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Milestone 1: System Requirements Document

Statement:

This Systems Requirements Document is for the Inventory Management software to be used by the management team at Team Two Games. The management team will be able to store, track and manage the inventory of video games in their local stores.

Purpose

Inventory games currently in stock, Track games that are sold and automatically remove them from stock. Track prices of games, track ESRB rating of games.

Scope

The inventory program will only be used in store, track games only this store deals with.

The software will not track games from other stores.

Definitions, Abbreviations, Acronyms

\*List of anything we abbreviate in the SRD.

List of Questions:

1: How do you intend to use the software?

2: Do the desk clerks/cashiers need to be able to access the store inventory using this system?

3: Do customers need to be able to access the store inventory using this system?

4: What operating system does your store use?

5: What hardware requirements do we need to adhere to?

6: What software requirements do we need to adhere to?

7: Are there any security features that need implemented?

8: Does the inventory database need to be local or remote?

9: What style user interface is desired?

Client Responses:

1:

2: Clerks will need to be able to view the inventory and be able to see how many of what game are in stock,

3:

4:

5:

6:

7:

8:

9:

Needs of the Client:

Need to be able to keep a running inventory of what games are in stock.

Use Case:

Manager:

Clerk:

Customer:

References

\*Other material, articles, websites, etc. that we use or reference in the SRD.

Software Interface Requirements

Hardware Requirements

Functional Requirements

\*What is needed to interact with the software.

Non-Functional Requirements

\*Knowledge of the user?

Storyboard: