

Software Specification Requirements:  
IdentiFisher  
Group 7

McDonald, Christopher 1312456	Guo, Tian 000000	Murray, Shanelle 000000
Cheung, Ocean 000000	Taylor, James 000000	

January 27, 2016

# Contents

<b>1</b>	<b>Introduction</b>	<b>3</b>
1.1	Purpose . . . . .	3
1.2	Scope . . . . .	3
1.3	Definitions, Acronyms, and Abbreviations . . . . .	4
1.4	References . . . . .	4
1.5	Overview . . . . .	4
<b>2</b>	<b>Overall Description</b>	<b>5</b>
2.1	Product Perspective . . . . .	5
2.2	Product Functions . . . . .	5
2.3	User Characteristics . . . . .	5
2.4	Constraints . . . . .	5
2.5	Assumptions & Dependencies . . . . .	5
2.6	Apportioning of Requirements . . . . .	5
<b>3</b>	<b>Functional Requirements</b>	<b>5</b>
<b>4</b>	<b>Non-Functional Requirements</b>	<b>5</b>
4.1	Look and Feel Requirements . . . . .	5
4.1.1	Apperance Requirements . . . . .	5
4.1.2	Style Requirements . . . . .	5
4.2	Usability and Humanity Requirements . . . . .	5
4.2.1	Ease of Use Requirements . . . . .	5
4.2.2	Personalization and Internationalization Requirements . .	5
4.2.3	Learning Requirements . . . . .	5
4.2.4	Understandability and Politeness Requirements . . . . .	5
4.2.5	Accessibility Requirements . . . . .	5
4.3	Performance Requirements . . . . .	5
4.3.1	Speed and Latency Requirements . . . . .	5
4.3.2	Pafety-Critical Requirements . . . . .	5
4.3.3	Precision or Accuracy Requirements . . . . .	5
4.3.4	Reliability and Availability Requirements . . . . .	5
4.3.5	Robustness or Fault-Tolerance Requirements . . . . .	5
4.3.6	Capacity Requirements . . . . .	5
4.3.7	Scalability or Extensibility Requirements . . . . .	5
4.3.8	Longevity Requirements . . . . .	5
4.4	Operational and Environmental Requirements . . . . .	5
4.4.1	Expected Physical Environment . . . . .	5
4.4.2	Requirments with Interfacing with Adjacent Systems . . .	5
4.4.3	Productization Requirements . . . . .	5
4.4.4	Release Requirements . . . . .	5
4.5	Maintainability and Support Requirements . . . . .	5
4.5.1	Maintainence Requirements . . . . .	5
4.5.2	Supportability Requirements . . . . .	5

4.5.3	Adaptibility Requirements . . . . .	5
4.6	Security Requirements . . . . .	5
4.6.1	Access Requirements . . . . .	5
4.6.2	Integrity Requirements . . . . .	5
4.6.3	Privacy Requirements . . . . .	5
4.6.4	Audit Requirements . . . . .	5
4.6.5	Immunity Requirements . . . . .	5
4.7	Cultural and Political Requirements . . . . .	5
4.7.1	Cultural Requirements . . . . .	5
4.7.2	Political Requirements . . . . .	5
4.8	Legal Requirements . . . . .	5
4.8.1	Complicance Requirements . . . . .	5
4.8.2	Standards Requirements . . . . .	5

Revision 0: This is the first draft written from the authors listed on the Title page.

# 1 Introduction

## 1.1 Purpose

The purpose of the SRS is to provide a detailed account of all the expected functions and requirements of the Software system. It will go into detail regarding the system as a whole, who we expect to use it and any relevant information one would need to endorse or build the system. Lastly, we will outline both the functional and non-functional requirements of the project that are necessary for the systems success. The intended audience of this document is any shareholders that are involved in this project. This could include, but is not limited to; the investors, developers, managers, marketers or human resource workers. Every person which is an entity in the aforementioned list should all take an interest in the details outlined hereafter to ensure every person has a clear idea of what the software system should do.

## 1.2 Scope

The software system will be named hereafter as Indentifisher, which is an Android Application. This system will be a utility application for anyone who fishes, either recreationally or competitively. It also will service novice to experienced fishers. Identifisher will allow the user to give information about a recently caught fish and help to identify what type of fish it is. From there, it can collect data and track what fish are caught where. We hope to build a global logging system that will provide percentage catch rates by lake, educate young, novice fishers and integrate technology into a relatively non-technology field.

### **1.3 Definitions, Acronyms, and Abbreviations**

### **1.4 References**

### **1.5 Overview**

Thus far we have given a very brief overview of the Indentifisher application, its intended use and what we expect a typical user would be. Going forward, we will go into deeper detail regarding those topics and more. The next section will give far more information regarding the application and some of the external matters regarding the system. After that, functional requirements will be listed with non-functional requirements being the last section of this document.

## 2 Overall Description

### 2.1 Product Perspective

### 2.2 Product Functions

### 2.3 User Characteristics

### 2.4 Constraints

### 2.5 Assumptions & Dependencies

### 2.6 Apportioning of Requirements

## 3 Functional Requirements

## 4 Non-Functional Requirements

### 4.1 Look and Feel Requirements

#### 4.1.1 Apperance Requirements

#### 4.1.2 Style Requirements

### 4.2 Usability and Humanity Requirements

#### 4.2.1 Ease of Use Requirements

#### 4.2.2 Personalization and Internationalization Requirements

#### 4.2.3 Learnings Requirements

#### 4.2.4 Understandability and Politeness Requirements

#### 4.2.5 Accessibility Requirements

### 4.3 Performance Requirements

#### 4.3.1 Speed and Latency Requirements

#### 4.3.2 Pafety-Critical Requirements

#### 4.3.3 Percision or Accuracy Requirements

#### 4.3.4 Reliability and Availability Requirements

#### 4.3.5 Robustness or Fault-Tolerance Requirements

#### 4.3.6 Capacity Requirements

#### 4.3.7 Scalability or Extensiblity Requirements

#### 4.3.8 Longevity Requirements

### 4.4 Operational and Environmental Requirements

#### 4.4.1 Expected Physical Environment

#### 4.4.2 Requirments with Interfacing with Adjacent Systems

#### 4.4.3 Productization Requirements

#### 4.4.4 Release Requirements

### 4.5 Maintainability and Support Requirements

#### 4.5.1 Maintainence Requirements