DOSE Project (Distributed and Outsourced Software Engineering)

Software Requirements Specification for Let's Go!

Prepared by

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Revision History

Date	Version	Description	Author(s)
October 08, 2014	V1.0	Document created	Graziela Basilio Pereira
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1 Introduction

This document describes and specifies the needs of the customer, being the main source of information for design development of a product to support distributed software development teams.

1.1 Purpose

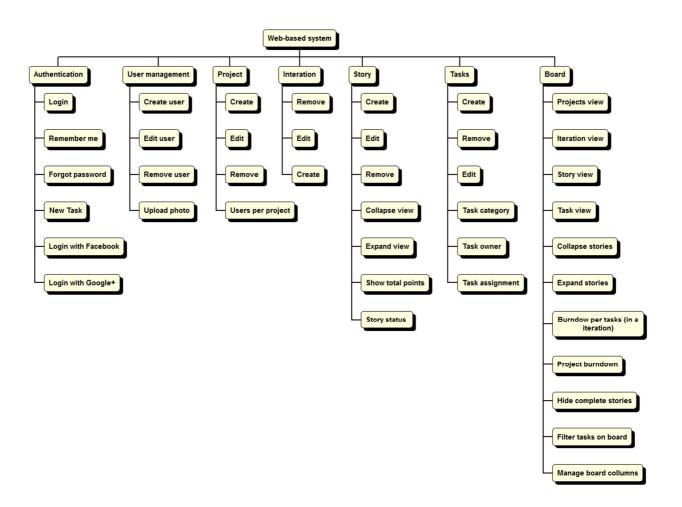
This requirements specification fully describes the external behavior of the application. It also describes nonfunctional requirements, design constraints, and other factors necessary to provide a complete and comprehensive description of the requirements for the software.

1.2 Scope

The scope of this project is to web-based project management system to support distributed software development teams.

- Project develops through successive iterations
- Team members, managers and other stakeholders need to record and track progress

The figure below shows the product structure and its scope.



1.3 Definitions, Acronyms and Abbreviations

UC: use case

Kanban: on going board.

1.4 References

Date	Document	Resources
August	Project overview	Prof ^a Sabrina
September, 12	Assignment #2, Part 1: To write clarification requestt	Clients Time of analysts

1.5 Overview

The SRS contains the description of the functional and non functional requirements about the systems in the section 3.1 and 3.2. In the section 3.3 are presented the use case diagram and the user cases's description. Finally, to improve the comprehension and supporting information the documentation brings the main screen system's in the section 4.

2 Overall Description

2.1 Product perspective

2.2 Product functions

Basic Functions

- Backlog: a collection of requirements that need to / cloud be be implemented
- Sprint log: a log that is used as part of a development sprint
- User management: users need to be able to register with the system; users need to be able to assign users to projects; basic user management (delete account, change personal details). Support for different roles (for example developers and 'master' -- similar to SCRUM master--). Functionalities are available depending on user roles.
- User authentication
- Users can be assigned to requirements; maybe requirements need to be broken down into smaller tasks
- Requirements can be assigned with 'points' according to their complexity. One can also assign point to tasks. Users who implement the requirements/tasks get the 'points' of the implemented requirements.
- Developers chart: all developers are ranked according to the 'points' received from the implemented tasks/requirements.

Advanced functionalities

- A dashboard that summarizes ongoing events of (a) project(s)
- Statistics that show how the project performances, compared to the estimates
- Team communication tools (e.g. a discussion board or group chat)
- Integration with issue trackers (e.g. the tracker from the where the source code is
- hosted. Github, Bitbucket, etc) or other platforms

2.3 User characteristics

The system users will be software developers teams.

2.4 Constraints

The system does not provide:

- cost management
- people management
- mobile interface

2.5 Assumptions and dependencies

- A project can be created by any user.
- Work management will be done throughout the project team.

3 Specific Requirements

3.1 Functional Requirements

Requirement ID	[FR1]
Title	Authentication
Description	Authentication system for user login Authorization services let users provide your application with access to read, write, update and delete the data they have stored in project management system.
Priority	Priority 1 - mandatory.
Risk	Critical (C) - It will break the main functionality of the system. The system cannot be used if this requirement is not implemented.

Requirement ID	[FR2]
Title	Task information
Description	The system shall provide tasks information like description, duration, resources and comments.
Priority	Priority 1 - mandatory.
Risk	Critical (C) - It will break the main functionality of the system. The system cannot be used if this requirement is not implemented.

Requirement ID	[FR3]
Title	Collaboration
Description	The system shall provide collaboration mechanisms like chat, comments
Priority	Priority 2 - feature nice.
Risk	High (H) - It will impact the main functionality of the system. Some function of the system could be inaccessible, but the system can be generally used.

Requirement ID	[FR4]
Title	Schedule
Description	The system shall provide schedule mechanisms like Gantt chart, calendar and time tracking.

