

Software Requirements Specification NEW  
NEW NEW NEW NEW NEW for Software  
Engineering: subtitle describing software

Team 5, GradSight

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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**

*Insert your content here.*

# **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**

*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**

*Insert your content here.*

## **3.4 Off-the-Shelf Software**

*Insert your content here.*

## **3.5 Anticipated Workplace Environment**

*Insert your content here.*

## **3.6 Schedule Constraints**

*Insert your content here.*

## **3.7 Budget Constraints**

*Insert your content here.*



### **3.8 Enterprise Constraints**

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## **4 Naming Conventions and Terminology**

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

*Insert your content here.*

## **5 Relevant Facts And Assumptions**

### **5.1 Relevant Facts**

*Insert your content here.*

### **5.2 Business Rules**

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### **5.3 Assumptions**

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## **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 NEW**

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### **7.2 Data Dictionary**

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## **8 The Scope of the Product NEW NEW**

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### **8.3 Individual Product Use Cases (PUC's)**

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## **9 Functional Requirements**

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*Insert your content here.*

## **10 Look and Feel Requirements**

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### **10.2 Style Requirements**

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### **12.3 Precision or Accuracy Requirements**

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### **12.6 Scalability or Extensibility Requirements**

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### **12.7 Longevity Requirements**

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## **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**

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## **13.5 Release Requirements**

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# **14 Maintainability and Support Requirements**

## **14.1 Maintenance Requirements**

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## **14.2 Supportability Requirements**

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## **14.3 Adaptability Requirements**

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# **15 Security Requirements**

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### **19.2 Reusable Components**

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### **19.3 Products That Can Be Copied**

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### **20.2 Effects on the Installed Systems**

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### **20.3 Potential User Problems**

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### **20.5 Follow-Up Problems**

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### **21.1 Project Planning**

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### **21.2 Planning of the Development Phases**

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### **22.1 Requirements for Migration to the New Product**

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

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## **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**

*Insert your content here.*

## 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?