Software Requirements Specification for ProgName: subtitle describing software

Team #, Team Name
Student 1 name
Student 2 name
Student 3 name
Student 4 name

October 2, 2024

Contents

1 Purpose of the Project **vi**
- 1.1 User Business . . . vi
- 1.2 Goals of the Project . . . vi

2 Stakeholders **vi**
- 2.1 Client . . . vi
- 2.2 Customer . . . vi
- 2.3 Other Stakeholders . . . vi
- 2.4 Hands-On Users of the Project . . . vi
- 2.5 Personas . . . vi
- 2.6 Priorities Assigned to Users . . . vi
- 2.7 User Participation . . . vii
- 2.8 Maintenance Users and Service Technicians . . . vii

3 Mandated Constraints **vii**
- 3.1 Solution Constraints . . . vii
- 3.2 Implementation Environment of the Current System . . . vii
- 3.3 Partner or Collaborative Applications . . . vii
- 3.4 Off-the-Shelf Software . . . vii
- 3.5 Anticipated Workplace Environment . . . vii
- 3.6 Schedule Constraints . . . vii
- 3.7 Budget Constraints . . . viii
- 3.8 Enterprise Constraints . . . viii

4 Naming Conventions and Terminology **viii**
- 4.1 Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project . . . viii

5 Relevant Facts And Assumptions **viii**
- 5.1 Relevant Facts . . . viii
- 5.2 Business Rules . . . viii
- 5.3 Assumptions . . . viii

6 The Scope of the Work **viii**
- 6.1 The Current Situation . . . viii
- 6.2 The Context of the Work . . . ix
- 6.3 Work Partitioning . . . ix

6.4 Specifying a Business Use Case (BUC) ix

7 Business Data Model and Data Dictionary **ix**
7.1 Business Data Model ix
7.2 Data Dictionary ix

8 The Scope of the Product **ix**
8.1 Product Boundary ix
8.2 Product Use Case Table ix
8.3 Individual Product Use Cases (PUC's) ix

9 Functional Requirements **x**
9.1 Functional Requirements x

10 Look and Feel Requirements **x**
10.1 Appearance Requirements x
10.2 Style Requirements x

11 Usability and Humanity Requirements **x**
11.1 Ease of Use Requirements x
11.2 Personalization and Internationalization Requirements x
11.3 Learning Requirements x
11.4 Understandability and Politeness Requirements x
11.5 Accessibility Requirements x

12 Performance Requirements **xi**
12.1 Speed and Latency Requirements xi
12.2 Safety-Critical Requirements xi
12.3 Precision or Accuracy Requirements xi
12.4 Robustness or Fault-Tolerance Requirements xi
12.5 Capacity Requirements xi
12.6 Scalability or Extensibility Requirements xi
12.7 Longevity Requirements xi

13 Operational and Environmental Requirements **xi**
13.1 Expected Physical Environment xi
13.2 Wider Environment Requirements xii
13.3 Requirements for Interfacing with Adjacent Systems xii
13.4 Productization Requirements xii

13.5 Release Requirements xii

14 Maintainability and Support Requirements **xii**
14.1 Maintenance Requirements xii
14.2 Supportability Requirements xii
14.3 Adaptability Requirements xii

15 Security Requirements **xii**
15.1 Access Requirements xii
15.2 Integrity Requirements xiii
15.3 Privacy Requirements xiii
15.4 Audit Requirements xiii
15.5 Immunity Requirements xiii

16 Cultural Requirements **xiii**
16.1 Cultural Requirements xiii

17 Compliance Requirements **xiii**
17.1 Legal Requirements xiii
17.2 Standards Compliance Requirements xiii

18 Open Issues **xiii**

19 Off-the-Shelf Solutions **xiv**
19.1 Ready-Made Products xiv
19.2 Reusable Components xiv
19.3 Products That Can Be Copied xiv

20 New Problems **xiv**
20.1 Effects on the Current Environment xiv
20.2 Effects on the Installed Systems xiv
20.3 Potential User Problems xiv
20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product xiv
20.5 Follow-Up Problems xiv

21 Tasks **xv**
21.1 Project Planning xv
21.2 Planning of the Development Phases xv

22 Migration to the New Product **xv**
22.1 Requirements for Migration to the New Product xv
22.2 Data That Has to be Modified or Translated for the New System xv

23 Costs **xv**

24 User Documentation and Training **xv**
24.1 User Documentation Requirements xv
24.2 Training Requirements xv

25 Waiting Room **xvi**

26 Ideas for Solution **xvi**

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

C-SOL1. System must be cloud-based to fit in with current existing systems at the City of Hamilton

3.2 Implementation Environment of the Current System

N/A

3.3 Partner or Collaborative Applications

N/A

3.4 Off-the-Shelf Software

N/A

3.5 Anticipated Workplace Environment

N/A

3.6 Schedule Constraints

C-SCH1. A requirement [Link requirement number here in future] is to integrate with the Infor work order management system the city intends on using however, this system will not be available until February 2025, so no testing can be done on this system until then.

C-SCH2. The project deadline is April 2, 2025.

3.7 Budget Constraints

C-BDG1. Total expenses up until April 2, 2025 must not exceed $750.

3.8 Enterprise Constraints

C-ENT1. Various regulations/specifications on applications used by the city.

4 Naming Conventions and Terminology

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

Insert your content here.

5 Relevant Facts And Assumptions

5.1 Relevant Facts

Insert your content here.

5.2 Business Rules

Insert your content here.

5.3 Assumptions

Insert your content here.

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

7.1 Business Data Model

Insert your content here.

7.2 Data Dictionary

Insert your content here.

8 The Scope of the Product

8.1 Product Boundary

Insert your content here.

8.2 Product Use Case Table

Insert your content here.

8.3 Individual Product Use Cases (PUC's)

Insert your content here.

9 Functional Requirements

9.1 Functional Requirements

Insert your content here.

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

Insert your content here.

11.2 Personalization and Internationalization Requirements

Insert your content here.

11.3 Learning Requirements

Insert your content here.

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

Insert your content here.

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

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

Insert your content here.

13.5 Release Requirements

Insert your content here.

14 Maintainability and Support Requirements

14.1 Maintenance Requirements

Insert your content here.

14.2 Supportability Requirements

Insert your content here.

14.3 Adaptability Requirements

Insert your content here.

15 Security Requirements

15.1 Access Requirements

Insert your content here.

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

Insert your content here.

17.2 Standards Compliance Requirements

Insert your content here.

18 Open Issues

Insert your content here.

19 Off-the-Shelf Solutions

19.1 Ready-Made Products

Insert your content here.

19.2 Reusable Components

Insert your content here.

19.3 Products That Can Be Copied

Insert your content here.

20 New Problems

20.1 Effects on the Current Environment

Insert your content here.

20.2 Effects on the Installed Systems

Insert your content here.

20.3 Potential User Problems

Insert your content here.

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

Insert your content here.

20.5 Follow-Up Problems

Insert your content here.

21 Tasks

21.1 Project Planning

Insert your content here.

21.2 Planning of the Development Phases

Insert your content here.

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

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?