Software Requirements Specifications for Quarters

James Anthony () Wenqiang Chen() Carolyn Chong (1139105) Kevin Ly()

October 3, 2015

Contents

1	Pro	Project Drivers 4						
	1.1	The Purpose of the Project	4					
	1.2	The Client, the Customer, and Other Stakeholders	4					
	1.3	Users of the Product	4					
2	Pro	eject Constraints	4					
	2.1	·	4					
	2.2	Naming Conventions and Terminology	4					
	2.3	Relevant Facts and Assumptions	4					
3	Fun	actional Requirements	4					
	3.1	The Scope of the Work	4					
		1	4					
		3.1.2 The Context of the Work	5					
			6					
	3.2	8	6					
	٥٠_	V	6					
			6					
	3.3	v – – – – – – – – – – – – – – – – – – –	6					
	0.0	1	6					
		3.3.2 Product Use Case Table	6					
	3.4	Functional Requirements	6					
	0.1	3.4.1 Functional Requirements	6					
4	Nor	nfunctional Requirements	6					
-	4.1	<u>-</u>	6					
	1.1		6					
			7					
	4.2	Usability and Humanity Requirements	7					
	1.2	4.2.1 Ease of Use Requirements	7					
		4.2.2 Personalization and Internationalization Requirements	7					
		4.2.3 Learning Requirements	7					
		4.2.4 Understandability and Politeness Requirements	7					
		4.2.5 Accessibility Requirements	8					
	4.3	Performance Requirements	8					
	1.0	4.3.1 Speed and Latency Requirements	8					
		TO DECAME DAMENT TO THE THE STATE OF THE STA	O					

		4.3.2	Safety-Critical Requirements	8
		4.3.3	Precision or Accuracy Requirements	8
		4.3.4	Reliability and Availability Requirements	8
		4.3.5	Robustness or Fault-Tolerance Requirements	8
		4.3.6	Capacity Requirements	8
		4.3.7	Scalability or Extensibility Requirements	8
		4.3.8	Longevity Requirements	9
	4.4	Opera	ational and Environmental Requirements	9
		4.4.1	Expected Physical Environment	9
		4.4.2	Requirements for Interfacing with Adjacent Systems	9
		4.4.3	Productization Requirements	9
		4.4.4	Release Requirements	9
	4.5	Maint	ainability and Support Requirements	9
		4.5.1	Maintenance Requirements	9
		4.5.2	Supportability Requirements	9
		4.5.3		10
	4.6	Securi	ity Requirements	10
		4.6.1		10
		4.6.2	Integrity Requirements	10
		4.6.3		10
		4.6.4		10
		4.6.5	Immunity Requirements	10
	4.7	Cultu		11
		4.7.1	Cultural Requirements	11
	4.8	Legal		11
		4.8.1		11
		4.8.2	Standards Requirements	11
	_			
5		ject Is		11
	5.1	-	Issues	
	5.2			11
	5.3			11
	5.4			11
	5.5			11
	5.6			11
	5.7			11
	5.8		e e e e e e e e e e e e e e e e e e e	11
	5.9	Waitii	ng Room	11

5.10 Ideas for S	Solutions	 	 11
List of Figu	ires		
1 Work Con	text Diagram	 	 5
List of Tabl	les		
1 Work Par	titioning	 	 6
Revision H	istory		
Date	Comments		

Template

October 9, 2015

This document makes use of the Volere Template for all of its organization.

Created first draft.

1 Project Drivers

- 1.1 The Purpose of the Project
- 1.2 The Client, the Customer, and Other Stakeholders
- 1.3 Users of the Product
- 2 Project Constraints
- 2.1 Mandated Constraints
- 2.2 Naming Conventions and Terminology
- 2.3 Relevant Facts and Assumptions
- 3 Functional Requirements

[this section probs needs to be completed as a group —CC]

3.1 The Scope of the Work

3.1.1 The Current Situation

There is currently no existing software platform that attempts to simplify and document communication between landlords and tenants. A web application is needed to serve as a centralized management solution that will benefit both types of users. The web application will include document storage, in-app payment, a calendar, instant messaging, and discussion boards.

3.1.2 The Context of the Work

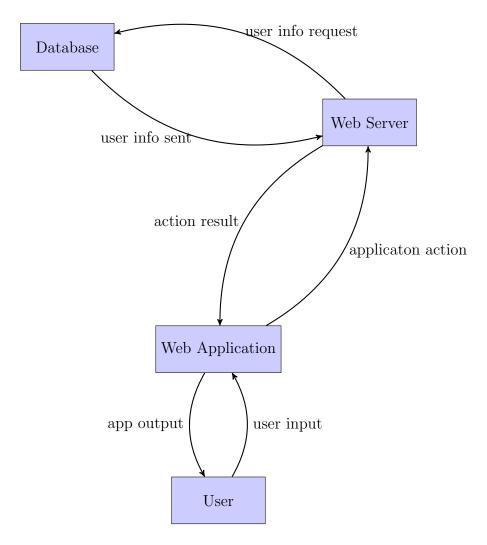


Figure 1: Work Context Diagram

Event Name	Input and Output	Summary
1. User requests	IN vs OUT	Description.
2. asdf	asdf	asdf

Table 1: Work Partitioning

- 3.1.3 Work Partitioning
- 3.2 Business Data Model and Data Dictionary
- 3.2.1 Business Data Model
- 3.2.2 Data Dictionary
- 3.3 The Scope of the Product
- 3.3.1 Product Boundary
- 3.3.2 Product Use Case Table
- 3.4 Functional Requirements
- 3.4.1 Functional Requirements

Requirement #: 1 Requirement Type: 9 Event/Use Case:

Description:

Rationale:

Fit Criterion:

Customer Satisfaction: Customer Dissatisfaction:

4 Nonfunctional Requirements

4.1 Look and Feel Requirements

4.1.1 Appearance Requirements

The interface of the web application shall be attractive and intuitive for an adult audience. A sampling of potential users shall, without prompting or enticement, create a login within one week of their first encounter with the application.

