Feature name

Description

- Objectives

Traceability

- Requirements
- User stories (link)
- Technical documentation
- User documentation
- Contact

User Interface

- Command Line Interface
  - Arguments
- Graphical User Interface
  - Prototype
  - User interactions
  - Ergomomy
    * Number of clicks

Architecture

- Technologies
  - Languages
  - Framework
    - Third parties
      * Licence
- Component diagram
  - Dependencies
  - Interface
  - Data formats
  - Interaction
- Error/Exception management

Design

- Evolutivity
- Genericity
- Limitations
- Class diagram
  - Role of classes
  - Design-patterns
- Sequence diagram
- Configuration
  - Settings
  - Provider (file, database, ...)

Implementation

- Initial refactoring
- Processing
  - State diagram
  - Algorithm
    * Cases to implement
    * Cases NOT to implement
- Data
  - Size (min / average / max)
- Performance
  - Threading (mono/multi)
  - Execution time
  - Memory consumption

Testing

- Use-cases
  - Given ... When ... Then ... (link)
  - Use-case diagram
- Strategy
  - Mock-up
  - Integrated
- Execution
  - Manual tests
  - Automatic tests
- Test types
  - Unit tests (Nominal/Off cases)
  - Functional tests
  - Integration tests
  - Usability Tests
  - UI Tests
- Coverage
  - Percentage expected

Deployment

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