

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

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2 Functional Requirements

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2.1 The Scope of the work and the Product

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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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3.7.1 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.