Statistical Analysis Tool

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| --- | --- | --- |
| **Task** | **Max Points** | **Comments** |
| Software Requirements Document | 70 |  |
| User Interface Prototypes | 15 |  |
| User interface Descriptions | 5 |  |
| Team Report | 10 |  |
| **TOTAL** | **100** |  |

# Statistical Analysis Tool

# Time Log

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Time**  **(in minutes)** | **Activities (description)** |
| Anthony Nooren | 110 | 10/6 SRS  10/7 SRS  10/8 Team Report |
| Derek Van Den Bogart | 140 | 10/6 SRS  10/7 SRS  10/7 GUI prototype  10/8 Team report |
| Logan Thompson | 210 | -10/ 6 SRS  - 10/7 GUI prototype  - 10/8 team report |

# Why are we creating a System Requirements Specification

Logan Thompson - This deliverable is important because this the “outline” of our program. This document sets our group up with the fundamental ideas to use when implementing our software system. This deliverable serves like a contract as to what our software system must contain.

Anthony Nooren - The System Requirements Specification is important as it is the basis of how our program will be tested. Everything that we put in our functional/non functional requirements need to be able to be testable for when we will create the program.

Derek Van Den Bogart - This document provides a detailed look into all the parts of the program being developed. Our program must have all the requirements we set for ourselves within the SRS. The SRS also includes a description of itself and definitions utilized within the document.

# Project files for this Deliverable

|  |  |  |
| --- | --- | --- |
| **File Name** | **Path** | **Purpose** |
| A2-Group8-SRS.docx | A2-Group8-SRS | Document over the programs SRS |
| A2-Group8-GUI.docx | A2-Group8-GUI | Document over the programs GUI prototype |
| A2-Group8.docx | A2-Group8 | Document over the team report for the requirements analysis stage. |

# Method / Process

In this stage of the software development life cycle we did continued research on other kinds of statistical tools on the market. We used that research and combined ideas from them as well as other outside ideas and developed our functional and non-functional requirements off that.

# Results

For this stage of the development process we produced our “contract” as for what we think needs to be in our program. This biggest problem in completing this stage of the development life cycle was creating our requirements. It was difficult at times to generate good, testable, functional and non-functional requirements for our software system. However, we managed to produce a good list of requirements that will lead to a properly developed piece of software.