WakeMeInTime

Software Requirements Specification

For <Subsystem or Feature>

Version <1.0>

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Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
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Software Requirements Specification

# Introduction

## Purpose

In our time at school or university we noticed, that our fellow students were often coming too late although they have the dates in their calendars. They struggled with public transportation or traffic jams.

Our application will offer you a feature that will help you reaching your date punctually.

## Scope

During this course we will focus on:

* Read appointments from calendar
* Set alarm
* Check Google for traffic information
* Readjust your alarm according to this information

## Definitions, Acronyms, and Abbreviations

Not applicable

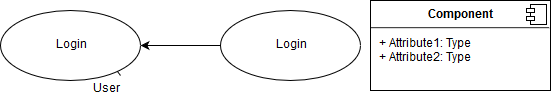
## References

Not applicable

## Overview

The idea behind WakeMeInTime changed from a simple alarm clock app to a complete scheduling app. It grabs appointments from your calendar, checks the locations and provides traffic information. It takes this information and sets your alarm according to your customized time.

# Overall Description



# Specific Requirements

## Functionality

### Register

The user can register, primarily with his Google account, since most of our functionality is based on Google services.

### Login

The user can log in to our app by providing his Google account information.

### Logout

The user can log out.

### Get calendar data

The app can connect to your Google Calendar and read your appointment information.

### Get traffic information

The app can use Google to check for traffic data and can also use “Deutsche Bahn” data or other local transportation service to get information about public transportation.

### Set alarm

The app has access to the alarm and can set it and change the alarm settings.

### Set notification

The app will show you various notifications about your appointments, or how much time you have left.

### Chang settings

The user can change various app setting.

## Usability

[This section includes all those requirements that affect usability. For example,

* specify the required training time for a normal users and a power user to become productive at particular operations
* specify measurable task times for typical tasks or base the new system’s usability requirements on other systems that the users know and like
* specify requirement to conform to common usability standards, such as IBM’s CUA standards Microsoft’s GUI standards]

### Structured settings

[The requirement description goes here.]

### Easily accessible functions

### 

## Reliability

[Requirements for reliability of the system should be specified here. Some suggestions follow:

* Availability—specify the percentage of time available ( xx.xx%), hours of use, maintenance access, degraded mode operations, and so on.
* Mean Time Between Failures (MTBF) — this is usually specified in hours, but it could also be specified in terms of days, months or years.
* Mean Time To Repair (MTTR)—how long is the system allowed to be out of operation after it has failed?
* Accuracy—specifies precision (resolution) and accuracy (by some known standard) that is required in the system’s output.
* Maximum Bugs or Defect Rate—usually expressed in terms of bugs per thousand lines of code (bugs/KLOC) or bugs per function-point( bugs/function-point).
* Bugs or Defect Rate—categorized in terms of minor, significant, and critical bugs: the requirement(s) must define what is meant by a “critical” bug; for example, complete loss of data or a complete inability to use certain parts of the system’s functionality.]

### <Reliability Requirement One>

[The requirement description.]

## Performance

[The system’s performance characteristics are outlined in this section. Include specific response times. Where applicable, reference related Use Cases by name.

* Response time for a transaction (average, maximum)
* Throughput, for example, transactions per second
* Capacity, for example, the number of customers or transactions the system can accommodate
* Degradation modes (what is the acceptable mode of operation when the system has been degraded in some manner)
* Resource utilization, such as memory, disk, communications, and so forth.

### <Performance Requirement One>

[The requirement description goes here.]

## Supportability

[This section indicates any requirements that will enhance the supportability or maintainability of the system being built, including coding standards, naming conventions, class libraries, maintenance access, and maintenance utilities.]

### <Supportability Requirement One>

[The requirement description goes here.]

## Design Constraints

[This section indicates any design constraints on the system being built. Design constraints represent design decisions that have been mandated and must be adhered to. Examples include software languages, software process requirements, prescribed use of developmental tools, architectural and design constraints, purchased components, class libraries, and so on.]

### <Design Constraint One>

[The requirement description goes here.]

## On-line User Documentation and Help System Requirements

[Describes the requirements, if any, for o-line user documentation, help systems, help about notices, and so forth.]

## Purchased Components

[This section describes any purchased components to be used with the system, any applicable licensing or usage restrictions, and any associated compatibility and interoperability or interface standards.]

## Interfaces

[This section defines the interfaces that must be supported by the application. It should contain adequate specificity, protocols, ports and logical addresses, and the like, so that the software can be developed and verified against the interface requirements.]

### User Interfaces

[Describe the user interfaces that are to be implemented by the software.]

### Hardware Interfaces

[This section defines any hardware interfaces that are to be supported by the software, including logical structure, physical addresses, expected behavior, and so on.]

### Software Interfaces

[This section describes software interfaces to other components of the software system. These may be purchased components, components reused from another application or components being developed for subsystems outside of the scope of this **SRS** but with which this software application must interact.]

### Communications Interfaces

[Describe any communications interfaces to other systems or devices such as local area networks, remote serial devices, and so forth.]

## Licensing Requirements

[Defines any licensing enforcement requirements or other usage restriction requirements that are to be exhibited by the software.]

## Legal, Copyright, and Other Notices

[This section describes any necessary legal disclaimers, warranties, copyright notices, patent notices, wordmark, trademark, or logo compliance issues for the software.]

## Applicable Standards

[This section describes by reference any applicable standard and the specific sections of any such standards which apply to the system being described. For example, this could include legal, quality and regulatory standards, industry standards for usability, interoperability, internationalization, operating system compliance, and so forth.]

# Supporting Information

[The supporting information makes the **SRS** easier to use. It includes:

* Table of contents
* Index
* Appendices

These may include use-case storyboards or user-interface prototypes. When appendices are included, the **SRS** should explicitly state whether or not the appendices are to be considered part of the requirements.]