

Software Requirements Specification for Sandlot: subtitle describing software

Team 29

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Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

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9 Functional Requirements

9.1 Functional Requirements

Insert your content here.

Requirement #:	75	Requirement Type:	9	Event/BUC/PUC #:	7.9
Description:	description text description text description text				
Rationale:	some more text some more text some more text				
Originator:	other text other text other text				
Fit Criterion:	longer text that needs more than one line longer text that needs more than one line				
Customer Satisfaction:	5	Customer Dissatisfaction:	3		
Dependencies:	some more text	Conflicts:	111		
Materials:	other text other text other text				
History:	other text other text other text				

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Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

1. 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.
2. 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?