Academic Advisor

System-Wide Requirements Specification

# Introduction

# System-Wide Functional Requirements

RF01 - O futuro-aluno deve ser capaz de se cadastrar para usar o sistema.  
RF02 - O usuário deve ser capaz de consultar a sua agenda com os seus compromissos.

RF03 – O usuário deve ser capaz de cancelar um compromisso.

RF04 – O veterano deve ser capaz de definir horários que tem disponibilidade de aconselhamento.

RF05 – O veterano deve ser capaz de alterar horários que tem disponibilidade de aconselhamento.  
RF06 – O futuro-aluno é capaz de procurar por cursos.  
RF07 – O futuro-aluno é capaz de procurar veteranos disponíveis em um certo curso.  
RF08 – O admin deve ser capaz de cadastrar novos cursos.  
RF09 – O admin deve ser capaz de cadastrar novos veteranos no sistema.  
RF10 – O veterano deve ser capaz, após um encontro realizado, preencher um relatório sobre o encontro.  
RF11 – O futuro-aluno deve ser capaz, após um encontro realizado, preencher um relatório sobre o encontro.  
RF12 – O admin deve ser capaz de analisar os relatórios submetidos.  
RF13 – O usuário deve ser capaz, de realizar login no sistema.

# System Qualities

## Usability

O sistema será intuitivo, com todas as páginas disponíveis em abas para maior facilidade de acesso e organização.

## Reliability

O sistema deverá possuir um servidor auxiliar, que deverá ser utilizado caso o servidor principal encontre qualquer problema, o sistema manterá logs de todo o fluxo de dados para melhor monitoramento.

## Performance

O sistema deverá ser capaz de manter até 2 mil pessoas conectadas ao mesmo tempo, sas atualizações de abas não deverão levar mais de 3 segundos.

## Supportability

O sistema contará com uma manutenção realizada semanalmente na parte da madrugada, o seu suporte será efito artavés de envio de tickets que seráo respondidos em m prazo máximo de 1 dia.

# System Interfaces

*[Interface Requirements are part of the + in the FURPS+ classification of supporting requirements. Define the interfaces that must be supported by the application. It should contain adequate specificity, protocols, ports and logical addresses, and so forth, 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. The intention of this section is to state requirements relating to the interface. Interface design may overlap the requirements gathering process.]*

### Look & Feel

*[Provide a description of the spirit of the interface. Your client may have given you particular demands such as style, colors to be used, and degree of interaction and so on. This section captures the requirements for the interface rather than the design for the interface.]*

### Layout and Navigation Requirements

*[Capture requirements on major screen areas and how they should be grouped together.]*

### Consistency

*[Consistency in the user interface enables users to predict what will happen. This section states requirements on the use of mechanisms to be employed in the user interface. This applies both within the system and with other systems and can be applied at different levels: navigation controls, screen areas sizes and shapes, placements for entering / presenting data, terminology.]*

### User Personalization & Customization Requirements

*[Requirements on content that should automatically displayed to users or available based on user attributes. Sometimes users allowed to customize the content displayed or to personalize displayed content.]*

## Interfaces to External Systems or Devices

*[Are there any external systems with which this system must interface? Are there any constraints on the nature of the interface between this system and any external system, such as the format of data passed between these systems, and any particular protocol used? Consider both provided and required interfaces.]*

### 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.]*

### 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.]*

### Communications Interfaces

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

# Business Rules

## Regras de organização da agenda

### RN001 - agenda veterano

Se existem 3 veteranos cadastrados em um mesmo horário tal horário deve então ser bloqueado para os demais veteranos até que uma vaga no respectivo seja liberada.

## Regras do cadastro do usuário

### RN002 - campo senha

A senha deverá ser composta por letras e números tendo seu tamanho máximo em 12 caracteres.

# System Constraints

*[Constraints are part of the + in the FURPS+ classification of supporting requirements. Describe any design; implementation or deployment constraints on the system being built that have been mandated and must be adhered to. Examples include software implementation languages, prescribed use of developmental tools, third-party components or class libraries, platform support, resource limits and requirements on the shape, size or weight of the resulting hardware housing the system.]*

# System Compliance

## Licensing Requirements

*[Define 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 notice, wordmark, trademark, or logo compliance issues for the software.]*

## Applicable Standards

*[This section describes by reference any applicable standards and the specific sections of any such standards that 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.]*

# System Documentation

*[Describes the requirements, for on-line user documentation, help systems, help about notices, and so on. Set expectations for the documentation and to identify who will be responsible for creating it.]*