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| **Category:**  Development platform  **Name:**  O.3.1  **Components:**  All components(if changed)  **Stage:**  Design(unless changed),else Architecture | **Description:**  Run on standard computers | **Flexibility:**  None  **Changeability:**  A change of environment from standard computers to different computer types(not likely) | **Impact:**  If a change of environment from standard computers to a different type occurs then the whole architecture would likely have to be rewritten. |

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| **Category:**  Functionality  **Name:**  F.1  **Components:**  One component  **Stage:**  Architecture | **Description:**  Simulating various inputs types | **Flexibility:**  None  **Changeability:** | **Impact:** |

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| **Category:**  Functionality  **Name:**  F.2  **Components:**  One component  **Stage:**  Architecture | **Description:**  identify output data and compare it to expected output | **Flexibility:**  None  **Changeability:** | **Impact:** |

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| **Category:**  Functionality  **Name:**  F.3  **Components:**  One component  **Stage:**  Architecture | **Description:**  Emulate various different hardware applications | **Flexibility:**  **Changeability:**  Hardware emulation could be removed(not likely) | **Impact:**  Components handling the emulation of hardware would have to be removed. Limited change to the rest of the system(if any) |

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| **Category:**  Functionality  **Name:**  F.3  **Components:**  One component  **Stage:**  Architecture | **Description:**  Emulate various different software applications, platforms and protocols. | **Flexibility:**  **Changeability:**  Software emulation could be removed(not likely) | **Impact:**  Components handling the emulation of software would have to be removed. Limited change to the rest of the system(if any) |

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| **Category:**  Functionality  **Name:**  F.4  **Components:**  Two components  **Stage:**  Implementation | **Description:**  Input and output components should gracefully recover if the tested system crashed | **Flexibility:**  None  **Changeability:** | **Impact:** |

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| **Category:**  Functionality  **Name:**  F.5  **Components:**  One component  **Stage:**  Architecture | **Description:**  Restarting the tested system from a certain point after a system crash | **Flexibility:**  Yes, latency for restarting the test could be increased to allow different kinds of recovery  **Changeability:**  No need for restarting from a certain point(not likely), No need for restart at all(not likely) | **Impact:**  Changes to this factor would only affect the component that is responsible for restarting the tested system |

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| **Category:**  Maintainability  **Name:**  M.1  **Components:**  Several components  **Stage:**  Architecture | **Description:**  Adding new input mechanisms | **Flexibility:**  **Changeability:** | **Impact:** |

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| **Category:**  Maintainability  **Name:**  M.2  **Components:**  One component  **Stage:**  Architecture | **Description:**  Adding new hardware emulation mechanisms | **Flexibility:**  **Changeability:** | **Impact:** |

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| **Category:**  Maintainability  **Name:**  M.3  **Components:**  One component  **Stage:**  Architecture | **Description:**  Adding new software emulation mechanisms | **Flexibility:**  **Changeability:** | **Impact:** |

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| **Category:**  Maintainability  **Name:**  M.4  **Components:**  One component  **Stage:**  Architecture | **Description:**  Adding new testing techniques | **Flexibility:**  **Changeability:** | **Impact:** |

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| **Category:**  Maintainability  **Name:**  M.5  **Components:**  All components  **Stage:**  Architecture | **Description:**  Keeping cost and time to implement as low as possible | **Flexibility:**  The balance between cost and time to implement could be altered to better fit the team, making one more important than the other  **Changeability:** | **Impact:** |

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| **Category:**  Performance  **Name:**  P.1  **Components:**  One component  **Stage:**  Architecture | **Description:**  Handling large throughput of data | **Flexibility:**  None  **Changeability:**  . | **Impact:** |

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| **Category:**  Functionality  **Name:**  F.6  **Components:**  One component  **Stage:**  Architecture | **Description:**  Logging all the test data | **Flexibility:**  None  **Changeability:** | **Impact:** |