Software Engineering Project

***SOFTWARE Inc.***

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# *Project Drivers*

## **The Purpose of the Project**

**Purpose**:

**Advantage**:

**Measurement**: Success of this system will be determined

## **Goals of the Business Problem**

## **Stakeholder Assessment**

**Client**

**Customer**

**Hands on Users of the Product**

**Other Stakeholders**

## **Priorities Assigned to the Users**

The priorities assigned to users have been divided into three parts – Team Members (Individual Contributors), Managers (HR/Operations), and GM (Marketing & Finance across multiple locations).

1. **Team Members (Individual Contributors)**
2. **Managers (HR/Operations)**
3. **GM (Marketing & Finance across multiple locations)**

# *Project Constraints*

## **Solution Constraint**

## **Off-the Shelf Software Constraint**

## **Schedule Constraint**

## **Budget Constraint**

## **Legal and Ethical Constraint**

## **Naming Conventions and Terminology**

|  |  |
| --- | --- |
| **Name** | **Definition** |
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|  |  |

## **Relevant Facts and Assumptions**

*Relevant Facts*



*Business Rules*

*Assumptions*

## **Scope of the Work**

*The Context Diagram*

*Work Partitioning (Business Events and Input/Output)*

|  |  |
| --- | --- |
| **Business Event** | **Input/Output and Business Use Case** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## **Specifying Business Use Cases**

1. **Business Event:**

**Business Use Case:**

**Trigger:**

**Preconditions:**

**Interested Stakeholders:**

**Active Stakeholders:**

**Normal Case Steps:**

1.

**Outcome:**

## **Data Model and Data Dictionary**

*Data Model*

*Data Dictionary*

|  |  |  |  |
| --- | --- | --- | --- |
| **ID** | **Name** | **Content** | **Type** |
|  |  |  |  |
|  |  |  |  |
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|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

## **Scope of the Project**

## **Individual Product Use Cases**

**1.** **Product Use Case Name:**

**Trigger:**

**Preconditions:**

**Interested Stakeholders:**

**Actor:**

1. .

**Outcome**

# *Functional Requirements*

|  |
| --- |
| **Requirement #:**  **Requirement Type:**  **Event/BUC/PUC #:**  **Description:**  **Rationale:**  **Originator:**  **Fit Criterion:**  **Customer Satisfaction:**  **Customer Dissatisfaction:**  **Dependencies:**  **Conflicts:**  **Supporting Materials:**  **History:** |

# *Non-Functional Requirements*

## **Look and Feel Requirements**

## **Usability and Humanity Requirements**

## **Performance Requirements**

## **Operational and Environmental Requirements**

## **Maintainability and Support Requirements**

## **Security Requirements**

## **Cultural Requirements**

## **Legal Requirements**

# *Project Issues*

## **Open Issues**

* .

## **Off the Shelf Solutions**

*Ready-Made Products*

*Reusable Components*

*Products That Can be Copied*

## **Risks Assessment**

The probability of a risk can be low, moderate, or high. The effect of a risk can be insignificant, tolerable, serious, or catastrophic.

*Technology*

**1. Risk:**

**Probability:**

**Effect:**

.

*People/Security*

**1. Risk:**

**Probability:**

**Effect:**

*Organizational*

**1. Risk:**

**Probability:**

**Effect:**

*Tools*

**1. Risk:**

**Probability:**

**Effect:**

*Requirements*

**1. Risk:**

**Probability:**

**Effect:**

## **Costs**

*Function Points*

Input

* 1. Attributes:
  2. Classes:
  3. Function Points:
  4. Effort in staff months: (Function points/150) \* function points ^ 0.4 =

Output

* 1. Attributes:
  2. Classes:
  3. Function Points:
  4. Effort in staff months: (Function points/150) \* function points ^ 0.4 =

Time-Triggered

* 1. Attributes:
  2. Classes:
  3. Function Points:
  4. Effort in staff months: (Function points/150) \* function points ^ 0.4 =

Estimation

**1. Risk:**

**Probability:**

**Effect:**

## **Ideas for Solutions**