6COSC023W – Project Specifications Design and Prototype

Project Title

Student: first and last name (student number)

Supervisor: first and last name

This report is submitted in partial fulfillment of the requirements for the

BSc (Hons) Computer Science degree

BEng Software Engineering degree

at the University of Westminster.

School of Computer Science & Engineering

University of Westminster

Date

# Purpose of this document

The purpose of this document is to:

* list the Project's overarching aim and main objectives,
* provide a refined list of project requirements classified as functional/non-functional, as well as basic /essential / luxury (or must have, should have, could have, won't have),
* discuss the method for the elicitation of requirements,
* analyse and model requirements using appropriate diagrams

All word counts in this document are approximate and are not intended to be prescriptive.

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# List of figures

Provide a list of figures, linking figure numbers to page numbers. If you can, hyperlink the page numbers/figures.

# 1. Aim and Objectives

*200 words*

The aim(s) describe, in a few sentences, the overarching purpose(s)/intention(s) of the software/application. What is the point of developing the software/application, what you wish to achieve?

Objectives describe with some detail the individual steps you will take to fulfil the project aim(s).

# 2. Requirements

Introduce the project stakeholders, the methods for the elicitation of the project requirements, how you model your requirements and relevant diagrams.

## 2.1 Stakeholders

*100 words*

Describe people and, if relevant, organisations who will be administrating, using, and in general affected by your software/application. Use a relevant diagram, if necessary.

## 2.2 Gathering requirements

*600 words*

Describe the techniques/procedures you used for gathering requirements. Results will be summarised in this section (use graphs, if necessary).

Notes: Detailed results/raw data from the process of gathering requirements can be included in an Appendix in this document.

## 2.3 List of project requirements

*200 words*

List of Functional and Non-Functional requirements of the software/application classifying them as “Essential”, “Desirable” and “Luxury”.

## 2.4 Analysis and modelling of requirements

*600 words + diagrams*

Use formal analysis and design tools to present a high-level model of your intended application and its context. Useful tools will include but are not exclusive to: Requirements, Context Diagram, Stakeholders, Use Cases, user interface design and storyboards, and any other UML tools that will give a high level view of the system. You may also discuss Data requirements particularly if your application is data intensive, and needs the data to be in a specific format. It is advisable to consider either an ER diagram or Domain Model in these cases.

You *do not need to go to the implementation details* such as low-level class diagrams, sequence diagrams, activity diagrams, etc. These can be included in your final report where you may also discuss any modifications to your initial design and relate them to code samples.

# 3. Prototype

Link to video demonstrating a prototype that should minimally show a sample user interface and example use of the intended final product. Discuss your engagement with creating the design and intended functionality. Here, you can reference your design documents as well as data preparation and planning.

# 4. References

Include a list of cited in your text items (books, papers, websites, etc.). Use Harvard style for the purpose, or any other preferred standard referencing style.

# 5. Bibliography

Include here a list of general reading items (books, papers, websites, etc.). List the items in alphabetical order, using Harvard style to describe them.

# Appendix I

Provide additional material, if appropriate, in separate appendices.

Use one Appendix to provide a link to an on-line video demo of the prototype

Do not include any printed code as an appendix.