

**Requirements Analysis Document**

XXXXXX Reservation System

**Version 1**

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# Introduction

*This chapter gives an introduction into the project and describes what purpose it has.*

## Purpose of the System

*Briefly describe who might use the system and for which purpose. What is the target group of the application?*

## Scope of the System

*Explain the problem your system is solving. How wide is the area you can apply your project to?*

## Objectives and Success Criteria of the Project

*Explain the project objectives and the criteria you’d use to judge if it was successfully executed.*

## Definitions, Acronyms and Abbreviations

*This part should prevent any wrong interpretations of the terms used in this document. For example, when we say cinema, we mean one of the cinema branches and not the whole cinema company or one of the movie projecting halls. Such explanations are helpful in designing the system correctly. In your document give just a few explanations.* ***It’s enough to define only a few (3 - 4) terms, just to prove that you understand what kind of content should go here.***

|  |  |
| --- | --- |
| Term / Acronym / Abbreviation | Definition |
|  |  |
|  |  |
|  |  |

## References

*Here one should provide references to the development context (e.g. references to existing systems with a similar purpose). The project described in this document is an independent project and has no dependencies to any other project. It is part of the course IN0827 and as such is a standalone project. This means, no further projects will be built upon the here described project. The same is correct for your project.*

## Overview

*Give a* ***very short*** *overview for the reader, introducing the content which follows in the document.*

# Current System

*This chapter is used to describe the current state of affairs. If your system replaces an existing system, you should describe the functionalities and problems of the old system. Otherwise, you should describe how the tasks supported by the new system are accomplished now (e.g. they are done manually on paper).*

*Your system is a toy system and we imagine that you’re the first ones implementing this kind of software system.* ***Imagine and describe a world where there are no other reservation systems for the problem you’re trying to solve. You should also assume that there is no pre-existing system for your application.***

# Proposed System

*This chapter documents the requirements elicitation and the analysis model of the new system.*

## Overview

*Present a functional overview of the system.*

## Non-functional Requirements

*In this section, describe user-level requirements that are not directly related to functionality.*

### Usability

### Reliability

### Performance

### Supportability

### Implementation

***No implementation details*** *should be provided in the Requirements Analysis Document, but it makes sense to give some* ***very rough*** *information telling the developers about* ***the target OS and platform*** *for the system that needs to be implemented. This is needed simply because different developers specialize for working on for example Android mobile applications and they would have to learn to develop some Windows stand-alone application. To hire the right people for the project, we need to know what their rough area of work needs to be.*

### Interface

### Packaging

### Legal

## System Models

*This section should contain the complete functional specification.*

### Scenarios

*Write the scenarios for your application in the form of short paragraphs. Give concrete examples (a specific user does a specific action). Here are some typical scenarios that all the projects should have.* ***Add more scenarios if some are missing for your application****.*

#### Scenario 1: View items

#### Scenario 2: Login and Registration

#### Scenario 3: Simple Login

#### Scenario 4: Reserve Item

#### Scenario 5: Show Profile

#### Scenario 6: Modify Reserved Item

#### Scenario 7: Delete Reserved Item

#### Scenario 8: Log out

### Use Case Model

*Place your use case diagrams here. We will skip the detailed textual description of the use cases here, you can do the same in your document.*

### Object Model

*Place your class diagram showing the application domain here. No textual description is required.*

### Dynamic Model

*Place your communication diagrams here. No textual description is required.*

### User Interface – Navigational Paths and Screen Mock-ups

*This part of the document should illustrate the user interface of the system and navigational paths represented by the sequence of screens.*

***You can leave this part out*** *from your document or leave it empty, since you are only working on a small toy project for the purpose of the course.* ***This part will not be graded, but feel free to put mock ups here if you like****, especially if you created them during your discussions with your teammates. Here some mock ups are provided such that you get a clearer picture of what kind of content should go to this section. Mockups don’t need to be perfect. They should just provide an idea about what element goes where in the interface. There are many online tools for creating them, but you can also draw them in any way you like as long as they serve their purpose.*

# Glossary

*One of the obstacles between developers and users is differing terminology. To establish a clear terminology, developers identify the participating objects for each use case in a glossary.*

*In the Cinema Case, the glossary would mostly duplicate the chapter called “Definitions, Acronyms and Abbreviations”, so we left it blank and you can leave it blank for your Requirements Analysis Document.*