
SOFTWARE REQUIREMENTS SPECIFICATION

Room8

Version 1.0.0

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Revision History

Name	Date	Reason For Changes	Version
J.-M. Bruel	2021-01-22	First Draft	1.0
J.-M. Bruel	2023-01-28	Check after publication of the Handbook	1.23
J.-M. Bruel	2023-06-12	Add reqs automated numbering	1.23.1
J.-M. Bruel	2023-08-25	Add Minimum Requirements Outcome Principle	1.23.8
J.-M. Bruel	2023-12-22	Remove section numbers	1.23.12
J.-M. Bruel	2024-08-01	Add warning about non empty chapters	1.0.0

This document follows the requirements documentation structure presented in the [Handbook of requirements and business analysis](#), by Bertrand Meyer.

Contents

Goals book	3
G.1 Context and overall objective	4
G.2 Current situation	4
G.3 Expected benefits	4
G.4 Functionality overview	5
G.5 High-level usage scenarios	5
G.6 Limitations and exclusions	5
G.7 Stakeholders and requirements sources	5
G.7.1 Direct Stakeholders	5
G.7.1 Indirect Stakeholders	6
Environment book	7
E.1 Glossary	7
E.2 Components	7
E.3 Constraints	7
E.4 Assumptions	7
E.5 Effects	8
E.6 Invariants	8
System book	9
S.1 Components	9
S.2 Functionality	9
S.3 Interfaces	9
S.4 Detailed usage scenarios	9
S.5 Prioritization	10
S.6 Verification and acceptance criteria	10
Project book	11
P.1 Roles and personnel	11
P.2 Imposed technical choices	11
P.3 Schedule and milestones	11
P.4 Tasks and deliverables	11
P.5 Required technology elements	12
P.6 Risks and mitigation analysis	12
P.7 Requirements process and report	12

Goals

Contents

G.1 Context and overall objective	4
G.2 Current situation	4
G.3 Expected benefits	4
G.4 Functionality overview	5
G.5 High-level usage scenarios	5
G.6 Limitations and exclusions	5
G.7 Stakeholders and requirements sources	5
G.7.1 Direct Stakeholders	5
G.7.1 Indirect Stakeholders	6

Comment: Goals are "needs of the target organization, which the system will address". While the development team is the principal user of the other books, the Goals book addresses a wider audience: essentially, all stakeholders.

G.1 Context and overall objective

Comment: High-level view of the project: organizational context and reason for building a system.

Comment: This chapter should not be empty!

Goal 1. This is a goal example. If you need explicit (and automatic) numbering, you can use the definitions in the `.tex` template. Is is refined by [3](#)

Requirement 2. This is a requirement example. It illustrates how numbering is continuous and cross-types (if this is what you need).

G.2 Current situation

Comment: Current state of processes to be addressed by the project and the resulting system.

Requirement 3. This is a requirement example. It refines [1](#)

G.3 Expected benefits

Comment: New processes, or improvement to existing processes, made possible by the project's results. **Comment:** This chapter should not be empty!

G.4 Functionality overview

Comment: *Overview of the functions (behavior) of the system. Principal properties only (details are in the System book).*

G.5 High-level usage scenarios

Comment: *Fundamental usage paths through the system.*

G.6 Limitations and exclusions

Comment: *Aspects that the system need not address.* Below is a list of limitations and exclusions the system will not address:

Limitation 1. System will not track activity completed by the user in the shared environment.

Exclusion 1. System will not request or send money directly to users in the bill splitting functionality.

Exclusion 2. System will not use images taken to train machine learning model.

G.7 Stakeholders and requirements sources

Comment: *Groups of people who can affect the project or be affected by it, and other places to consider for information about the project and system.* **Comment:** *This chapter should not be empty!*

Stakeholder	Category
Students	Direct
Home Managers	Indirect
University Housing and Social Committee	Indirect

Table 1: Stakeholders and Categories

G.7.1 Direct Stakeholders

Students

Students are the primary direct stakeholders for Room8. They are the main users of the mobile application who create houses within the app and set up the camera systems. These students seek to maintain cleanliness in their shared living spaces and establish accountability when a mess is left behind by a roommate. The application addresses common challenges faced by students in shared living arrangements, such as maintaining cleanliness, splitting expenses, and scheduling activities.

G.7.1 Indirect Stakeholders

Home Managers

Home managers are indirect stakeholders to the project. Home managers includes landlords renting out their homes to students or residence assistants managing a room of students. The home managers look to maintain the clean condition of the shared space which is done by holding students accountable for messes that are made.

