SE 3XA3: Software Requirements Specification
Title of Project

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Table 1: **Revision History**

Date	**Version**	**Notes**
Date 1	1.0	Notes
Date 2	1.1	Notes

This document describes the requirements for .... The template for the Software Requirements Specification (SRS) is a subset of the Volere template (**?**). If you make further modifications to the template, you should explicity state what modifications were made.

1 Project Drivers

1.1 The Purpose of the Project

1.2 The Stakeholders

1.2.1 The Client

1.2.2 The Customers

1.2.3 Other Stakeholders

1.3 Mandated Constraints

1.4 Naming Conventions and Terminology

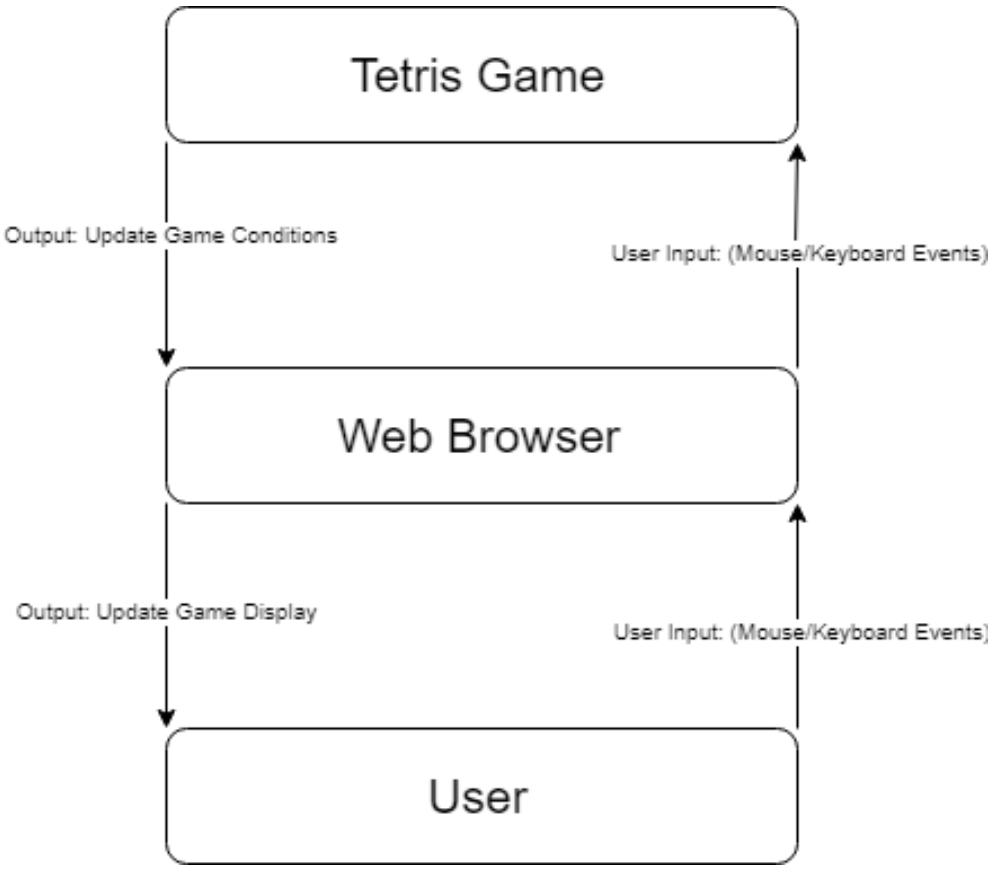
1.5 Relevant Facts and Assumptions

User characteristics should go under assumptions.