4.1.2 Style Requirements

The web application shall appear professional and secure. After their first encounter with the application, 70 percent of potential users shall agree they feel they can trust the application.

4.2 Usability and Humanity Requirements

4.2.1 Ease of Use Requirements

The web application shall be easy for young adults and adults to use. The application shall be used by users with no prior training. A casual user should be able to use the application with the same ease of a frequent user. The application shall make the users want to use it. A test panel of current landlords and their tenants shall be able to successfully create a user account and use the application's functions without guidance within their first encounter.

4.2.2 Personalization and Internationalization Requirements

The web application shall be available in the English language (EN-US), and use Canadian currency (CAD \$) and the metric system. The interface and functions of the web application shall be personalized for the type of user, either landlord or tenant.

4.2.3 Learning Requirements

The web application shall be easy for young adults and adults to learn. The web application shall be constructed so that all of its functionality is apparent upon first encountering it. A brief tour of the web application shall be presented as an option to first time visitors of the site. A test panel of current landlords and their tenants shall be able to successfully create a user account and use the application's functions productively without guidance within their first encounter.

4.2.4 Understandability and Politeness Requirements

The web application shall use symbols, icons, and words that are naturally understandable by the user community.

4.2.5 Accessibility Requirements

The web application shall rely on the web browser's accessibility features to make it available to the disabled.

4.3 Performance Requirements

4.3.1 Speed and Latency Requirements

The speed of the web application depends on the speed of the user's operating system and internet connection.

4.3.2 Safety-Critical Requirements

N/A.

4.3.3 Precision or Accuracy Requirements

The web application shall keep accurate time by working in UTC. All monetary amounts shall be accurate to two decimal places.

4.3.4 Reliability and Availability Requirements

The web application shall be available for use 24 hours per day, 365 days per year.

4.3.5 Robustness or Fault-Tolerance Requirements

The web application shall successfully display an error message to the user should an incorrect username/password combination be input, or in the event of one of its features crashing.

4.3.6 Capacity Requirements

The web application shall cater to x number —CC simultaneous users.

4.3.7 Scalability or Extensibility Requirements

The web application shall be capable of expanding to nearby cities within two years of its launch.

4.3.8 Longevity Requirements

The web application shall be expected to operate as long as there exists a housing rental market.

4.4 Operational and Environmental Requirements

4.4.1 Expected Physical Environment

The web application shall be used by users who may be distracted because they are simultaneously completing and managing several other tasks.

4.4.2 Requirements for Interfacing with Adjacent Systems

The web application shall work on the last four releases of the five most popular web browsers. The web application shall interface with PayPal to handle monetary transactions between users. The web application shall interface with Google Sign-In and Facebook Login to enable users to login with pre-existing social media accounts. The details of the communication standards/protocols will be outlined in the Design Document after implementation is completed.

4.4.3 Productization Requirements

The web application shall be accessible on the World Wide Web.

4.4.4 Release Requirements

The initial release of the web application will be in February 2016. The final release will be in April 2016.

4.5 Maintainability and Support Requirements

4.5.1 Maintenance Requirements

The web application shall be able to be maintained by developers who are not the original developers.

4.5.2 Supportability Requirements

N/A.

4.5.3 Adaptability Requirements

The web application is expected to run on web browsers on mobile phones, tablets, laptops and desktop computers.

4.6 Security Requirements

4.6.1 Access Requirements

Only the user has access to edit their own personal stored information and choose what information of their profile is visible to other users. Users have access to view other users' profiles. Only landlords can [add —CC]. Only tenants can [add —CC]. Only the landlords and tenants belonging to the same property can view the property's group and add content to the property's group.

4.6.2 Integrity Requirements

The web application shall prevent incorrect data from being introduced and protect itself from unwanted attacks by unauthorized users. The web application shall have a back-up of its stored data on an alternate server.

4.6.3 Privacy Requirements

The web application shall make its users aware of its information practices before collecting data from them. The web application shall use a third-party interface to store credit card information and perform secure monetary transactions between users.

4.6.4 Audit Requirements

N/A.

4.6.5 Immunity Requirements

N/A.

4.7 Cultural and Political Requirements

4.7.1 Cultural Requirements

N/A.

- 4.8 Legal Requirements
- 4.8.1 Compliance Requirements

N/A.

4.8.2 Standards Requirements

N/A.

5 Project Issues

- 5.1 Open Issues
- 5.2 Off the Shelf Solutions
- 5.3 New Problems
- 5.4 Tasks
- 5.5 Migration to New Product
- 5.6 Risks
- 5.7 Costs
- 5.8 User Documentation and Training
- 5.9 Waiting Room
- 5.10 Ideas for Solutions