and Service Technicians

Insert your content here.

#### 3 Mandated Constraints

#### 3.1 Solution Constraints

Insert your content here.

# 3.2 Implementation Environment of the Current System

Insert your content here.

## 3.3 Partner or Collaborative Applications

Collaborative System	System Overview
	The Federated Research Data Repository is a 'bilingual
	bilingual publishing platform for sharing and preserving
	Canadian research data. It is a curated, general-purpose
FRDR Repository	repository, custom built for large datasets.' This is
FRDR Repository	where the data set of the rat trials is physically located
	and is dispersed across 29 independent datasets. Our
	system will provide a unified database schema but will
	pull data from this repository.
	While not a directly collaborative system, this is a sys-
	tem made by a previous years' capstone team to address
	the same problem that our system seeks to. It will be a
ratbat.mcmaster.ca	collaborative system in the sense that ir provides a ref-
Tatbat.incmaster.ca	erence of potential ways to approach our solution, ideas
	that work well and can be carried forward and providing
	visibility to shortcomings of the system will help us to
	avoid repeating mistakes.

#### 3.4 Off-the-Shelf Software

Insert your content here.

# 3.5 Anticipated Workplace Environment

Insert your content here.

#### 3.6 Schedule Constraints

Due to the nature of the capstone course, the scheduling constraints map directly to dates in which major deliverable related to the project are due in the capstone course. They are laid out below:

Project Milestone	Scheduling Constraint
Software Requirements Specification	Oct 6 2025
Verification and Validation Plan	Oct 27 2025
Design Document Revision -1	Nov 10 2025
Proof of Concept Demon- stration	Nov 17-28 2025
Design Documentation Revision 0	Jan 19 2025
Revision 0 Design Demonstration	Feb 2-13 2025
Verification and Validation Report	Mar 9 2025
Extras (Performance Report + User Manual)	Mar 9 2025
Final System Demonstra- tion	Mar 23-29 2025
Final Documentation	April 6 2025

### 3.7 Budget Constraints

There is very limited budget available for this project. The department of Computing and Software at McMaster University will provide \$125 CAD for approved expenses. Outside of that funding, we are asked not to exceed spending of \$500 CAD culmulatively as a team. Thus, the total budget constraints for this project are \$500 CAD in total and \$375 of our team's personal funding.

## 3.8 Enterprise Constraints

# 4 Naming Conventions and Terminology

# 4.1 Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project

Insert your content here.

# 5 Relevant Facts And Assumptions

#### 5.1 Relevant Facts

Insert your content here.

#### 5.2 Business Rules

Insert your content here.

#### 5.3 Assumptions

Insert your content here.

## 6 The Scope of the Work

#### 6.1 The Current Situation

Insert your content here.

#### 6.2 The Context of the Work

Insert your content here.

# 6.3 Work Partitioning

Insert your content here.

# 6.4 Specifying a Business Use Case (BUC)

# 7 Business Data Model and Data Dictionary

#### 7.1 Business Data Model

Insert your content here.

#### 7.2 Data Dictionary

Insert your content here.

# 8 The Scope of the Product

### 8.1 Product Boundary

Insert your content here.

#### 8.2 Product Use Case Table

Insert your content here.

# 8.3 Individual Product Use Cases (PUC's)

Insert your content here.

# 9 Functional Requirements

### 9.1 Functional Requirements

Insert your content here.

## 10 Look and Feel Requirements

## 10.1 Appearance Requirements

#### 10.2 Style Requirements

Insert your content here.

# 11 Usability and Humanity Requirements

#### 11.1 Ease of Use Requirements

Insert your content here.

# 11.2 Personalization and Internationalization Requirements

Insert your content here.

#### 11.3 Learning Requirements

Insert your content here.

#### 11.4 Understandability and Politeness Requirements

Insert your content here.

## 11.5 Accessibility Requirements

Insert your content here.

# 12 Performance Requirements

## 12.1 Speed and Latency Requirements

- The system shall return all query results within 2 seconds for result sets of up to 5,000 records.
- All network requests shall have latency below 100 ms under normal operating conditions.

#### 12.2 Safety-Critical Requirements

• There are no safety-critical operations for this system, as it handles only user interface and data processing with no direct impact on human safety.

#### 12.3 Precision or Accuracy Requirements

- All query results shall be accurate and filtered according to user specifications.
- There shall be no inconsistencies between the source database and query results.

