

Software Requirements Specification

MTOBridge

Team 15, Alpha Software Solutions

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Contents

1	Project Drivers	1
1.1	The Purpose of the Project	1
1.2	The Stakeholders	1
1.2.1	The Client	1
1.2.2	The Customers	1
1.2.3	Other Stakeholders	1
1.3	Mandated Constraints	1
1.4	Naming Conventions and Terminology	1
1.5	Relevant Facts and Assumptions	1
2	Functional Requirements	2
2.1	The Scope of the Work and the Product	2
2.1.1	The Context of the Work	2
2.1.2	Work Partitioning	2
2.1.3	Individual Product Use Cases	2
2.2	Functional Requirements	2
3	Non-functional Requirements	2
3.1	Look and Feel Requirements	2
3.2	Usability and Humanity Requirements	2
3.3	Performance Requirements	2
3.4	Operational and Environmental Requirements	2
3.5	Maintainability and Support Requirements	2
3.6	Security Requirements	2
3.7	Cultural Requirements	2
3.8	Legal Requirements	2
3.9	Health and Safety Requirements	2
4	Project Issues	3
4.1	Open Issues	3
4.2	Off-the-Shelf Solutions	3
4.3	New Problems	3
4.4	Tasks	3
4.5	Migration to the New Product	3
4.6	Risks	3
4.7	Costs	3

4.8	User Documentation and Training	3
4.9	Waiting Room	3
4.10	Ideas for Solutions	3
5	Appendix	5
5.1	Symbolic Parameters	5
5.2	Reflection	5

Table 1: Revision History

Date	Developer(s)	Change
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List of Tables

1	Revision History	iii
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List of Figures

This document describes the requirements for MTOBridge. The template for the Software Requirements Specification (SRS) is a subset of the Volere template [Robertson and Robertson \(2012\)](#). If you make further modifications to the template, you should explicitly 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

2.1.2 Work Partitioning

2.1.3 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

References

James Robertson and Suzanne Robertson. *Volere Requirements Specification Template*. Atlantic Systems Guild Limited, 16 edition, 2012.

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.

5.2 Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

1. 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.
2. 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?