**New Engine Proposal**

**YOUR LOGO**

**Yeni Servis**

**Sema Öztürk-Ömer Can Danacıoğlu**

**27.01.2020**

**Version 1.0.0**

| REVISION HISTORY | | | |
| --- | --- | --- | --- |
| DATE | VERSION | DESCRIPTION | AUTHOR |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table of Contents

[INTRODUCTION 3](#_Toc491270979)

[PURPOSE 3](#_Toc491270980)

[INTENDED AUDIENCE AND PERTINENT SECTIONS 3](#_Toc491270981)

[PROJECT SCOPE 3](#_Toc491270982)

[DOCUMENT CONVENTIONS 3](#_Toc491270983)

[REFERENCES 3](#_Toc491270984)

[DESCRIPTION 4](#_Toc491270985)

[PRODUCT PERSPECTIVE 4](#_Toc491270986)

[FEATURES 4](#_Toc491270987)

[USER OVERVIEW 4](#_Toc491270988)

[OPERATING ENVIRONMENT 4](#_Toc491270989)

[CONTRAINTS: IMPLEMENTATION / DESIGN 4](#_Toc491270990)

[DOCUMENTATION 4](#_Toc491270991)

[ASSUMPTIONS / DEPENDENCIES 4](#_Toc491270992)

[SYSTEM FEATURES 4](#_Toc491270993)

[SYSTEM FEATURE 1 4](#_Toc491270994)

[SYSTEM FEATURE 2 4](#_Toc491270995)

[SYSTEM FEATURE 3 4](#_Toc491270996)

[REQUIREMENTS OF EXTERNAL INTERFACE 4](#_Toc491270997)

[USER INTERFACES 4](#_Toc491270998)

[HARDWARE INTERFACES 4](#_Toc491270999)

[SOFTWARE INTERFACES 4](#_Toc491271000)

[COMMUNICATION INTERFACES 4](#_Toc491271001)

[ADDITIONAL NONFUNCTIONAL REQUIREMENTS 4](#_Toc491271002)

[PERFORMANCE 4](#_Toc491271003)

[SAFETY 4](#_Toc491271004)

[SECURITY 4](#_Toc491271005)

[SOFTWARE QUALITY 4](#_Toc491271006)

[APPENDICES 4](#_Toc491271007)

[APPENDIX A: GLOSSARY OF TERMS 4](#_Toc491271008)

[APPENDIX B: ANALYSIS DOCUMENTATION 4](#_Toc491271009)

[APPENDIX C: ISSUES 4](#_Toc491271010)

# INTRODUCTION

## AMAÇ

Mevcut sistem de bulunan hataların önüne geçmek, daha yüksek hassasiyette konum oluşturmak ve daha sistematik bir servis oluşturmak.

## INTENDED AUDIENCE AND PERTINENT SECTIONS

Describe each type of reader, including developers, users, testers, writers, marketing, etc., and outline which portions of document are crucial to their department.

## PROJE KAPSAMI

Tasarlanan yeni sitemde verinin güvenli bir şekilde ulaştırılması ve oluşturulan yeni konum bulma algoritması ile daha hassas konumlar elde edilmesi hedeflenmiştir. Aynı işi yapan parçaların tek bir yerden yönetilmesi düşünülmüştür kodun anlaşılabilirliğini arttırılacak ve yeni teknolojilerle desteklencektir. Şirket açısından bgkıldığında müşterilerin memnuyeti önemli ölçüde arttırılmış olacaktır.

## DOCUMENT CONVENTIONS

Engine : Konum belirleme algoritmalarını çalıştıran, veri tabanına kaydeden program.

# DESCRIPTION

## PRODUCT PERSPECTIVE

Yeni tasarlanacak olan engine’in en önemli amaçlarından biri, veri kaybını sıfıra indirmek ve kodun rahatça geliştirilebilir olmasıdır. Veri tabanı ve UI arasında ki bağlantı, engine üzerinde bulunan API üzerinden gerçekleştirilmelidir. Veri tabanı sistemi bazı noktalarda NoSQL yapısı kullanmayı gerektirebilir.

## FEATURES

List main features with brief description.

## USER OVERVIEW

Define groups, and describe user characteristics.

## OPERATING ENVIRONMENT

Illustrate where software will function: hardware platform, operating systems, and other software components or applications with which it must work in conjunction.

## CONTRAINTS: IMPLEMENTATION / DESIGN

Describe limitations impacting development.

## DOCUMENTATION

Describe content, mode of delivery, and standards.

## ASSUMPTIONS / DEPENDENCIES

Detail all assumed factors (not known facts) that could potentially impact technical specifications set forth. Include external factors.

# SYSTEM FEATURES

## SYSTEM FEATURE 1

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** |  |
| **STIMULUS / RESPONSE SEQUENCES** |  |
| **FUNCTIONAL REQUIREMENTS** |  |

## SYSTEM FEATURE 2

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** |  |
| **STIMULUS / RESPONSE SEQUENCES** |  |
| **FUNCTIONAL REQUIREMENTS** |  |

## SYSTEM FEATURE 3

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** |  |
| **STIMULUS / RESPONSE SEQUENCES** |  |
| **FUNCTIONAL REQUIREMENTS** |  |

# REQUIREMENTS OF EXTERNAL INTERFACE

## USER INTERFACES

Describe product / user interface characteristics, including standards, style guides, constraints, functionality, and sample screens if applicable.

## HARDWARE INTERFACES

Describe product / hardware interface characteristics, nature of interactions, and communication protocols.

## SOFTWARE INTERFACES

Describe product / other software interface characteristics, including component names and versions, databases, operating systems, libraries, tools, etc. Specify any constraints, along with nature of communications and what data is coming in and being disseminated.

## COMMUNICATION INTERFACES

List requirements of communication functions: email, browsers, servers, forms, etc. Describe standards employed, security or encryption measures, data transfer rates, and synching.

# ADDITIONAL NONFUNCTIONAL REQUIREMENTS

## PERFORMANCE

Specify performance requirements. For additional clarity, provide rationale.

## SAFETY

Specify safety requirements. Define safeguards and systems employed. Identify external policies and regulations impacting safety requirements.

## SECURITY

Specify security requirements. Define safeguards and systems employed. Identify external policies and regulations impacting safety requirements.

## SOFTWARE QUALITY

List other characteristics crucial to success of product. List each by describing its relation to product, being quantitative, specific, and verifiable.

# APPENDICES

## APPENDIX A: GLOSSARY OF TERMS

Define all terms and unique acronyms employed throughout document and specific to project.

## APPENDIX B: ANALYSIS DOCUMENTATION

List file / document names / provided links to all diagrams, models, additional findings pertinent to technical specification development.

## APPENDIX C: ISSUES

List all unresolved issues, TBDs, pending decisions, findings required, conflicts, etc.

| ISSUES | | |
| --- | --- | --- |
| ID | DESCRIPTION | PARTY RESPONSIBLE |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |