**Portal Muhia**

**Lista de Priorización de Requerimientos**

# Control de Versiones

| *Miembro* | *Fecha* | *Modificación* |
| --- | --- | --- |
| Mónica Ma. Albo Castro | 23/12/23 | Creación del Documento. Definición de los requerimientos funcionales. |
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# Requerimientos funcionales del sistema

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| --- | --- | --- | --- | --- | --- | --- |
| **Requisitos** | **Valor** | **Complejidad** | **Prioridad** | **Estimación** | **Iteración** | **Riesgo** |
| Interfaz pública con toda la información de la empresa, los servicios y productos que ofrece, las formas de contacto, entre otras informaciones de interés. | 600 | Media | Alta | 10 | 1 | Alto |
| Interfaz pública con la información detallada de todos los servicios. | 100 | Baja | Alta | 5 | 1 | Medio |
| Interfaz pública con la información detallada de todos los productos. | 100 | Baja | Alta | 5 | 1 | Medio |
| Interfaz administrativa a la que se accede por medio de la autenticación, para gestionar cada contenido que ofrece la empresa. | 300 | Media | Alta | 15 | 1 | Medio |
| Registrar usuarios para que puedan acceder a otras funcionalidades, no solo las informativas. | 75 | Alta | Media | 10 | 2 | Alto |
| Realizar búsqueda de informaciones o contenidos publicados en el portal en algún momento anterior. | 200 | Alta | Media | 15 | 2 | Medio |
| Gestionar la documentación pública en el portal. | 75 | Media | Baja | 10 | 2 | Medio |
| Gestionar las noticias públicas en el portal. | 75 | Media | Baja | 10 | 2 | Medio |
| Permitir hacer una solicitud de servicio o producto, con la cual quedará prereservada una cita. | 300 | Alta | Media | 15 | 3 | Medio |
| Generar reporte de los servicios contratados y los ingresos que generan en la vista administrativa. | 75 | Media | Media | 10 | 3 | Bajo |
| Gestionar la publicación de testimonios de satisfacción de los clientes. | 150 | Alta | Media | 10 | 3 | Medio |
| Generar un reporte de la satisfacción de los clientes en la vista pública. | 150 | Media | Media | 10 | 3 | Bajo |

# Requerimientos de calidad del sistema

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| --- | --- | --- | --- | --- |
| **Clasificación** | **Requisitos** | **Complejidad** | **Prioridad** | **Iteración** |
| **Usabilidad** | El sistema debe tener una arquitectura de información que permita acceder a todas las opciones de manera intuitiva. | Alta | Alta | 1 |
| El sistema debe mostrar las informaciones detalladas en menos de 10 líneas y en el centro de la pantalla. | Media | Alta | 2 |
| Las opciones deben estar siempre visibles en la pantalla. | Media | Baja | 1 |
| Los mensajes de las distintas opciones deben tener una redacción clara. | Media | Alta | 1 |
| El sistema debe poder contar con una versión en opción inglés. | Alta | Baja | 3 |
| El sistema debe poseer una opción para que los usuarios expresen su satisfacción. | Alta | Media | 2 |
| **Reliabilidad** | El sistema debe mantenerse activo, siempre que el servidor esté activo. | Baja | Alta | 1 |
| El mantenimiento al sistema no debe afectar el acceso de los usuarios, por tanto, se realizará a una versión offline y para actualizarlo se publicará la notificación previamente. | Media | Media | 3 |
| El sistema debe contar con una versión de respaldo offline, a modo de backup, en caso de cualquier situación poder reactivarlo en menos de 24h. | Media | Alta | 1 |
| Rendimiento | Una vez que el usuario solicite alguna de las opciones debe recibir respuesta en menos de 12h. |  |  |  |
| El sistema debe ser capaz de realizar al menos 5 o 6 transacciones concurrente. |  |  |  |
| El sistema debe ser capaz soportar alrededor de 200 usuarios concurrentes. |  |  |  |
| **Suportabilidad** | El sistema debe ser visible en cualquier dispositivo: móviles o computadoras personales. |  |  |  |
| El sistema debe permitir probar todas las opciones que se visualizan al usuario. |  |  |  |

# Interfaz del sistema

[Interface Requirements are part of the + in the FURPS+ classification of supporting requirements. Define the interfaces that must be supported by the application. It should contain adequate specificity, protocols, ports and logical addresses, and so forth, so that the software can be developed and verified against the interface requirements.]

