Supplementary Requirements Documentation – Unit group

Homedork - Interactive Smart House

Revision History

Name	Associated Letter
Hani Alzir	A
Ali Habesh	B
Stiv Abdulwahed	C
Amr Al-shaaba	D

Date	Version	Description	Author
2021-09-15	1.0	Modifying Supplementary Requirements	A,B,C,D
2021-11-16	1.1	Fixing some grammar mistakes	A,B,C,D
2021-12-6	2.0	Edited Completion status for: - R1 - R2 - R3 - R4	

Supplementary Requirements List

Supplementary Requirement Name	Priority	Completion
S1. Usability, easy to use and learn	Essential	100%
S2. Reliability-Stable	Essential	100%
S3. Performance-Responsiveness	Essential	100%
S4. User interface	Essential	100%
S5. Design language	Essential	100%
S6. Programming language	Essential	100%

Supplementary Requirements Descriptions

S1

Usability, easy to use, and learn. The main point is to provide the user with a simple GUI that is easily understandable and doesn't require more than a few minutes to be able to start using it.

S2

Reliability-Stable. The website should be reliable as insecure and also stable when it comes to being up and running whenever needed.

S3

Performance-Responsiveness. The application should strive to achieve as few bugs as possible in order to not affect the user and responsiveness. The web application and mobile application will need to have a fast response time making the user not wait for more than necessary. This builds on code development and threading properly.

S4

User interface. The user should have a good-looking GUI that feels smooth but yet a simple look, its important the GUI doesn't look complex, rather hide the complexity but show the simple parts.

S5

The design will be a necessary tool for understanding the main concept of the application, we are going to use UML class diagrams and use case diagrams.

S6

The programming language should be java. Java is easy to set up and connect to servers, doesn't require more than a few lines to also be able to communicate with API.