1.5 Definitions

* Github – Distributed Repository
* Bug – Unplanned problematic piece of code.
* Repository – A place in which a collection of code lives.

1.6 Stakeholders

* Dr. Igor Crk – Product Owner
* Nathan Reinhardt - Developer
* Dylan Williams - Developer
* Spencer Smith - Developer
* Dr. Gary Mayer – Senior Project Professor

2. REFERENCES AND OTHER STANDARDS

* “Semi-Agile Software Engineering (SAGE).

3. SPECIFIC REQUIRMENTS

3.1 External Interfaces

* GitHub – This will serve as our primary data source. The project will pull in repositories held within GitHub and run tests on it.

3.2 Functions

* Primary function will be to pull down a given GitHub repository. Run a sequence of tests and give a final score that will be used to find potential bugs within the project.

3.3 Usability Requirements

* The project will meet its usability requirements if it can be given a GitHub repository and find potential bug hotspots in the code with a measurable metric.

4. VERIFICATION

* N/A

5. APPENDICES

5.1 Assumptions and Dependencies

* The GitHub repository uses git best practices
* The Github repository uses git bug tracking practices

5.2 Acronyms and Abbreviations

* Repo : Repository
* MEAN: Mongo, Express, AngularJS, NodeJS
* TDD: Test Driven Development
* Metric: a trackable code variable used to calculate metrics
* Metrics: a method of measuring something, or the results obtained from this.
* Hotspot: portion of code in a repository that is deemed a potential troublesome area.