Software Requirements Specification for SE 4G06, TRON 4TB6: subtitle describing software

Team 26, STRONE
Jordan Bierbrier
Azriel Gingoyon
Taranjit Lotey
Udeep Shah
Abraham Taha

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Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

1 Project Drivers

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2 Functional Requirements

Definitions of All Terms, Including Acronyms, Used by Stakeholders Involved in the Project. Definitions of All Terms, Including Acronyms, Used by Stakeholders Involved in the Project

Requirement No	FR-001			
Description	The device is able to pick up sounds in the environment of			
	the user.			
Fit Criterion	The data received by the device shall match the sounds sup-			
	plied to the device's surroundings.			
Dependencies	N/A			

Requirement No	FR-002			
Description	The device has to be able to classify different sounds.			
Fit Criterion	Will compare test sounds and the device classifications shall match the true classification of the sounds.			
Dependencies	FR-001, FR-003			

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2.1 The Scope of the work and the Product

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2.1.1 Context Diagram

2.1.2 Individual Product use Cases

2.2 Functional Requirements

Requirement No	FR-003			
Description	The device has to be able to set or change its classification.			
Fit Criterion	The sound classifications shall match the sent classifications.			
Dependencies	N/A			

Requirement No	FR-004 The device is able to provide feedback to the user.			
Description				
Fit Criterion	The feedback should alert the user that the device is trying			
	to communicate some information.			
Dependencies	N/A			

Requirement No	FR-005
Description	The feedback provided is the appropriate feedback.
Fit Criterion	The feedback shall convey what signal classification was detected.
Dependencies	FR-002, FR-004

3 Non-Functional Requirements

3.1	Look	and	Feel	Req	uirements

- 3.1.1 Appearance Requirements
- 3.1.2 Style Requirements

3.2 Usability and Humanity Requirement

- 3.2.1 Ease of Use Requirements
- 3.2.2 Personalization and Internationalization Requirements
- 3.2.3 Learning Requirements
- 3.2.4 Understandability and Politeness Requirements
- 3.2.5 Accessibility Requirements
- 3.2.6 Convenience Requirements
- 3.2.7 Performance Requirements
- 3.2.8 Speed and Latency Requirements
- 3.2.9 Safety-Critical Requirements
- 3.2.10 Precision or Accuracy Requirements
- 3.2.11 Reliability and Availability Requirements
- 3.2.12 Robustness or Fault-Tolerance Requirements
- 3.2.13 Capacity Requirements
- 3.2.14 Scalability or Extensibility Requirements
- 3.2.15 Longevity Requirements

3.3 Operational and Environmental Requirements

- 3.3.1 Expected Physical Environment
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- 3.3.3 Requirements for Interfacing with Adjacent Systems

- 3.4.2 Supportability Requirements
- 3.4.3 Adaptability Requirements

3.5 Security Requirements

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- 3.5.1 Access Requirements
- 3.5.2 Integrity Requirements
- 3.5.3 Privacy Requirements
- 3.5.4 Audit Requirements
- 3.5.5 Immunity Requirements
- 3.6 Cultural Requirements
- 3.6.1 Cultural Requirements

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- 3.7 Legal Requirements
- 3.7.1 Legal Compliance Requirements
- 3.7.2 Standards Compliance Requirements
- 3.8 Health and Safety Requirements
- 4 Monitor and Control variables Taranjit
- 5 Traceability Everyone at end, needs 2 and 3 done first
- 5.1 Traceability Matrix
- 6 Project Issues Taranjit Jordan
- 6.1 Requirements Likely/Unlikely to Change
- 6.2 Off-the-Shelf Solutions
- 6.3 Tasks
- 6.3.1 Project Planning
- 6.3.2 Planning of the Development Phases
- 6.4 Costs
- 6.5 User Documentation and Training
- 6.6 Risks
- 6.7 Future Developments

References

Reflection Appendix

Please include an Appendix in your SRS documents that reflects on the graduate attribute of lifelong learning. The reflection should answer two questions:

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, software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, writing, presentation, team management, etc. You should look to identify at least one item for each team member.

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? From the identified approaches, which will each team member pursue, and why did they make this choice?

The Appendix does not need to be long. One or two pages should be adequate.