Scenario 1: Mobile Game

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| VARIABLE | DEFINITION | RATING | SCORE |
| D | The complexity of the system | Same as reading see table 10-1. | 21 There will be no changes to the OS and just user input for the game |
| DISP | How the display requirements affect the software IE minimal display through very in depth display | Same as reading see table 10-3. | 1.16 Intense graphic and user interface using 3-D |
| HOST | Hosting requirements affecting the software, do we need to switch OS or target system or language? | The jump from minor to major is a bit extensive so instead of having both minor language and system, the middle value will become moderate changes to either language or system. (1.31) the other values will stay the same. | 1.17 There may be minor changes to languages or OS as Apple updates its devices |
| MEMC | Memory constraints. Do we need to worry about memory, will it be a problem | Same as reading table 10-5 | 1.15 Dealing with a game, there will need to be decent memory management but its not a major key |
| RELY | How reliable does it the software need to be? Is it critical or will a crash not break anything | I think the documentation is not necessary for reliability so the scales will have the same numbers but not have the documentation specification also. | 1.48  There needs to be some reliability but its not mission critical if there are missed bugs or overload |
| RTIM | How much of the software is real time and requires sensor input | See table 10-7 | 1.09  Being a game, there is probably some real-time element involved |
| RVOL | How often are the requirements going to change | See table 10-8 | 1.20  While the technology is known, due to being a game things are known to be changing down the line and we want to be prepared. |
| SERC | How secure does the software need to be | See table 10-9 We will use the same numbers but change some of the descriptions. As the numbers get higher it means higher security, the highest being military level security. The different levels will be:  1 – no security  1.08 – login only  1.19 – need to split security levels for users  1.46 – we need to protect sensitive information for the user  1.60 – we add a database that needs to be secure  2.35 – Military secure standard | 1.00  Being a game, there is no major need for security but it would be a nice feature |

Scenario 2: E-Commerce

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| VARIABLE | DEFINITION | RATING | SCORE |
| D | The complexity of the system | Same as reading see table 10-1. | 21 |
| DISP | How the display requirements affect the software IE minimal display through very in depth display | Same as reading see table 10-3. | 1.11  The display is interactive |
| HOST | Hosting requirements affecting the software, do we need to switch OS or target system? | The jump from minor to major is a bit extensive so instead of having both minor language and system, the middle value will become moderate changes to either language or system. (1.31) the other values will stay the same. | 1.00 We know our target system and the language is doubtful to change any time soon |
| MEMC | Memory constraints. Do we need to worry about memory, will it be a problem | Same as reading table 10-5 | 1.04  We will need to use cookies or something of the sort when people log in to keep allow the webpage know they are already logged in. |
| RELY | How reliable does it the software need to be? Is it critical or will a crash not break anything | I think the documentation is not necessary for reliability so the scales will have the same numbers but not have the documentation specification also. | 1.31  We want our customers to be able to purchase when they want to and not have anything going down |
| RTIM | How much of the software is real time and requires sensor input | See table 10-7 | 1.00  There may be some real time going on, namely the purchasing of products but besides that there is nothing. |
| RVOL | How often are the requirements going to change | See table 10-8 | 1.07  The product is known but there may be slight changes as the design is being implemented |
| SERC | How secure does the software need to be | See table 10-9 We will use the same numbers but change some of the descriptions. As the numbers get higher it means higher security, the highest being military level security. The different levels will be:  1 – no security  1.08 – login only  1.19 – need to split security levels for users  1.46 – we need to protect sensitive information for the user  1.60 – we add a database that needs to be secure  2.35 – Military secure standard | 1.60 We have the user giving us sensitive information so they can purchase through our website. We also have the database of our products which we want protected from any fowl play. |

Scenario 3: Life-Support

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| VARIABLE | DEFINITION | RATING | SCORE |
| D | The complexity of the system | Same as reading see table 10-1. | 12  Being a medical device, it is very possible it will have its own OS |
| DISP | How the display requirements affect the software IE minimal display through very in depth display | Same as reading see table 10-3. | 1.00  The display will be on a separate device entirely |
| HOST | Hosting requirements affecting the software, do we need to switch OS or target system? | The jump from minor to major is a bit extensive so instead of having both minor language and system, the middle value will become moderate changes to either language or system. (1.31) the other values will stay the same. | 1.00  Since it is planned to have its own OS, the chance of a re-host or new language is very minimal |
| MEMC | Memory constraints. Do we need to worry about memory, will it be a problem | Same as reading table 10-5 | 1.00 |
| RELY | How reliable does it the software need to be? Is it critical or will a crash not break anything | I think the documentation is not necessary for reliability so the scales will have the same numbers but not have the documentation specification also. | 1.77  We do not want this failing at any point. |
| RTIM | How much of the software is real time and requires sensor input | See table 10-7 | 1.18  Majority of the actions are based of sensors |
| RVOL | How often are the requirements going to change | See table 10-8 | 0.93  This device is designed and there shouldn’t be last minute changes to it |
| SERC | How secure does the software need to be | See table 10-9 We will use the same numbers but change some of the descriptions. As the numbers get higher it means higher security, the highest being military level security. The different levels will be:  1 – no security  1.08 – login only  1.19 – need to split security levels for users  1.46 – we need to protect sensitive information for the user  1.60 – we add a database that needs to be secure  2.35 – Military secure standard | 2.00 While we don’t need military standard and the user is not giving us information there is critical systems we need to protect along with the information the sensors give us. |