# Software Requirements Specification Software Engineering

Team 14, Reach Aamina Hussain David Morontini Anika Peer Deep Raj Alan Scott

## Contents

1	$\mathbf{Pro}$	oject 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	Fun	actional 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	Noi	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												
	3.5	Maintainability and Support Requirements												
	3.6	Security Requirements	2											
	3.7	Cultural Requirements	2											
	3.8	Legal Requirements	2											
	3.9	Health and Safety Requirements	2											
4	Pro	oject 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											
	17	Costs	2											

	4.8	User Documentation a	ınd	Tra	ınır	ıg							į
		Waiting Room Ideas for Solutions .											
	4.10	Ideas for Solutions .											
5		<b>Dendix</b> Symbolic Parameters							 •		•		4
L	ist	of Tables											
	1	Revision History .				•							i
$\mathbf{L}$	$\mathbf{ist}$	of Figures											

Table 1: Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

This document describes the requirements for .... 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.