1. Introduction
   1. Purpose of the requirements document
   2. Scope of the product
2. General description
   1. Product perspective
      1. FSAMS is a new stand-alone desktop application\*
   2. Feasibility report
   3. User characteristics
      1. FSAMS is intended for fire and security systems engineers and analysts.
      2. Users are expected to be familiar with fire and security alarm systems technologies and protocols.
      3. Users are not required to be programmers or experts in computer technology, but should be familiar with using a computer, comfortable in using a desktop windowed environment.
      4. Users SHOULD be familiar with fire and security protocols.
   4. General constraints
      1. Cross-platform compatible
      2. 10-week time constraint
   5. Assumptions and dependencies (if any)
      1. Simulation of a controlled fire
      2. Characters in the simulation are rational and would be rational in “real” life.
      3. All devices will be functional in a fire and security threats.
      4. Find a library/algorithm that can use path finding and incorporate it into the simulation.
      5. Have the Jar file and Java Runtime installed on the system
3. User requirements definition (ref. Page 84)
   1. Functional requirements (ref. Page 86)
      1. Display building layout
      2. Editable building layouts
      3. Appropriate behavioral moving agents
      4. Ability to save and load projects
   2. Non-functional requirements (ref Pages 87-90)
4. System architecture
   1. The main function description and decomposition into modules
   2. High-level overview of the anticipated system architecture, showing the distribution of functions across system modules
5. System requirements specification (ref Page 84)
   1. System functions
   2. System interfaces (Installation environment)
   3. User interfaces (How does the system look like)
   4. Hardware interfaces (Hardware platform)
      1. Fire alarm control panel
      2. Sensors / activating devices
         1. Smoke detectors
         2. Manual pull stations
      3. Reactive devices
         1. Alarms
         2. Fire suppression/containment
         3. elevators
   5. Software interfaces (Software support)
   6. Communication interfaces (Communicate with others, if any)
6. Glossary
   1. Definitions
   2. Acronyms and abbreviations (if any)