# Software Requirements Specification for Software Engineering: Document Management System

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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

#### 2.1 Client

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#### 2.2 Customer

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#### 2.3 Other Stakeholders

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# 2.4 Hands-On Users of the Project

Insert your content here.

#### 2.5 Personas

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# 2.6 Priorities Assigned to Users

#### 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

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# 3.5 Anticipated Workplace Environment

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#### 3.6 Schedule 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

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# 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

#### 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

#### 7.1 Business Data Model

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#### 7.2 Data Dictionary

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# 8 The Scope of the Product

#### 8.1 Product Boundary

Insert your content here.

#### 8.2 Product Use Case Table

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# 8.3 Individual Product Use Cases (PUC's)

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# 9 Functional Requirements

# 9.1 Functional Requirements

# 10 Look and Feel Requirements

#### 10.1 Appearance Requirements

Insert your content here.

#### 10.2 Style Requirements

Insert your content here.

# 11 Usability and Humanity Requirements

#### 11.1 Ease of Use Requirements

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# 11.2 Personalization and Internationalization Requirements

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# 11.3 Learning Requirements

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#### 11.4 Understandability and Politeness Requirements

Insert your content here.

#### 11.5 Accessibility Requirements

Insert your content here.

# 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

OE-PE1. Application should be functional in City of Hamilton, Water Division sites and offices.

# 13.2 Wider Environment Requirements

OE-WE1. Application should be functional on Mobile and Desktop web browser environments.

OE-WE2. Application should be able to run on any device with a modern web browser.

# 13.3 Requirements for Interfacing with Adjacent Systems

- OE-IAS1. Application should integrate with existing SharePoint repositories.
- OE-IAS2. Application should not create redundant workload by sharing duplicate features with existing systems.

#### 13.4 Productization Requirements

N/A

#### 13.5 Release Requirements

- OE-REL1. A change-log should be generated with every release documenting changes in features and requirements.
- OE-REL2. Expected release of Revision 0: February 1st, 2024
- OE-REL3. Expected release of Revision 1: March 30th, 2025

# 14 Maintainability and Support Requirements

#### 14.1 Maintenance Requirements

- MS-MTN1. A deployment of the system should take no more than 30 minutes (not including testing, and building time).
- MS-MTN2. The build time of the system should be no longer than 10 minutes (not including testing time).
- MS-MTN3. All automated tests should be able to run in under 10 minutes
- MS-MTN4. The system should have rigourous unit testing, line coverage should be > 95%, branch coverage should be > 90%.

- MS-MTN5. All core functionalities of the system (i.e. Functional Requirements), should have both automated end-to-end and unit testing corresponding to them
- MS-MTN6. The project must be able to be maintained by its users, as original developers will not be maintaining it after April 2, 2025.

#### 14.2 Supportability Requirements

- MS-SUP1. The application should have user-facing documentation on how to use the core functionalities of the system (i.e. functionalities described in functional requirements).
- MS-SUP2. The application should have documentation for all API's for future maintainers.
- MS-SUP3. The application should have documentation of internal functions and abstractions for future maintainers.
- MS-SUP4. The application should have documentation on deployment, so users can deploy this application for themselves.

# 14.3 Adaptability Requirements

- MS-ADP1. The application must be able to run on at least Google Chrome and Microsoft Edge browsers.
- MS-ADP2. The application must be able to run on tablets, smartphones, and laptops.
- MS-ADP3. The application must be able to run on Android, IOS, and Windows 10

# 15 Security Requirements

#### 15.1 Access Requirements

#### 15.2 Integrity Requirements

Insert your content here.

#### 15.3 Privacy Requirements

Insert your content here.

#### 15.4 Audit Requirements

Insert your content here.

#### 15.5 Immunity Requirements

Insert your content here.

# 16 Cultural Requirements

#### 16.1 Cultural Requirements

Insert your content here.

# 17 Compliance Requirements

# 17.1 Legal Requirements

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# 17.2 Standards Compliance Requirements

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# 18 Open Issues

#### 19 Off-the-Shelf Solutions

#### 19.1 Ready-Made Products

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#### 19.2 Reusable Components

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#### 19.3 Products That Can Be Copied

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#### 20 New Problems

#### 20.1 Effects on the Current Environment

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# 20.2 Effects on the Installed Systems

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#### 20.3 Potential User Problems

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# 20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product

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#### 20.5 Follow-Up Problems

#### 21 Tasks

#### 21.1 Project Planning

Insert your content here.

#### 21.2 Planning of the Development Phases

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# 22 Migration to the New Product

# 22.1 Requirements for Migration to the New Product Insert your content here.

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

Insert your content here.

#### 23 Costs

Insert your content here.

# 24 User Documentation and Training

#### 24.1 User Documentation Requirements

Insert your content here.

# 24.2 Training Requirements

# 25 Waiting Room

Insert your content here.

# 26 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?