Skywalker Airlines  
Airline crew scheduler

Requirements Analysis Document

**Team 08**

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# Introduction

## Purpose

|  |  |
| --- | --- |
|  | Describe how this project came about, who is involved, and the purpose.  Note: To delete any tip (such as this), select it and start typing. If you’re not yet ready to add your own text, select a tip and press spacebar to remove it. |

## Project Scope

|  |  |
| --- | --- |
|  | Project scope defines the boundaries of a project. Think of the scope as an imaginary box that will enclose all the project elements/activities. It not only defines what you are doing (what goes into the box), but it sets limits for what will not be done as part of the project (what doesn’t fit in the box). Scope answers questions including what will be done, what won’t be done, and what the result will look like. |

## Objective and Success Criteria

|  |  |
| --- | --- |
|  | Describe the high level requirements for the project. For example: |

The new system must include the following:

* Ability to allow both internal and external users to access the application without downloading any software
* Ability to interface with the existing data warehouse application
* Ability to incorporate automated routing and notifications based on business rules

## Definitions, Acronyms, and Abbreviation

|  |  |
| --- | --- |
|  | List agencies, stakeholders or divisions which will be impacted by this project and describe how they will be affected by the project. |

## References

|  |  |
| --- | --- |
|  | List business processes or systems which will be impacted by this project and describe how they will be affected. |

## Overview

|  |  |
| --- | --- |
|  | List business processes or systems which will be impacted by this project and describe how they will be affected. |

# Current System

# Proposed SYstem

## Overview

## Functional Requirements

## Nonfunctional Requirements

## System Models

## Scenarios

## Use Case Model

## Object Model

## Dynamic Model

## User Interface: Navigation Paths and Screen Mockups

# Glossary

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