# SE 3XA3: Requirements Document MacSidenotes

Team 4 Josh Mitchell mitchjp3 Matthew Shortt shorttmk

October 6, 2016

# Contents

| 1 | $\mathbf{Pro}$            | ject Drivers                               | 1        |  |  |  |  |  |  |  |
|---|---------------------------|--|----------|--|--|--|--|--|--|--|
|   | 1.1                       | The Purpose of the Project                 | 1        |  |  |  |  |  |  |  |
|   | 1.2                       | The Stakeholders                           | 1        |  |  |  |  |  |  |  |
|   |                           | 1.2.1 The Client                           | 1        |  |  |  |  |  |  |  |
|   |                           | 1.2.2 The Customers                        | 1        |  |  |  |  |  |  |  |
|   |                           | 1.2.3 Other Stakeholders                   | 1        |  |  |  |  |  |  |  |
|   | 1.3                       | Mandated Constraints                       | 1        |  |  |  |  |  |  |  |
|   | 1.4                       | Naming Conventions and Terminology         | 1        |  |  |  |  |  |  |  |
|   | 1.5                       | Relevant Facts and Assumptions             | 1        |  |  |  |  |  |  |  |
| 2 | Functional Requirements 2 |  |          |  |  |  |  |  |  |  |
|   | 2.1                       | The Scope of the Work and the Product      | 2        |  |  |  |  |  |  |  |
|   |                           | 2.1.1 The Context of the Work              | 2        |  |  |  |  |  |  |  |
|   |                           | 2.1.2 Work Partitioning                    | 3        |  |  |  |  |  |  |  |
|   |                           | 2.1.3 Individual Product Use Cases         | 3        |  |  |  |  |  |  |  |
|   | 2.2                       | Functional Requirements                    | 3        |  |  |  |  |  |  |  |
| 3 | Noi                       | Non-functional Requirements                |          |  |  |  |  |  |  |  |
|   | 3.1                       | Look and Feel Requirements                 | 3        |  |  |  |  |  |  |  |
|   | 3.2                       | Usability and Humanity Requirements        | 4        |  |  |  |  |  |  |  |
|   | 3.3                       | Performance Requirements                   | 4        |  |  |  |  |  |  |  |
|   | 3.4                       | Operational and Environmental Requirements | 4        |  |  |  |  |  |  |  |
|   | 3.5                       | Maintainability and Support Requirements   | 4        |  |  |  |  |  |  |  |
|   | 3.6                       | Security Requirements                      | 4        |  |  |  |  |  |  |  |
|   | 3.7                       | Cultural Requirements                      | 4        |  |  |  |  |  |  |  |
|   | 3.8                       | Legal Requirements                         | 4        |  |  |  |  |  |  |  |
|   | 3.9                       | Health and Safety Requirements             | 4        |  |  |  |  |  |  |  |
| 4 | Pro                       | ject Issues                                | 5        |  |  |  |  |  |  |  |
|   | 4.1                       | Open Issues                                | 5        |  |  |  |  |  |  |  |
|   | 4.2                       | Off-the-Shelf Solutions                    | 5        |  |  |  |  |  |  |  |
|   | 4.3                       | New Problems                               | 5        |  |  |  |  |  |  |  |
|   | 4.4                       | Tasks                                      | 5        |  |  |  |  |  |  |  |
|   | 4.5                       | Migration to the New Product               | 5        |  |  |  |  |  |  |  |
|   | 4.6                       | Risks                                      | 5        |  |  |  |  |  |  |  |
|   | 17                        | Costs                                      | <b>-</b> |  |  |  |  |  |  |  |

