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
-