

# **Software Requirement Specifications**

## **Commerce Bank Project**

Version 1

Team 1

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Prepared by:  
Tony Boruch

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### Revision History

Version	Date	Name	Description
1	02/13/17	Tony Boruch	Initial

# **1 Introduction**

## **1.1 Overview**

For many households, budgeting and saving money is a luxury that seems out of reach, or too complicated to manage in their daily lives. There are many budgeting applications that feel disconnected from the real world or geared more towards businesses.

The purpose of this project is to provide a web/mobile based application tool to help Commerce bank clientele to achieve real-world goals of saving money. This can be achieved by depositing money into a savings account, monitoring spending, and reducing spending on purchases such as dining out, groceries, entertainment, and additional purchases a customer may make in their everyday life.

The purpose of this application is to help the customer achieve those goals. This will be accomplished by providing an interactive portal to monitor spending and savings. The customer's spending is broken down into categories for easy monitoring. Additionally, tips will be offered to further help the customer achieve their goals.

While there are many budgeting applications available in the world today, this application aims to provide a fun, responsive experience. This will help the customer to continuously use the application and achieve their goals. At the bare minimum it will be an efficient, interactive tool that makes sense in today's complex financial world.

## **1.2 Goals and Objectives**

The goal of this project is to create a web application that will help Commerce Bank customers to manage and save money in an interactive and enjoyable way. This is the overarching goal of the entire project. Smaller goals within the project to achieve this are:

- The application must function on a desktop PC and be mobile responsive.
- Users will be able to set goals and spending limits in budget format.
- The application must be intuitive to use. The user with the minimum technical knowledge should be able to successfully use and navigate the application.
- The application should provide gamified and feel rewarding for achieving goals. This will ensure reuse-ability for the customer.

## **1.3 Scope**

This project will deliver:

- A web based budgeting application that will provide Commerce Bank customers a tool to plan and save for the future.
- A gamified system for the user to track and meet their goals.
- A smooth user experience that will not intimidate the user and be enjoyable to use
- A completed product by 5/5/2017

## **1.4 Definitions**

Application – The product to be delivered and described within this document. The software created to achieve the goals of the project.

Client – The customer for which this application is being built; Commerce Bank.

Developer – Members of the team creating and building the actual software of the application.

Project – Combined collective activities of the team to create the application for Commerce Bank.

Scenario – One path through a use case

Stakeholder – Any person with an interest in this project. For the purposes of the project this includes but is not limited to: team members, UMKC, Commerce Bank, Commerce Bank customers, and UMKC management parties.

Use Case – Any interaction between a user and the application. These interactions are goal driven and the path monitored.

User – Any person who uses the application; Most notably the end user who is a customer of Commerce Bank.

## **2 Design Constraints**

### **2.1 Application Environment**

This product will store and pull from an SQL 2012 database. Long term functionality will include incoming information from the Commerce Bank databases themselves. For this project we will be using a test database with test data. This information will be displayed and manipulated from a front-end UI supported through the .Net MVC framework with database modeling through the Entity framework.

### **2.2 User Description**

The end user of this product will potentially include any Commerce Bank customer. This will range from the highly technically literate to the nearly technically illiterate. The application will be designed to usable by all points on the spectrum without frustrating less technically inclined customers and without hindering more advanced users.

### **2.3 Mandated Constraints**

Constraints for this project include:

- Adherence to a .Net framework
- Database in SQL 2012
- Client and serve code separated
- Ability to be incorporated into the Commerce Bank codebase
- Product complete by 5/5/2017

These constraints were given by the client and are required for project success.

## **3 Nonfunctional Requirements**

### **3.1 Operational Requirements**

Usability: Average user will be able to successfully navigate the application.

User Storage: Client requirements dictate most user data will exist within their system and the application will have a user map to that respective data.

### **3.2 Performance Requirements**

Maintainability: Code will adhere to common software engineering standards and practices. Code will be easily integrate into the Commerce Bank system.

### **3.3 Security Requirements**

Security Concerns: Application will be accessed from the Commerce Bank main login and all security will be handled upon integration. Only most basic security requirements needed.

### **3.4 Documentation**

Documentation will not be provided to the user during the application to avoid unnecessary clutter. Documentation will be provided to high level stakeholders regarding the specifics and code usability. All team members will contribute to the documentation of their contributions to the project

### **3.5 User Interface**

The user interface for the application will be visually stimulating. It will be streamlined for ease of use while not appearing too bland for more advanced users. The interface will provide smooth transitions between features and screens. It will accurately display information in an easy to understand format while being intuitive to use. As the application will be accessed from the main Commerce Bank login, the software interface will be streamlined and pull in the necessary data in a timely manner for the user to have an enjoyable experience.

## **4 Functional Requirements**

### **4.1 Required Features**

- Ability to set two or more goals
- Ability to set budgets
- Ability to delete or edit budgets
- Categorized transactions
- Pie charts and graphs of spending
- Notifications and gamification of features

### **4.2 Stretch Features**

- Suggested budget based on spending habits
- Ability for manual reconciliation of spending
- Ability to edit goal