

# Software Requirements Specification for Software Engineering: subtitle describing software

Team 4, EventHub  
Virochaan Ravichandran Gowri  
Omar Al-Asfar  
Rayyan Suhail  
Ibrahim Quraishi  
Mohammad Mahdi Mahboob

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# Contents

<b>1</b>	<b>Purpose of the Project</b>	<b>v</b>
1.1	User Business . . . . .	v
1.2	Goals of the Project . . . . .	v
<b>2</b>	<b>Stakeholders</b>	<b>v</b>
2.1	Client . . . . .	v
2.2	Customer . . . . .	v
2.3	Other Stakeholders . . . . .	v
2.4	Hands-On Users of the Project . . . . .	v
2.5	Personas . . . . .	v
2.6	Priorities Assigned to Users . . . . .	v
2.7	User Participation . . . . .	vi
2.8	Maintenance Users and Service Technicians . . . . .	vi
<b>3</b>	<b>Mandated Constraints</b>	<b>vi</b>
3.1	Solution Constraints . . . . .	vi
3.2	Implementation Environment of the Current System . . . . .	vi
3.3	Partner or Collaborative Applications . . . . .	vi
3.4	Off-the-Shelf Software . . . . .	vi
3.5	Anticipated Workplace Environment . . . . .	vi
3.6	Schedule Constraints . . . . .	vi
3.7	Budget Constraints . . . . .	vi
3.8	Enterprise Constraints . . . . .	vii
<b>4</b>	<b>Naming Conventions and Terminology</b>	<b>vii</b>
4.1	Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project . . . . .	vii
<b>5</b>	<b>Relevant Facts And Assumptions</b>	<b>vii</b>
5.1	Relevant Facts . . . . .	vii
5.2	Business Rules . . . . .	vii
5.3	Assumptions . . . . .	vii
<b>6</b>	<b>The Scope of the Work</b>	<b>vii</b>
6.1	The Current Situation . . . . .	vii
6.2	The Context of the Work . . . . .	vii
6.3	Work Partitioning . . . . .	viii

6.4	Specifying a Business Use Case (BUC)	viii
<b>7</b>	<b>Business Data Model and Data Dictionary</b>	<b>viii</b>
7.1	Business Data Model	viii
7.2	Data Dictionary	viii
<b>8</b>	<b>The Scope of the Product</b>	<b>viii</b>
8.1	Product Boundary	viii
8.2	Product Use Case Table	viii
8.3	Individual Product Use Cases (PUC's)	viii
<b>9</b>	<b>Functional Requirements</b>	<b>viii</b>
9.1	Functional Requirements	viii
<b>10</b>	<b>Look and Feel Requirements</b>	<b>ix</b>
10.1	Appearance Requirements	ix
10.2	Style Requirements	ix
<b>11</b>	<b>Usability and Humanity Requirements</b>	<b>ix</b>
11.1	Ease of Use Requirements	ix
11.2	Personalization and Internationalization Requirements	ix
11.3	Learning Requirements	ix
11.4	Understandability and Politeness Requirements	ix
11.5	Accessibility Requirements	ix
<b>12</b>	<b>Performance Requirements</b>	<b>ix</b>
12.1	Speed and Latency Requirements	ix
12.2	Safety-Critical Requirements	x
12.3	Precision or Accuracy Requirements	x
12.4	Robustness or Fault-Tolerance Requirements	x
12.5	Capacity Requirements	x
12.6	Scalability or Extensibility Requirements	x
12.7	Longevity Requirements	x
<b>13</b>	<b>Operational and Environmental Requirements</b>	<b>x</b>
13.1	Expected Physical Environment	x
13.2	Wider Environment Requirements	x
13.3	Requirements for Interfacing with Adjacent Systems	xi
13.4	Productization Requirements	xi

13.5 Release Requirements . . . . .	xi
<b>14 Maintainability and Support Requirements</b>	<b>xi</b>
14.1 Maintenance Requirements . . . . .	xi
14.2 Supportability Requirements . . . . .	xi
14.3 Adaptability Requirements . . . . .	xi
<b>15 Security Requirements</b>	<b>xi</b>
15.1 Access Requirements . . . . .	xi
15.2 Integrity Requirements . . . . .	xi
15.3 Privacy Requirements . . . . .	xii
15.4 Audit Requirements . . . . .	xii
15.5 Immunity Requirements . . . . .	xii
<b>16 Cultural Requirements</b>	<b>xii</b>
16.1 Cultural Requirements . . . . .	xii
<b>17 Compliance Requirements</b>	<b>xii</b>
17.1 Legal Requirements . . . . .	xii
17.2 Standards Compliance Requirements . . . . .	xii
<b>18 Open Issues</b>	<b>xii</b>
<b>19 Off-the-Shelf Solutions</b>	<b>xii</b>
19.1 Ready-Made Products . . . . .	xii
19.2 Reusable Components . . . . .	xiii
19.3 Products That Can Be Copied . . . . .	xiii
<b>20 New Problems</b>	<b>xiii</b>
20.1 Effects on the Current Environment . . . . .	xiii
20.2 Effects on the Installed Systems . . . . .	xiii
20.3 Potential User Problems . . . . .	xiii
20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product . . . . .	xiii
20.5 Follow-Up Problems . . . . .	xiii
<b>21 Tasks</b>	<b>xiii</b>
21.1 Project Planning . . . . .	xiii
21.2 Planning of the Development Phases . . . . .	xiv

<b>22 Migration to the New Product</b>	<b>xiv</b>
22.1 Requirements for Migration to the New Product . . . . .	xiv
22.2 Data That Has to be Modified or Translated for the New System	xiv
<b>23 Costs</b>	<b>xiv</b>
<b>24 User Documentation and Training</b>	<b>xiv</b>
24.1 User Documentation Requirements . . . . .	xiv
24.2 Training Requirements . . . . .	xiv
<b>25 Waiting Room</b>	<b>xiv</b>
<b>26 Ideas for Solution</b>	<b>xiv</b>

## 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**

*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**

*Insert your content here.*

## **3.5 Anticipated Workplace Environment**

*Insert your content here.*

## **3.6 Schedule Constraints**

*Insert your content here.*

## **3.7 Budget Constraints**

*Insert your content here.*



### **3.8 Enterprise Constraints**

*Insert your content here.*

## **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**

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# **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**

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## **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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## **12.3 Precision or Accuracy Requirements**

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## **12.6 Scalability or Extensibility Requirements**

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## **12.7 Longevity Requirements**

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# **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**

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## **14 Maintainability and Support Requirements**

### **14.1 Maintenance Requirements**

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### **14.2 Supportability Requirements**

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### **14.3 Adaptability Requirements**

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## **15 Security Requirements**

### **15.1 Access Requirements**

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## **16.1 Cultural Requirements**

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# **17 Compliance Requirements**

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# **18 Open Issues**

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# **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**

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# **21 Tasks**

## **21.1 Project Planning**

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## **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**

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

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## **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 purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. What went well while writing this deliverable?
2. What pain points did you experience during this deliverable, and how did you resolve them?
3. How many of your requirements were inspired by speaking to your client(s) or their proxies (e.g. your peers, stakeholders, potential users)?
4. Which of the courses you have taken, or are currently taking, will help your team to be successful with your capstone project.
5. 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.
6. 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?