Software Requirements Specification for Software Engineering: subtitle describing software

Team #11, OKKM Insights
Mathew Petronilho
Oleg Glotov
Kyle McMaster
Kartik Chaudhari

October 4, 2024

Contents

1	Pur	rpose of the Project	\mathbf{vi}
	1.1	Goals of the Project	vi
		1.1.1 High Data Accuracy	vi
		1.1.2 Ease of use	vi
		1.1.3 Minimizing Cost to Analyze Images	vi
		1.1.4 Results Returned Within Appropriate Timeframe	vii
		1.1.5 High System Reliability and Accessibility	vii
2	Sta	keholders	vii
	2.1	Client	vii
	2.2	Customer	
	2.3	Other Stakeholders	
	2.4	Hands-On Users of the Project	
	2.5	Personas	
	2.6	Priorities Assigned to Users	
	2.7	User Participation	
	2.8	Maintenance Users and Service Technicians	
3	Ma	ndated Constraints	viii
	3.1	Solution Constraints	viii
	3.2	Implementation Environment of the Current System	viii
	3.3	Partner or Collaborative Applications	viii
	3.4	Off-the-Shelf Software	viii
	3.5	Anticipated Workplace Environment	viii
	3.6	Schedule Constraints	
	3.7	Budget Constraints	
	3.8	Enterprise Constraints	ix
4	Naı	ming Conventions and Terminology	ix
	4.1	Glossary of All Terms, Including Acronyms, Used by Stake-	
		holders involved in the Project	ix
5	Rel	evant Facts And Assumptions	ix
	5.1	Relevant Facts	ix
	5.2	Business Rules	ix
	5.3	Assumptions	137

6	The	Scope of the Work	X
	6.1	The Current Situation	Х
	6.2	The Context of the Work	Х
	6.3	Work Partitioning	Х
	6.4	Specifying a Business Use Case (BUC)	Х
7	Bus	iness Data Model and Data Dictionary	X
	7.1	Business Data Model	Х
	7.2	Data Dictionary	Х
8	The	Scope of the Product	X
	8.1	Product Boundary	Х
	8.2	Product Use Case Table	X
	8.3	Individual Product Use Cases (PUC's)	xi
9	Fun	ctional Requirements	xi
	9.1	Functional Requirements	χi
10	Loo	k and Feel Requirements	xi
	10.1	Appearance Requirements	xi
	10.2	Style Requirements	X
11	Usa	bility and Humanity Requirements	xi
	11.1	Ease of Use Requirements	X
	11.2	Personalization and Internationalization Requirements	xi
	11.3	Learning Requirements	хi
	11.4	Understandability and Politeness Requirements	xii
	11.5	Accessibility Requirements	xii
12	Perf	formance Requirements	xii
		Speed and Latency Requirements	
	12.2	Safety-Critical Requirements	xii
		Precision or Accuracy Requirements	
		Robustness or Fault-Tolerance Requirements	
	12.5	Capacity Requirements	xii
		Scalability or Extensibility Requirements	
	12.7	Longevity Requirements	xii

13	Operational and Environmental Requirements	xiii
	13.1 Expected Physical Environment	xiii
	13.2 Wider Environment Requirements	xiii
	13.3 Requirements for Interfacing with Adjacent Systems	xiii
	13.4 Productization Requirements	xiii
	13.5 Release Requirements	xiii
14	v 11	xiii
	14.1 Maintenance Requirements	
	14.2 Supportability Requirements	
	14.3 Adaptability Requirements	xiii
15	Security Requirements	xiv
	15.1 Access Requirements	xiv
	15.2 Integrity Requirements	xiv
	15.3 Privacy Requirements	
	15.4 Audit Requirements	xiv
	15.5 Immunity Requirements	xiv
16	Cultural Requirements	xiv
	16.1 Cultural Requirements	xiv
17	Compliance Requirements	xiv
	17.1 Legal Requirements	xiv
	17.2 Standards Compliance Requirements	xiv
18	Open Issues	$\mathbf{x}\mathbf{v}$
19	Off-the-Shelf Solutions	$\mathbf{x}\mathbf{v}$
	19.1 Ready-Made Products	
	19.2 Reusable Components	
	19.3 Products That Can Be Copied	XV
20	New Problems	XV
	20.1 Effects on the Current Environment	XV
	20.2 Effects on the Installed Systems	XV
	20.3 Potential User Problems	XV
	20.4 Limitations in the Anticipated Implementation Environment	
	That May Inhibit the New Product	XV

	20.5 Follow-Up Problems	XVI
21	Tasks	xvi
	21.1 Project Planning	XVI
	21.2 Planning of the Development Phases	xvi
22	Costs	xvi
23	User Documentation and Training	xvi
	23.1 User Documentation Requirements	xvi
	23.2 Training Requirements	
24	Waiting Room	xvi
25	Ideas for Solution	xvi

Revision History

Date	Version	Notes
10/1/2024	Mathew Petronilho	Added Purpose Of Project
Date 2	1.1	Notes

1 Purpose of the Project

There is currently a lack of high-quality, labeled satellite imagery datasets tailored for specific use cases. Many industries require specialized data for tasks like disaster response, environmental monitoring, urban planning, or defense, but building these datasets manually is time-consuming, costly, inefficient and may require expert data analysis. This hinders the development and deployment of accurate computer vision models for critical use cases across these various industries.

