# SOFTWARE REQUIREMENTS SPECIFICATION

## for

## CS 4ZP6 Capstone Project

**Version 0.0**

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**McMaster Text to Motion Database**

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# Revision History

| Name | Date | Reason For Changes | Version |
|---|---|---|---|
| Brendan Duke | Oct. 7th, 2016 | Initial Version | 0.0 |

# 1 Project Drivers

## 1.1 The Purpose of the Project

## 1.2 The Client, the Customer, and Other Stakeholders

## 1.3 Users of the Product

# 2 Project Constraints

## 2.1 Mandated Constraints

## 2.2 Naming Conventions and Definitions

## 2.3 Relevant Facts and Assumptions

# 3 Functional Requirements

## 3.1 The Scope of the Work

## 3.2 The Scope of the Product

## 3.3 Functional and Data Requirements

| | |
|---|---|
| Requirement Number | 0 |
| Requirement Type | 9. Functional and Data Requirements |
| Event/Use Case Numbers | |
| Description | |
| Rationale | |
| Originator | |
| Fit Criterion | |
| Customer Satisfaction | |
| Customer Dissatisfaction | |
| Priority | |
| Conflicts | |
| Supporting Materials | |
| History | |

# 4 Nonfunctional Requirements

## 4.1 Look and Feel Requirements

## 4.2 Usability and Humanity Requirements

## 4.3 Performance Requirements

## 4.4 Operational and Environmental Requirements

## 4.5 Maintainability and Support Requirements

## 4.6 Security Requirements

## 4.7 Cultural and Political Requirements

## 4.8 Legal Requirements

# 5 Project Issues

## 5.1 Open Issues

## 5.2 Off-the-Shelf Solutions

## 5.3 New Problems

## 5.4 Tasks

## 5.5 Migration to the New Product

## 5.6 Risks

## 5.7 Costs

## 5.8 User Documentation and Training

## 5.9 Waiting Room

## 5.10 Ideas for Solutions

# 6 Appendix

## 6.1 Appendix A: Glossary

## 6.2 Appendix B: Analysis Models

## 6.3 Appendix C: To Be Determined List