

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

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Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

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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 (no including testing time)

MS-MTN3. All automated tests should be able to run in under 10 minutes

MS-MTN4. The system should have rigorous unit testing, line coverage should be $\geq 95\%$, branch coverage should be $\geq 90\%$

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 abstraction 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

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

Insert your content here.

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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?