# Software Requirements Specification for Software Engineering: subtitle describing software

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# **Revision History**

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

# 1 Purpose of the Project

#### 1.1 User Business

Insert your content here.

#### 1.2 Goals of the Project

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#### 2 Stakeholders

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#### 2.5 Personas

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#### 2.7 User Participation

Insert your content here.

#### 2.8 Maintenance Users and Service Technicians

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#### 3 Mandated Constraints

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Insert your content here.

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Insert your content here.

## 3.3 Partner or Collaborative Applications

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#### 7.2 Data Dictionary

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## 12 Performance Requirements

## 12.1 Speed and Latency Requirements

#### 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

Insert your content here.

# 13 Operational and Environmental Requirements

## 13.1 Expected Physical Environment

Insert your content here.

## 13.2 Wider Environment Requirements

# 13.3 Requirements for Interfacing with Adjacent Systems

Insert your content here.

### 13.4 Productization Requirements

Insert your content here.

#### 13.5 Release Requirements

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#### 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?