The purpose of this project is to create an online platform that accelerates this process and brings simplicity to satellite imagery data analysis.

1.1 Goals of the Project

1.1.1 High Data Accuracy

The system should have high classification accuracy for objects reported in the images. The core problem this system must solve is extracting useful information from the provided images. One key metric to determine the utility of the information found, is the classification accuracy of objects identified in the images. If the system is not able to determine what is contained in an image, it will not be useful to stakeholders.

1.1.2 Ease of use

The system should be very easy for stakeholders to use. There should be very low friction for users to classify images and objects found within images, with minimal training. It should also be simple for users to upload images to be analyzed. To maximize the information gained from users who are contributing to classification efforts, the system must ensure it is simple for users to get started with, and continue using the system. This is necessary to build a large enough user base, which will make it more likely to get insights in an acceptable amount of time.

1.1.3 Minimizing Cost to Analyze Images

The system should minimize the cost for users request insights from images. This could be implemented through intelligent algorithms for task delegation. Users of the system who upload images are interested in getting an

appropriate return for their investment. If the cost to analyze is too high, the platform will not retain a sufficiently large user base of purchasers.

1.1.4 Results Returned Within Appropriate Timeframe

The system should ensure the time it takes to obtain information from images is within a specified limit, as determined by users who upload images. Purchasers will have some time limit they require the system to process images within. To ensure timing needs are met, the system should provide realistic timelines and stick to them.

1.1.5 High System Reliability and Accessibility

The system should be useable remotely for purchasers and labellers, and have minimal downtime. The system should allow purchasers to upload images without being physically located where the system is hosted to ensure flexibility of use. The same should also be true for labellers, as they should be able to perform their tasks remotely. In both cases, the system should have low down time as to not introduce additional friction into the completion of tasks.

2 Stakeholders

2.1 Client

Insert your content here.

2.2 Customer

Insert your content here.

2.3 Other Stakeholders

Insert your content here.

2.4 Hands-On Users of the Project

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

Insert your content here.

3.4 Off-the-Shelf Software

Insert your content here.

3.5 Anticipated Workplace Environment

3.6 Schedule Constraints

Insert your content here.

3.7 Budget Constraints

Insert your content here.

3.8 Enterprise Constraints

Insert your content here.

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

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)

Insert your content here.

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

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

Insert your content here.

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

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

Insert your content here.

12.2 Safety-Critical Requirements

Insert your content here.

12.3 Precision or Accuracy Requirements

Insert your content here.

12.4 Robustness or Fault-Tolerance Requirements

Insert your content here.

12.5 Capacity Requirements

Insert your content here.

12.6 Scalability or Extensibility Requirements

Insert your content here.

12.7 Longevity Requirements

13 Operational and Environmental Requirements

13.1 Expected Physical Environment

Insert your content here.

13.2 Wider Environment Requirements

Insert your content here.

13.3 Requirements for Interfacing with Adjacent Systems

Insert your content here.

13.4 Productization Requirements

Insert your content here.

13.5 Release Requirements

Insert your content here.

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

15 Security Requirements

15.1 Access Requirements

Insert your content here.

15.2 Integrity Requirements

Insert your content here.

15.3 Privacy Requirements

Insert your content here.

15.4 Audit Requirements

Insert your content here.

15.5 Immunity Requirements

Insert your content here.

16 Cultural Requirements

16.1 Cultural Requirements

Insert your content here.

17 Compliance Requirements

17.1 Legal Requirements

Insert your content here.

17.2 Standards Compliance Requirements

18 Open Issues

Insert your content here.

19 Off-the-Shelf Solutions

19.1 Ready-Made Products

Insert your content here.

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

20.5 Follow-Up Problems

Insert your content here.

21 Tasks

21.1 Project Planning

Insert your content here.

21.2 Planning of the Development Phases

Insert your content here.

22 Costs

Insert your content here.

23 User Documentation and Training

23.1 User Documentation Requirements

Insert your content here.

23.2 Training Requirements

Insert your content here.

24 Waiting Room

Insert your content here.

25 Ideas for Solution

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?