Max wants to host a beach clean up event at Mother’s beach after the summer season. He just looked into our site and searched with his required number of volunteers for clean up of the beach. And he also wanted to have some food vendors come by after the event, so he easily got some info of food vendors from the site. He also contacted Heal the bay Organization for trash management and suggestions on the event.

This is a great paragraph description of what you want your project to do.

The first thing that would happen in Waterfall would be to go through the paragraph and find all the nouns. Those would be classes or CSU’s. Those would be organized into groups, called CSC’s.

The next thing would be to go through it again and find all the verbs, or action words. Those would be methods in the classes.

For example, in your first sentence, nouns are in yellow and verbs are in green:

Max wants to host a beach clean up event at Mother’s beach after the summer season.

So, “Max” is a “user” ~ that’s one class

“beach” that’s a “location” ~ that’s another class

“event” that’s an event or activity ~ another class

“season” that’s a time element ~ another class

“host” is the action of hosting an event ~ that would be a method, or it could be treated as the noun for the person that hosts the event. …or both!

Requirements language for Waterfall, then, would look something like this:

5.1. Functional Requirements

5.1.1. Location class

5.1.1.1. The Location class shall store a name for an event.

5.1.1.2. The Location class shall store a host ID for the event

5.1.1.3. The Location class shall store the address of the event.

5.1.1.4. The Location class shall store the GPS coordinates for the event.

GPS coordinates will consist of latitude and longitude

GPS coordinates should be given to ±3 meter accuracy

5.1.1.5. The Location class shall store the city in which an event takes place.

5.1.1.6. The Location class shall store the state in which an event takes place.

5.1.1.7. The Location class shall store the zip+4 code in which an event takes place.