#### 12.4 Robustness or Fault-Tolerance Requirements

- The system shall log and report all input errors without crashing.
- The backend shall handle errors gracefully, storing detailed logs for debugging and monitoring purposes.

### 12.5 Capacity Requirements

- The system shall support up to 250 concurrent users and handle 5,000 transactions per hour.
- The database and associated controllers shall be able to manage up to 11 TB of data.

### 12.6 Scalability or Extensibility Requirements

- The system shall allow additional modules to be integrated without requiring major changes to existing features.
- Under heavy user loads, the system shall maintain at least 80% of its performance efficiency.

#### 12.7 Longevity Requirements

- The system shall be designed to operate reliably for at least 5 years, with multiple teams and developers able to maintain and extend it.
- The system shall be compatible with any operating system when running offline.

# 13 Operational and Environmental Requirements

#### 13.1 Expected Physical Environment

- The system shall be able to run on a standard desktop with atleast 12 GB RAM and average processor.
- The software shall function correctly on Windows, macOS, and Linux operating systems.
- The software should be able to run in normal office environment conditions which includes temperatures between 15°C and 30°C.

## 13.2 Wider Environment Requirements

• The system shall be able to run the top three popular browers.

# 13.3 Requirements for Interfacing with Adjacent Systems

• Data exchanged with adjacent systems shall use JSON format and be transmitted over HTTPS.

## 13.4 Productization Requirements

- The system will use Docker and Kubernetes as it's envoirment for assebility to run on all systems.
- The system will provide all code changes and software updates on the GitHub Repository.

#### 13.5 Release Requirements

- The system releases shall follow the versioning defined by MAJOR#.MINOR#.PATCH#.
- The system will provide all code changes and software updates on the GitHub Repository. Code then can be pulled and tagged from the appraite GitHub release.

# 14 Maintainability and Support Requirements

#### 14.1 Maintenance Requirements

Insert your content here.

#### 14.2 Supportability Requirements

Insert your content here.

#### 14.3 Adaptability Requirements

Insert your content here.

# 15 Security Requirements

## 15.1 Access Requirements

Insert your content here.

## 15.2 Integrity Requirements

Insert your content here.

# 15.3 Privacy Requirements

The system does not collect or use any user-related data that could be considered private and/or confidential.

The system does not store any personal or sensitive personal data, it only stores and presents the data which is already publicly available through

#### FRDR.

There are no privacy requirements for the system.

#### 15.4 Audit Requirements

Insert your content here.

#### 15.5 Immunity Requirements

Insert your content here.

# 16 Cultural Requirements

#### 16.1 Cultural Requirements

There are no cultural requirements for the system.

# 17 Compliance Requirements

### 17.1 Legal Requirements

Insert your content here.

## 17.2 Standards Compliance Requirements

Insert your content here.

# 18 Open Issues

Insert your content here.

## 19 Off-the-Shelf Solutions

### 19.1 Ready-Made Products

#### 19.2 Reusable Components

Insert your content here.

#### 19.3 Products That Can Be Copied

Insert your content here.

#### 20 New Problems

#### 20.1 Effects on the Current Environment

Insert your content here.

#### 20.2 Effects on the Installed Systems

Insert your content here.

#### 20.3 Potential User Problems

Insert your content here.

# 20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product

Insert your content here.

## 20.5 Follow-Up Problems

Insert your content here.

#### 21 Tasks

### 21.1 Project Planning

# 21.2 Planning of the Development Phases

Insert your content here.

# 22 Migration to the New Product

# 22.1 Requirements for Migration to the New Product

Insert your content here.

# 22.2 Data That Has to be Modified or Translated for the New System

Insert your content here.

#### 23 Costs

Insert your content here.

# 24 User Documentation and Training

### 24.1 User Documentation Requirements

Insert your content here.

### 24.2 Training Requirements

Insert your content here.

# 25 Waiting Room

Insert your content here.

# 26 Ideas for Solution

# Appendix — Reflection

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

- 1. What went well while writing this deliverable?
- 2. What pain points did you experience during this deliverable, and how did you resolve them?
- 3. How many of your requirements were inspired by speaking to your client(s) or their proxies (e.g. your peers, stakeholders, potential users)?
- 4. Which of the courses you have taken, or are currently taking, will help your team to be successful with your capstone project.
- 5. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
- 6. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?