

Software Requirement Specification

Skill learning Application



MAY 1

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Software Requirement Specification (SRS)

1. Introduction:

- **Purpose of this Document:** The purpose of this document is to outline the requirements and specifications for the development of a skill learning application that helps users learn new skills and improve existing ones.
- **Scope of this Document:** This document provides an overview of the features, functionalities, and requirements of the skill learning application. It includes information on the target audience, user characteristics, development cost, and time required for the project.
- **Overview:** The skill learning application is designed to provide an interactive and engaging learning experience to users. The application will include a variety of features such as video lessons, interactive quizzes, progress tracking, and personalized recommendations.

2. General Description:

The skill learning application is a mobile application that aims to provide users with a platform to learn and improve their skills. The application will be available on iOS and Android devices and will target users who are interested in learning new skills or improving their existing ones. The application will provide the following features:

- **User Objective:** The objective of the user is to learn and improve their skills through the use of the application.
- **User Characteristics:** The target users for the application will be individuals who are interested in learning new skills or improving their existing ones. The application will cater to users of all ages and skill levels.
- **Features and Benefits:** The skill learning application will provide the following features:
 - Video lessons
 - Interactive quizzes
 - Progress tracking
 - Personalized recommendations
 - User profile creation

3. Functional Requirements:

The following functional requirements are essential for the skill learning application:

- **User Authentication:** Users should be able to create a profile, log in and log out of the application, and reset their password.
- **Skill Selection:** Users should be able to select the skill they want to learn or improve.
- **Skill Content:** The application should provide video lessons, interactive quizzes, and other resources related to the selected skill.
- **Progress Tracking:** Users should be able to track their progress and receive feedback on their performance.
- **Personalized Recommendations:** The application should provide personalized recommendations based on the user's progress and performance.
- **Social Sharing:** Users should be able to share their progress and achievements on social media.

4. Interface Requirements:

- The application should have a user-friendly interface that is easy to navigate.
- The application should support multiple languages.
- The application should be compatible with iOS and Android devices.
- The application should be responsive and optimized for different screen sizes.

5. Performance Requirements:

- The application should load quickly and respond to user actions in a timely manner.
- The application should be able to handle a large number of users simultaneously.
- The application should be secure and protect user data.

6. Design Constraints:

- The application should be designed to be accessible to users with disabilities.
- The application should be designed to be compatible with different screen sizes and resolutions.
- The application should be designed to be scalable and support future updates and enhancements.

7. Non-Functional Attributes:

- **Security:** The application should be secure and protect user data.
- **Portability:** The application should be portable and work on different devices and platforms.
- **Reliability:** The application should be reliable and perform consistently.
- **Reusability:** The application should be designed to be reusable.

8. Preliminary Schedule and Budget:

- Project Duration: 12 months
- Resource Allocation:
 - Project Manager: 1 person full-time
 - UI/UX Designer: 1 person full-time
 - Front-end Developer: 2 persons full-time
 - Quality Assurance Tester: 1 person full-time
 - Subject Matter Experts: 2 persons part-time
 - Marketing Specialist: 1 person part-time
- Budget:
 - Salaries and Wages: \$600,000
 - Equipment and Software: \$50,000
 - Office Space and Utilities: \$100,000
 - Marketing and Advertising: \$50,000
 - Legal and Accounting Fees: \$20,000
 - Total Budget: \$850,000

9. Appendices:

- Glossary of Terms: A list of technical terms, abbreviations, and acronyms used in the SRS document to help the reader better understand the document.
- References: A list of external sources that have been used in the development of the SRS document. This may include books, articles, websites, and other resources.

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- User Personas: Detailed descriptions of the different types of users that will be using the skill learning application, including their needs, preferences, and behaviors.
 - Use Cases: A set of scenarios that describe how users will interact with the skill learning application to achieve their learning goals.
 - Data Flow Diagrams: Diagrams that illustrate the flow of data between the different components of the skill learning application.
 - Class Diagrams: Diagrams that show the relationship between different classes or objects in the skill learning application.
 - Sequence Diagrams: Diagrams that illustrate the sequence of interactions between different components of the skill learning application.

Uses of SRS document:

- The development team requires it for developing products according to the need.
- Test plans are generated by testing groups based on the described external behavior.
- Maintenance and support staff need it to understand what the software product is supposed to do.
- Project managers base their plans and estimates of schedule, effort, and resources on it.
- Customers rely on it to know that product they can expect.
- As a contract between developer and customer.
- in documentation purpose