Priority	Priority 2 - feature nice.
Risk	High (H) - It will impact the main functionality of the system. Some function of the system could be inaccessible, but the system can be generally used.

Requirement ID	[FR5]
Title	Resources agiles
Description	The system shall provide support agile methods like Burndown (project, sprint, release), Sprint backlog, Project backlog.
Priority	Priority 1 - mandatory.
Risk	Critical (C) - It will break the main functionality of the system. The system cannot be used if this requirement is not implemented.

3.2 Non-Functional Requirements

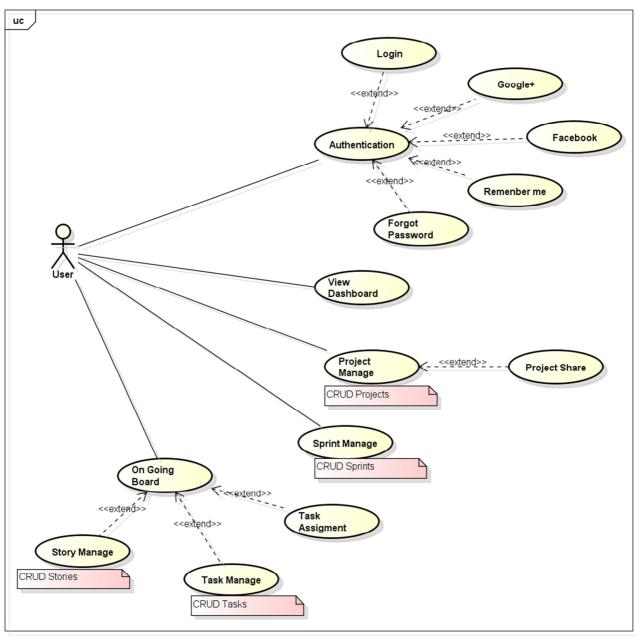
Requirement ID	NFR1	
Title	Performance	
Description	 Perform of the system to read and write data. Response times Processing times Query and Reporting times 	
Priority	Priority 2 - feature nice.	
Risk	Low (L) The system can be used without limitation, but with some workarounds.	

Requirement ID	NFR2	
Title	Availability	
Description	Hours of operation Locations of operation	
Priority	Priority 1 - mandatory.	
Risk	Critical (C) - It will break the main functionality of the system. The system cannot be used if this requirement is not implemented.	

Requirement ID	NFR3
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Title	Security	
Description	 Login requirements (authentication) - access levels Password requirements - length, special characters, expiry date. Inactivity timeouts - durations and actions 	
Priority	Priority 1 - mandatory.	
Risk	Critical (C) - It will break the main functionality of the system. The system cannot be used if this requirement is not implemented.	

3.3 Use Cases



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Use Case ID	UC 1.0	
Use Case Name	Authentication	
Description	This use case Authentication (login access) details the login steps of a user; it is necessary to gain access to other functionality of the system.	
Actors	User	
Preconditions	None	
Normal flow	 The system presents fields for login, password and a list of language. The user inserts her/ his e-mail (username). The user inserts her/ his password. The user selects a language. The user clicks on Login button. The use case ends successfully. 	
Alternative flows	None	
Exceptions	Invalid User or Password a. If username or password cannot be located, the system presents a message "Incorrect username or password combination. Try again!". b. The system presents two options: "Forgot your password?" and "Not Registered?"	
Posconditions	The system locates the user and verifies the access rights.	
Notes and issues	 Logging or Username is usually used to enter a specific software (web page) or computer system. A password is a secret word or string of characters that is used for authentication, to prove identity or gain access to a systems. The system default language is English. 	

Use Case ID	UC 2.0		
Use Case Name	Project Manage		
Description	This UC allows to perform the actions to: create, read (retrieve), delete and update the projetcts		
Actors	User		
Preconditions	User can be logged		
Normal flow	1. Create: 1.1. User chooses create new project 1.2. User fills the project's description 1.3. User defines the date to start and completion date 1.4. User indicates the current projetc's status: open, close 1.5. User submit the project 1.6. The system shows a confirmation message "Projetc created successfully!" 2. Retrieve:		

	 2.1. User chooses the option to view a list of projects 2.2. The system presents a list of projects 2.3. User select a project 2.4. The system open the project selected 2.5. 3. Update: 3.1. User chooses to edit the project 3.2. User submit the project edited 3.3. The system shows a confirmation message "Projetc edited successfully!" 4. Delete (Remove Project): 4.1. User chooses to delete the project 4.2. The system presents a message to confirm the action 4.3. User confirms the action (remove project) 4.4. The system presents a confirmation message "Projetc removed successfully!" 	
Alternative flows	The project already exists	
Exceptions	 The user aborts the use case. The system doesn't conclude the action. The use case ends. 	
Posconditions	The system locates the project.	
Notes and issues	None	

Use Case ID	UC 2.1		
Use Case Name	Project Share		
Description	This UC allows users to share the projetcs with other stakeholders or key people of the company.		
Actors	User		
Preconditions	 User can be logged Just will be able to invite registered emails 		
Normal flow	* *		

Alternative flows	User invites members that not have access on the platform The platform notifices that the user don't have a login (or valid login)	
Exceptions	 The user aborts the use case. The system doesn't conclude the action. The use case ends. 	
Posconditions	The system to share the projetcs with other stakeholders.	
Notes and issues	Any project can be sharing with others (or just current projects?)	

