

**Example User/Stakeholder requirements document**

URID	Requirement	Source	Comments
<b>Capabilities</b>			
1. Grab book			
1.1	The mechanism shall be able to retrieve the book when laying flat on a surface.	Requested by user: Alex	Spine is horizontal High priority
1.2	The mechanism should be able to hold the book without slipping.	User requested “no damage to book” and clarified that book should not be dropped	High priority
2. Move to shelf			
2.1	The book should be rotated so that it can be stored efficiently on the shelf.	Standard user practice	Spine is vertical
2.2	The mechanism should be able to put the book at the back of a 18in deep shelf.	Environmental constraint	Med priority
3. Place book on shelf			
3.1	The system should be able to adjust its final position to avoid collision with other books.		Low priority feature
3.2	The system should be able to place a book between two others without disturbing them.	Requested by user: Shuvankar	“Disturbing” here means toppling, or damaging
3.3	The book should release the book in its final position without disturbing the surroundings		High priority
4. Return to start			
4.1	The mechanism should carefully withdraw from the shelf to avoid damage	Requested by users, related to damage	“Carefully” needs to be furthered explored in the system requirements
4.2	The mechanism should automatically return to the starting position	Requested by user: Shuvankar	High priority
<b>Constraints</b>			
1.3	The user should not have to monitor the mechanism to verify that the book is secure.		Med priority
5. Quality of motion			
5.1	The motion of moving the book from start to finish should take no more time than it takes the user to do this by hand.		
5.2	The overall motion should be appear smooth	Requested by user for aesthetic purposes	Related to vibration and may impact other Med priority
5.3	The system shall avoid scraping the book along the surface to prevent noise or damage.		High priority
5.4	The motion should be predictable, and reliable so that unintended damage is avoided.	Requested by users, related to damage	High priority

