Software Requirements specifications

Project ROME

v0.2-03.07.2023

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# Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Revising Author | Description |
| v0.2-03.07.2023 | 03/07/2023 | Onel Jimenez | Begin Segment One – introduction and definition segment |
| v0.1-02.27.2023 | 02/27/2023 | Onel Jimenez | Initialize document – begin formatting and process. |

# 1 Introduction

## Overview

This document describes the requirements for Project ROME, the fundraising web application system. The purpose of this document is to adequately describe the requirements and standards upheld for the project, allowing the client to evaluate the project’s satisfactory of their needs. It also allows the client an easy to understand, summarized document of;

* how the Project works,
* what is required to host the Project,
* what maintenance of the Project may be required,
* how the Project can be improved upon.

This document does not contain the ongoing process of the project. Topics such as designation of tasks, development time, time budgeting, development phases, deliverables (and their definitions), testing data, testing methods, and other specifics of developing the Project are not included here.

Project ROME is a multi-layer web application designed to host fundraisers for individuals and organizations to easily gather funds to achieve a goal. The Project takes an emphasis in short-term motives, especially humanitarian efforts.

## Goals and Objectives

The goals of Project ROME are as follows;

1. Provide a simplistic way for users to build funds for a designated effort.
2. Allow ease of use for all users, including those requiring accessible features.
3. Ensuring secure practices, particularly with identity access management.
4. Ensuring anonymity when users do not want to publicize their donations.
5. An optimized balance of implementation ease and scalability for improvements.

## Scope

Project ROME is based on the primary requirements presented by Commerce Bank for a generic fundraising application. The PowerPoint that includes these requirements can be found [here](https://app.box.com/s/9r7lm3bhxendzaef6rql7pdbgf900nt8). Implementation features were discussed and ultimately voted upon by the initial development team; those features are highlighted in Segment 4 of this document.

The Project is not designed to sell products or design for for-profit intentions. The Project is also not a final product – it does not incorporate a way for users to pay with real money, only mimic a transaction. Should practical implementation occur, this document will be revised to incorporate and document the system.

The Project is also not designed to have complex moderation over fundraising. Deletion of a fundraiser and comments of a fundraiser are included in the Project, but no further moderation features are anticipated.

## Definitions

## Document Conventions

Note the following conventions that can be found in this document;

**PENDING** – The following change is being discussed by the development team, and may not be final.

**TBD** – There is not enough information at the revision version to be absolute. The content may change significantly as the Project continues development.

**NEEDS REVIEW** – During revision, the section has been marked for editing and adjustment. This may be due to incongruence with implementation or consideration of the content.

## Assumptions

It is assumed that;

* The system hosting the Project has Docker containerization capabilities.
* The network is properly configured;
  + The hosting system sits behind a network with a static IP address, with no more than a single network address translation. (IPv6 support **TBD**)
  + The system and gateways above it in the network can expose the HTTPS default port. (443)
  + The system does not unnecessarily expose API ports (API ports **TBD**)
* The product requires secure communication protocols (HTTP is not enabled).
* The system is hosted on a secure system with minimal access.
  + Although containerized, it is important to ensure the device is not unnecessarily exposed to external networks/systems.

# General Design Constraints

## Product Environment

## User Characteristics

## Mandated Constraints

## Potential System Evolution

# Nonfunctional Requirements

## Usability Requirements

## Operational Requirements

## Performance Requirements

## Security Requirements

## Safety Requirements

## Legal Requirements

## Other Quality Attributes

## Documentation and Training

## External Interface

### 3.9.1 User Interface

### 3.9.2 Software Interface

# 4 System Features

## 4.1 Feature: <name>

### 4.1.1 Description

### 4.1.2 Use Case

### 4.1.3 Additional Requirements