CONCORDIA UNIVERSITY
DEPARTMENT OF COMPUTER SCIENCE AND SOFTWARE ENGINEERING

SOEN 6481: SOFTWARE SYSTEMS REQUIREMENTS SPECIFICATION: SECTION AA
SUMMER 2015

DELIVERABLE 1

This deliverable is about providing an understanding of a TVM, and of the entities that have a stake in it.

PROBLEM 1 [30%]

Give brief description (not exceeding one page) of the kind of TVM selected. For example, there are different kinds of TVMs (specific to the means of transportation, such as bus, subway, tram, or train; specific to a jurisdiction in Canada; and so on).

SCOPE

The TVM must be specific to use in Canada (and therefore must be considered legal according to the provincial and federal laws).

PROBLEM 2 [30%]

Using the knowledge of a TVM and its (technical and non-technical) environment, construct a context of use model, say, CU_{IGO}, for a TVM.

SCOPE

There are a number of inevitable constraints. For example, it is conceivable that certain context of use factors of a TVM are difficult to elicit for a variety of reasons, including legal constraints. Therefore, CU_{IGO} may have to be 'incomplete' by necessity. The rationale for scoping CU_{IGO} should be highlighted accordingly.

PROBLEM 3 [40%]

Construct a stakeholder model, say, SM_{IGO}, for a TVM.

The collection of stakeholders can include both positive and negative stakeholders. Each stakeholder must be identified and prioritized. The scheme adopted for prioritizing stakeholders must be explained. The types of relationships between stakeholders must be defined.

The submission must include (1) the initial artifact, namely a mind map, and (2) the final artifact, namely the stakeholder model, SM_{IGO}, in UML or otherwise, constructed from some view.

SCOPE

There are a number of inevitable constraints. For example, it is conceivable that certain stakeholders of a TVM are cannot be publicly known for a variety of reasons, including confidentiality. The rationale for scoping SM_{IGO} should be highlighted accordingly.

NOTES

The artifacts in this deliverable should be informed by each other, as well as by artifacts other deliverables, as necessary.

The quality of both the representation and the presentation of information will be determinants in marking. In particular, syntactic, semantic, and pragmatic concerns of artifacts are significant.