

System Title

SRS

Introduced By ListenTogetherCompany

Version	Written By	Reviewed By	Approved By	Date
0.X				
1.X				

Introduction

Executive Summary

Listen together is a mobile application that in principle allows its users to play music at the same time. It will have unlimited music resources and strong social integration features. It is going to be have a user-friendly interface with a simple feel to it. A user should be able to enjoy a lightweight and fun experience.

Document Overview

In this document we describe the requirements for Listen Together, a system that enables people to listen to music together in sync.

Abbreviations and Terminologies

Table of abbreviations and terminologies.

References

List of external references.

System Description

Introduction

Provide detailed system description.

Use block or context diagram to illustrate the system architecture.

Users

Provide a list of system users with brief explanations.

Modules

Provide a list modules with brief explanations.

System Users

User Description

Provide user role description in details.

User Description

Provide user role description in details.

User Description

Provide user role description in details.

System Modules

Module Description

Provide module description.

Use block or context diagram to illustrate external and sub-modules.

Use activity diagram, state machine diagram, data flow diagrams to illustrate module operations.

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System Functions

[FR_M] Module Functions

[FR_M_N] Module Function

Description: Provide function description.

Inputs: Provide function inputs.

Outputs: Provide function description.

Pre-conditions: Provide function required conditions to work.

Post-conditions: Provide new conditions after work.

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System Models

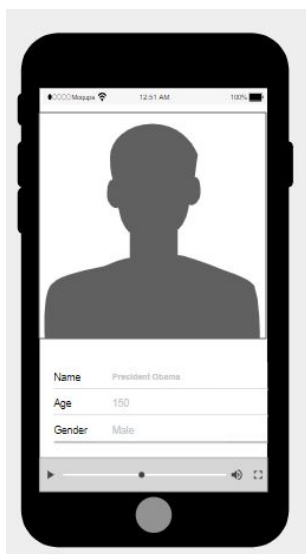
<Make only mandatory diagram to illustrate overall system interaction or to explain complex scenarios>

Use Case Diagrams

The following is a description of the use cases for Listen Together mobile application. In the first version of our system there is only one role, the role of the music listener, the mobile end user.

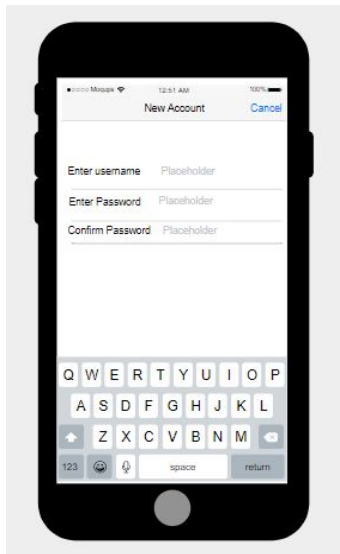
Use Case Diagram

Show use case diagram.



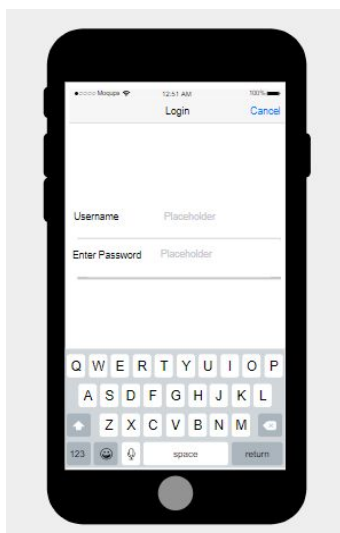
Use Case Diagram

Show use case diagram.



Use Case Diagram

Show use case diagram.



Provide brief explanation of the diagram.

Sequence Diagrams

Sequence Diagram

Show sequence diagram.

Provide brief explanation of the diagram.

Sequence Diagram

Show sequence diagram.

Provide brief explanation of the diagram.

Non-Functional Requirements

[NFR_X] <Scalability> Requirements

The system should be able to

[NFR_X_Y] <Security> Requirement

Non functional requirement description.

[NFR_X] <Usability> Requirements

[NFR_X_Y] <Usability> Requirement

Non functional requirement description.

[NFR_X] <Performance> Requirements

[NFR_X_Y] <Performance> Requirement

Non functional requirement description.

[NFR_X] <Technology> Requirements

[NFR_X] <Development> Requirements

[NFR_X] <Delivery> Requirements

[NFR_X] <Operation> Requirements

Domain Requirements

[DR_X] <Domain> Requirements

[DR_X_Y] <domain> Requirement

Explain <domain> requirement or constrain.

[DR_X] <Domain> Requirements

[DR_X_Y] <domain> Requirement

Explain <domain> requirement or constrain.

[DR_X] <Domain> Requirements

[DR_X_Y] <domain> Requirement

Explain <domain> requirement or constrain.

System Interfaces

User Interfaces

Module Screens

List of module screens.

Module Screens

List of module screens.

Communication Interfaces

Hardware Interfaces

Other Interfaces