

Software Requirements Specification for Software Engineering: subtitle describing software

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Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

1 Project Drivers

1.1 Purpose of the Project

1.1.1 User Business

Insert your content here.

1.1.2 Goals of the Project

Insert your content here.

1.2 Stakeholders

1.2.1 Client

The client for this project is the supervisor, Luke Schuurman. He is a member of the MES and has first hand experience planning and hosting events with the MES. As the supervisor he will play a crucial role by ensuring the project aligns with objective of the MES and integrate the platform seamlessly with existing systems. He will also provide us with feedback and guidance throughout the project and will help define the project requirements in this document.

1.2.2 Customer

Refer to client

1.2.3 Other Stakeholders

Irrelevant

1.2.4 Hands-On Users of the Project

MES Executives and Council Members: They will be utilizing this system to create and manage events, configure forms and surveys, monitor event data and generate data analytics reports. They can be characterized as primarily undergraduate students who value their time greatly. They aim to reduce the time taken to do administrative tasks as well as provide a better experience during MES events. Their experience with systems like this

can range from Journeyman - Master as they can be experienced in event planning and student engagement. There may be a slight learning curve to utilizing the new technology but these users have experience performing these functions.

McMaster Engineering Students: They will be utilizing this app to register for events, purchase tickets, sign waivers, check in at venues, and complete feedback surveys. They want to enjoy their university experience and connect with other students, They are also very busy and value their time greatly so are looking for an intuitive and straightforward user experience. Their general experience with systems like this is Journeyman as they may have used similar systems for other use cases.

Other Students and Event Attendees: This group includes non-engineering students, alumni, and invited guests who participate in large-scale MES events such as the Fireball Formal and Graduation Formal, which extend beyond the core engineering community. They are generally looking for an easy and seamless experience registering and attending these events. Their general experience with systems like this is Journeyman as they may have used similar systems for other use cases.

1.2.5 Personas

1. Matthew Cruise (Engineering Student): is a 20-year-old second-year Mechanical Engineering student who lives in a shared house near campus with two close friends. She enjoys attending MES events like pub nights and the Fireball Formal as a way to balance her heavy academic workload.

1.2.6 Priorities Assigned to Users

Insert your content here.

1.2.7 User Participation

Insert your content here.

1.2.8 Maintenance Users and Service Technicians

Insert your content here.

2 Project Constraints

2.1 Mandated Constraints

2.1.1 Solution Constraints

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2.1.2 Implementation Environment of the Current System

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2.1.8 Enterprise Constraints

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2.2 Naming Conventions and Terminology

- **MES:** McMaster Engineering Society

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4.8.1 Legal Requirements

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4.8.2 Standards Compliance Requirements

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5 Project Issues

5.1 Open Issues

Insert your content here.

5.2 Off-the-Shelf Solutions

5.2.1 Ready-Made Products

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5.8 Waiting Room

Insert your content here.

5.9 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?