## User Interfaces

[Describe the user interfaces that are to be implemented by the software. The intention of this section is to state requirements relating to the interface. Interface design may overlap the requirements gathering process.]

### Look & Feel

[Provide a description of the spirit of the interface. Your client may have given you particular demands such as style, colors to be used, and degree of interaction and so on. This section captures the requirements for the interface rather than the design for the interface.]

### Layout and Navigation Requirements

[Capture requirements on major screen areas and how they should be grouped together.]

### Consistency

[Consistency in the user interface enables users to predict what will happen. This section states requirements on the use of mechanisms to be employed in the user interface. This applies both within the system and with other systems and can be applied at different levels: navigation controls, screen areas sizes and shapes, placements for entering / presenting data, terminology.]

### User Personalization & Customization Requirements

[Requirements on content that should automatically displayed to users or available based on user attributes. Sometimes users allowed to customize the content displayed or to personalize displayed content.]

## Interfaces to External Systems or Devices

[Are there any external systems with which this system must interface? Are there any constraints on the nature of the interface between this system and any external system, such as the format of data passed between these systems, and any particular protocol used? Consider both provided and required interfaces.]

### Software Interfaces

[This section describes software interfaces to other components of the software system. These may be purchased components, components reused from another application or components being developed for subsystems outside of the scope of this SRS, but with which this software application must interact.]

### Hardware Interfaces

[This section defines any hardware interfaces that are to be supported by the software, including logical structure, physical addresses, expected behavior, and so on.]

### Communications Interfaces

[Describe any communications interfaces to other systems or devices such as local area networks, remote serial devices, and so on.]

# Business Rules

[Business rules are statements that define or constrain some aspect of the business. Business rules are often represented as production rules when they are meant to be directly executed by an IT System: a production rule is an independent statement of programming logic that specifies the execution of one or more actions in the case that its conditions are satisfied. Production Rules define the operation semantic for the system in a technologic independent way. They constrain the behavior expressed in system use cases.

Organize this document on rule classes, a high level grouping of candidate or actual rules about one **business concept** with a specific kind of **logic processing**, example: Driver Risk Assessment Rules or Customer Validation Rules.]

## <Rule class name>

### <Rule name and ID>

[The description defines the rule. It can be made in natural language typically following a decision table or a pattern like: if [condition-list] then [action-list], example:

If there are at least 3 items of the same type in the customer shopping cart and each item’s value is greater than $30 then give to the customer a voucher whose value is 10% of the cheapest item.]

# System Constraints

[Constraints are part of the + in the FURPS+ classification of supporting requirements. Describe any design; implementation or deployment constraints on the system being built that have been mandated and must be adhered to. Examples include software implementation languages, prescribed use of developmental tools, third-party components or class libraries, platform support, resource limits and requirements on the shape, size or weight of the resulting hardware housing the system.]

# System Compliance

## Licensing Requirements

[Define any licensing enforcement requirements or other usage restriction requirements that are to be exhibited by the software.]

## Legal, Copyright, and Other Notices

[This section describes any necessary legal disclaimers, warranties, copyright notices, patent notice, wordmark, trademark, or logo compliance issues for the software.]

## Applicable Standards

[This section describes by reference any applicable standards and the specific sections of any such standards that apply to the system being described. For example, this could include legal, quality and regulatory standards, industry standards for usability, interoperability, internationalization, operating system compliance, and so forth.]

# System Documentation

[Describes the requirements, for on-line user documentation, help systems, help about notices, and so on. Set expectations for the documentation and to identify who will be responsible for creating it.]