

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
 - Ergonomy
 - * 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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Source: (link)
Generation date: September 22, 2016
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