|    | 4.8            | User Documentation and | Training |  |  |  |  |  |  | 5  |
|----|----------------|------------------------|----------|--|--|--|--|--|--|----|
|    | 4.9            | Waiting Room           |          |  |  |  |  |  |  | 5  |
|    | 4.10           | Ideas for Solutions    |          |  |  |  |  |  |  | 5  |
| 5  | $\mathbf{App}$ | endix                  |          |  |  |  |  |  |  | 6  |
|    | 5.1            | Symbolic Parameters    |          |  |  |  |  |  |  | 6  |
| L  | ist (          | of Tables              |          |  |  |  |  |  |  |    |
|    | 1              | Revision History       |          |  |  |  |  |  |  | ii |
|    | 2              | Business Event List .  |          |  |  |  |  |  |  |    |
| Γ, | ist /          | of Figures             |          |  |  |  |  |  |  |    |

Table 1: Revision History

| Date    | Version | Notes                           |
|---------|---------|---------------------------------|
| Oct 6th | 1.0     | Completed before implementation |

This document describes the requirements for .... The template for the Software Requirements Specification (SRS) is a subset of the Volere template (?). If you make further modifications to the template, you should explicitly state what modifications were made.

## 1 Project Drivers

- 1.1 The Purpose of the Project
- 1.2 The Stakeholders
- 1.2.1 The Client
- 1.2.2 The Customers
- 1.2.3 Other Stakeholders
- 1.3 Mandated Constraints
- 1.4 Naming Conventions and Terminology
- 1.5 Relevant Facts and Assumptions

User characteristics should go under assumptions.

# 2 Functional Requirements

### 2.1 The Scope of the Work and the Product

#### 2.1.1 The Context of the Work



<sup>\*</sup>Note: Replace owl with actual diagram

Table 2: Business Event List

Event Name Input and Output Summary of BUC

1. User clicks extension icon

2. User types in sidebar

Sidebar popup (out)

Keystrokes (in)

Text in sidebar (out)

Note is displayed as it is being entered.

#### 2.1.2 Work Partitioning

#### 2.1.3 Individual Product Use Cases

#### 2.2 Functional Requirements

Requirement #: F.1 Requirement Type: 9 Event/Use case #:

**Description:** The product should have an attractive html interface.

Rationale: The product must aesthetically pleasing and easy to

use to benefit the end-users **Originator:** Josh Mitchell

Fit Criterion: Stakeholder satisfaction regarding the appearance

Customer Satisfaction: 5 Customer Dissatisfaction: 5

Priority: High Conflicts: None

Supporting Materials: None History: Created October 5, 2016

## 3 Non-functional Requirements

## 3.1 Look and Feel Requirements

Requirement #: NF.1 Requirement Type: 10 Event/Use case #:

**Description:** The product should have an attractive html interface.

Rationale: The product must aesthetically pleasing and easy to

use to benefit the end-users **Originator:** Matthew Shortt

Fit Criterion: Stakeholder satisfaction regarding the appearance

Customer Satisfaction: 5 Customer Dissatisfaction: 5

Priority: High Conflicts: None

Supporting Materials: None History: Created October 5, 2016

- 3.2 Usability and Humanity Requirements
- 3.3 Performance Requirements
- 3.4 Operational and Environmental Requirements
- 3.5 Maintainability and Support Requirements
- 3.6 Security Requirements
- 3.7 Cultural Requirements
- 3.8 Legal Requirements
- 3.9 Health and Safety Requirements

This section is not in the original Volere template, but health and safety are issues that should be considered for every engineering project.

# 4 Project Issues

- 4.1 Open Issues
- 4.2 Off-the-Shelf Solutions
- 4.3 New Problems
- 4.4 Tasks
- 4.5 Migration to the New Product
- 4.6 Risks
- 4.7 Costs
- 4.8 User Documentation and Training
- 4.9 Waiting Room
- 4.10 Ideas for Solutions

## References

# 5 Appendix

This section has been added to the Volere template. This is where you can place additional information.

## 5.1 Symbolic Parameters

The definition of the requirements will likely call for SYMBOLIC\_CONSTANTS. Their values are defined in this section for easy maintenance.