# Software Requirements Specification for ProgName: subtitle describing software

Team #, Team Name

Student 1 name

Student 2 name

Student 3 name

Student 4 name

October 4, 2024

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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

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

#### 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

To understand the current practices at the City of Hamilton see the *Problem* section of the Problem Statement and Goals here.

## 3.3 Partner or Collaborative Applications

N/A

#### 3.4 Off-the-Shelf Software

- C-OTS1. The system must integrate with Sharepoint to synchronize documents in Sharepoint with documents in the system.
- C-OTS2. The system must integrate with Infor EAM, to show the status of work orders associated with a document.
- C-OTS3. The system must integrate with MySDS to show relevent relevant SDS documents to users on a given site.

#### 3.5 Anticipated Workplace Environment

#### 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

N/A

## 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

#### 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

#### 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

### 11.3 Learning Requirements

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#### 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

## 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

### 14.3 Adaptability Requirements

Insert your content here.

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#### 20.2 Effects on the Installed Systems

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#### 20.3 Potential User Problems

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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

## 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

## 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?