University Housing and Social Committee

The University Housing and Social Committee is another key indirect stakeholder in the project. These committees often seek to help students transition into living in shared spaces and provide guidance and support. Room8 offers a wide range of services that address common points of frustration faced by students, which are often brought up to these university committees. By facilitating better communication and organization, Room8 helps enhance the overall living experience for students.

Environment

Contents

G.1 Context and overall objective	4
G.2 Current situation	4
G.3 Expected benefits	4
G.4 Functionality overview	5
G.5 High-level usage scenarios	5
G.6 Limitations and exclusions	5
G.7 Stakeholders and requirements sources	5
G.7.1 Direct Stakeholders	5
G.7.1 Indirect Stakeholders	6

Comment: *The Environment book describes the application domain and external context, physical or virtual (or a mix), in which the system will operate.*

E.1 Glossary

Comment: *Clear and precise definitions of all the vocabulary specific to the application domain, including technical terms, words from ordinary language used in a special meaning, and acronyms. This chapter should not be empty!*

E.2 Components

Comment: *List of elements of the environment that may affect or be affected by the system and project. Includes other systems to which the system must be interfaced.*

E.3 Constraints

Comment: *Obligations and limits imposed on the project and system by the environment.* **Comment:** *This chapter should not be empty!*

E.4 Assumptions

Comment: *Properties of the environment that may be assumed, with the goal of facilitating the project and simplifying the system.*

E.5 Effects

Comment: *Elements and properties of the environment that the system will affect.*

E.6 Invariants

Comment: *Properties of the environment that the system's operation must preserve.*

System

Contents

G.1 Context and overall objective	4
G.2 Current situation	4
G.3 Expected benefits	4
G.4 Functionality overview	5
G.5 High-level usage scenarios	5
G.6 Limitations and exclusions	5
G.7 Stakeholders and requirements sources	5
G.7.1 Direct Stakeholders	5
G.7.1 Indirect Stakeholders	6

Comment: *The System book refines the Goal one by focusing on more detailed requirements about the system under development, mainly its constituents, behaviors and properties.*

S.1 Components

Comment: *Overall structure expressed by the list of major software and, if applicable, hardware parts.*

Comment: *This chapter should not be empty!*

S.2 Functionality

Comment: *One section, S.2.n, for each of the components identified in S.2, describing the corresponding behaviors (functional and non-functional properties).* **Comment:** *This chapter should not be empty!*

S.3 Interfaces

Comment: *How the system makes the functionality of S.2 available to the rest of the world, particularly user interfaces and program interfaces (APIs).*

S.4 Detailed usage scenarios

Comment: *Examples of interaction between the environment (or human users) and the system: use cases, user stories.*

S.5 Prioritization

Comment: *Classification of the behaviors, interfaces and scenarios (S.2, S.3 and S.4) by their degree of criticality.*

S.6 Verification and acceptance criteria

Comment: *Specification of the conditions under which an implementation will be deemed satisfactory.*

Project

Contents

G.1 Context and overall objective	4
G.2 Current situation	4
G.3 Expected benefits	4
G.4 Functionality overview	5
G.5 High-level usage scenarios	5
G.6 Limitations and exclusions	5
G.7 Stakeholders and requirements sources	5
G.7.1 Direct Stakeholders	5
G.7.1 Indirect Stakeholders	6

Comment: *The Project book describes all the constraints and expectations not about the system itself, but about how to develop and produce it.*

P.1 Roles and personnel

Comment: *Main responsibilities in the project; required project staff and their needed qualifications.*

P.2 Imposed technical choices

Comment: *Any a priori choices binding the project to specific tools, hardware, languages or other technical parameters.*

P.3 Schedule and milestones

Comment: *List of tasks to be carried out and their scheduling.* **Comment:** *This chapter should not be empty!*

P.4 Tasks and deliverables

Comment: *Details of individual tasks listed under P.3 and their expected outcomes.* **Comment:** *This chapter should not be empty!*

P.5 Required technology elements

Comment: *External systems, hardware and software, expected to be necessary for building the system.*

P.6 Risks and mitigation analysis

Comment: *Potential obstacles to meeting the schedule of P.4, and measures for adapting the plan if they do arise.*

P.7 Requirements process and report

Comment: *Initially, description of what the requirements process will be; later, report on its steps.*

Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning.

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. What went well while writing this deliverable?
2. What pain points did you experience during this deliverable, and how did you resolve them?
3. How many of your requirements were inspired by speaking to your client(s) or their proxies (e.g. your peers, stakeholders, potential users)?
4. Which of the courses you have taken, or are currently taking, will help your team to be successful with your capstone project.
5. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
6. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?