2 Functional Requirements

2.1 The Scope of the Work and the Product

2.1.1 The Context of the Work



Work Partitioning

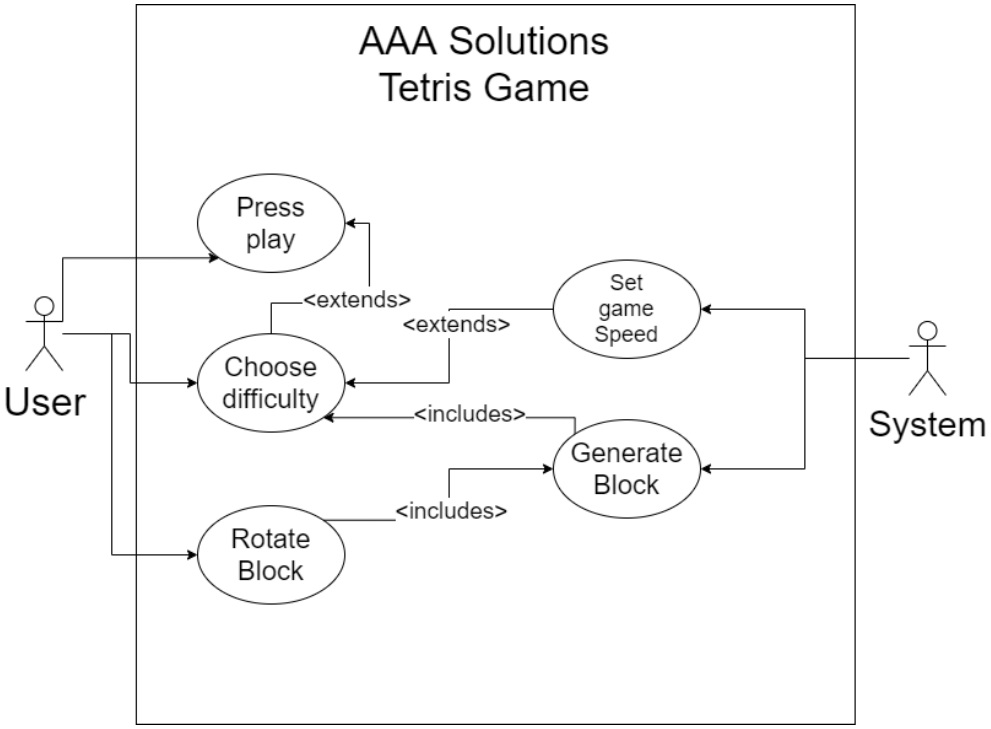
Table 2: Work Partitioning Part I

Event Number	Event Name	Input	Output
1	Tetris game Creation	Developer code	Web Brow
2	Tetris game Audio	Microphone	Audio output
3	Tetris Full Row of Blocks	Developer graphics and code	Web Brow
4	Blocks Overflow Outside of Grid	Developer code	Web Brow
5	Tetris Score Calculation	Developer code	Web Brow
6	Tetris Game Final Revision	Developer code	Web Brow

Table 3: Work Partitioning Part II

Event Number	Summary of BUC
1	Recreate a terminal based game that works on multiple web browsers
2	Record sound effect to be displayed in the game
3	Create different functions to perform the game mechanics in this project
4	Create overflow detection when blocks fall outside of grid then display an end s
5	Create a detection system for when row is full and calculate current score
6	Finishing edits to the project

2.1.2 Individual Product Use Cases



2.2 Functional Requirements

3 Non-functional Requirements

3.1 Look and Feel Requirements

3.2 Usability and Humanity Requirements

3.3 Performance Requirements

3.4 Operational and Environmental Requirements

3.5 Maintainability and Support Requirements

3.6 Security Requirements

3.7 Cultural Requirements

3.8 Legal Requirements

3.9 Health and Safety Requirements

This section is not in the original Volere template, but health and safety are issues that should be considered for every engineering project.

4 Project Issues

4.1 Open Issues

4.2 Off-the-Shelf Solutions

4.3 New Problems

4.4 Tasks

4.5 Migration to the New Product

4.6 Risks

4.7 Costs

4.8 User Documentation and Training

4.9 Waiting Room

4.10 Ideas for Solutions

5 Appendix

This section has been added to the Volere template. This is where you can place additional information.

5.1 Symbolic Parameters

The definition of the requirements will likely call for SYMBOLIC_CONSTANTS. Their values are defined in this section for easy maintenance.