Use Case ID	UC 3.0		
Use Case Name	Sprint Manage		
Description	This UC allows to perform the actions to: create, read (retrieve), delete and update sprints		
Actors	User		
Preconditions	User can be logged		
Normal flow	 Create: User chooses create new sprint User fills the sprint's name User defines the date to start and completion date User indicates the current sprint's status: future, closed, planned, in progress User submit the sprint The system presents a confirmation message "Sprint created successfully!" Retrieve: User chooses the option to view a list of sprints The system presents a list of sprints User select a sprint The system open the sprint selected Update: User chooses to edit the sprint User changes data(s) User submit the sprint edited The system presents a confirmation message "Sprint edited successfully!" Delete (Remove Sprint): User chooses to delete the sprint The system presents a message to confirm the action User confirms the action (remove sprint) The system presents a confirmation message "Projetc removed successfully!" 		
Alternative flows	None		
Exceptions	The user aborts the use case. The system doesn't conclude the action.		

	3. The use case ends.	
Posconditions	None	
Notes and issues	A sprint belongs to a project.	

Use Case ID	UC 4.0		
Use Case Name	On Going Board (story board)		
Description	This UC represents the system to control the software development process. The users will be able to add new stories, management stories, and include new tasks		
Actors	Users		
Preconditions	User can be logged		
Normal flow	 User chooses create new story board User fills the story board description User manages stories (UC 4.1), and manages tasks (UC4.2) The system presents a confirmation message "Story Board created successfully" User moves the tasks to other process steps. (not started, in progress, completed and blocked) 		
Alternative flows	None		
Exceptions	 The user aborts the use case. The system doesn't conclude the action. The use case ends. 		
Posconditions	None		
Notes and issues	None		

Use Case ID	UC 4.1		
Use Case Name	Story Manage		
Description	This UC allows to perform the actions to: create, read (retrieve), delete and update stories.		
Actors	User		
Preconditions	User can be logged		
Normal flow	1. Create: 1.1. User chooses create new story 1.2. User fills story's title (mandatory) 1.3. User fills story's description (optional) 1.4. User fills story's points (mandatory) 1.5. User fills notes (optional) 1.6. User submit the story		

	2. 3. 4.	1.7. The system presents a confirmation message "Story created successfully!" Retrieve: 2.1. User chooses the option to view a list of stories 2.2. The system presents a list of stories 2.3. User select a story 2.4. The system open the story selected Update: 3.1. User chooses to edit the story 3.2. User changes data(s) 3.3. User submit the story edited 3.4. The system presents a confirmation message "Story edited successfully!" Delete (Remove Story): 4.1. User chooses to delete the story 4.2. The system presents a message to confirm the action 4.3. User confirms the action (remove story) 4.4. The system presents a confirmation message "Story removed successfully!"
Alternative flows	None	
Exceptions	1. 2. 3.	The user aborts the use case. The system doesn't conclude the action. The use case ends.
Posconditions	None	
Notes and issues	A story	belongs to a sprint.

	1		
Use Case ID	UC 4.2		
Use Case Name	Task Manage		
Description	This UC allows to perform the actions to: create, read (retrieve), delete and update tasks.		
Actors	User		
Preconditions	User can be logged User is a member alocated in the project/sprint		
Normal flow	 Create: User chooses create new task User fills task's description and task's number User defines assigned tasks User submit the task The system presents a confirmation message "Task created successfully!" Retrieve: User chooses the option to view a list of tasks The system presents a list of tasks User select a task The system open the task selected Update: 		

	4.	 3.1. User chooses to edit the task 3.2. User changes data(s) 3.3. User submit the task edited 3.4. The system presents a confirmation message "Task edited successfully!" Delete (Remove Task): 4.1. User chooses to delete the task 4.2. The system presents a message to confirm the action 4.3. User confirms the action (remove task) 4.4. The system shows a confirmation message "Task removed successfully!"
Alternative flows	None	
Exceptions	1. 2. 3.	The user aborts the use case. The system doesn't conclude the action. The use case ends.
Posconditions	None	
Notes and issues	2.	A task belongs to a story. Anyone can take to assigned the task. Tasks don't need to have a user assigned when the task is added to the user story

4 Supporting Information

User-interface prototypes.

