**[Rephrase requirements so they require a particular functionality. For example – The application shall allow a user in an administrative role to add new goal(s) for student(s) users.]**

**[Add more detail to use cases. Also each use case is intended to describe a particular functionality. For example, to add a new user, the use case could be “Administrator logs into system. Upon successful login the admin fills out the appropriate credentials to add a new user to the system. If all fields are valid then the new user is added; if not the admin is prompted to correct the issue(s).]**

**Project Deliverables for 09.17.14**

**Requirements**

**Functional**

Keeps records of user progress and weaknesses

Show menu for user and admin

Training sim for user to test goals and knowledge

Breakdown of goals and results of sim

Be able to modify goals to user failure and lesson plan goals

Be able to pass user onto next lesson or restart from checkpoint

Verify user and admin credentials (login)

**Non-functional**

Store user data in a database for easy retrieval

Login – user name and password

Programmed in java, which integrates with Adacel

Extensible based on user feedbacks; changes rules and regulations

Exports results to admin in Microsoft Word

**Use Cases**

User

Login

Choose Lesson

Starts at goal

Training simulation

Breaksdown results

Fails goal

Modify goals

Pass goal

Next lesson

Give feedback to instructor

Admin

Login

Adds/Drops students

Builds lesson plan

Builds Goals

Views student results

Views user info

Edit lesson/goal

Test simulation

View feedback from users

**Requirements Management Plan**

1. Identify the requirement change
2. Evaluate whether the change is worth while
3. Communicate with all developers to approve change with 50% +1 vote to approve change
4. Evaluate cost, time, effort, and ability of change
5. Estimate the effected consequences of implementing the change
6. Redesign based on outcome of possible changes including the effected changes
7. Revise the requirements
8. Change implementation