Change Summary Table

Version	Name	Date	Description
1.0.0	Joaquin Hidalgo	04/28/2020	Usability sync scenario Introduction paragraph
1.0.1	Cynthia Sustaita	04/29/2020	Added QAS attributes description to intro. Paragraph. Usability create task scenario
1.0.2	Lauren Eagan	04/29/2020	Usability create notification scenario
1.0.3	Fernando Marquez	04/29/2020	Usability create Subtask scenario
1.0.4	Jesus Gutierrez	04/29/2020	Usability generate reports scenario

3.3. Non-Behavioral Requirements

This section describes the qualities while operating and attributes of how it performs. Our non-behavioral requirements are made up of two, quality attributes. The 2 quality attributes are usability and modifiability. Usability will define how easy it is for the user to accomplish their desired goal or task. Modifiability is who can make the specified change, when it takes place, what can change and the cost. Quality attributes scenarios (QAS) are a way to state a QA specific requirement. The QAS is made up of a source of stimulus, stimulus, environment, artifact, response and response measure. The source of the stimulus is who or what generates the stimulus. The stimulus is the event when arrived at the system or condition requiring a response, a user's operation. The environment is the set of circumstances or conditions in which the stimulus takes place. An artifact is a portion of the system to which the requirement applies. The response is how the system should respond to the stimulus being performed. Response measure is how the requirement can be tested and measured. The QAS is to test and measure part of the system to ensure our FRIC system meets the needs of the client.

Appendix

This section presents 5 quality attribute scenarios.

Usability scenario:

End users will efficiently make a sync request between all analysts under event. The users will transfer and receive data within the system in 2 steps.

Portion of scenario	**Values**
Source	End User.
Stimulus	Efficiently sync between all analysts under event.
Environment	Runtime.
Artifacts	System.
Response	Users transfer and receive data.
Response measure	Within 2 steps.

Usability scenario:

A lead analyst will efficiently create a task. The system shall receive input data from the lead analyst and create the task within the system in 2 steps.

Portion of scenario	**Values**
Source	Lead analyst.
Stimulus	Efficiently create a task.
Environment	Runtime.
Artifacts	System.
Response	System receives input data from the Lead analyst and creates the task.
Response measure	Within 2 steps.

Usability scenario:

A lead analyst will efficiently create a notification. The system shall receive input data from the lead analyst and create the notification within the system in 2 steps.

Portion of scenario	**Values**
Source	Lead analyst.
Stimulus	Efficiently create a notification.
Environment	Runtime.
Artifacts	System.
Response	System receives input data from the Lead analyst and creates the notification.
Response measure	Within 2 steps.

Usability scenario:

An end user will efficiently create a subtask. The system shall receive input data from the end user and create a subtask within 2 steps.

Portion of scenario	**Values**
Source	End user.
Stimulus	Efficiently create a subtask
Environment	Runtime.
Artifacts	System.
Response	System receives input data from an end user and creates the subtask.
Response measure	Within 2 steps.

Usability scenario:

Lead Analyst will efficiently generate a Risk Assessment report. The system shall receive the report template and the findings in order to generate the selected report.

Portion of scenario	**Values**
Source	Lead Analyst.
Stimulus	Efficiently generate a Risk Assessment report.
Environment	Runtime.
Artifacts	System.
Response	System receives input data from a lead analyst in order to generate the report.
Response measure	Within 2 steps.