

*Responsible for this document:*

Emma Albertz  
Linnéa Claesson

PUSS154218 v0.1 October 9, 2015

TEAM 2

---

# Software Specification Document

---

*Authors of this document:*

Emma Albertz  
Linnéa Claesson

# Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>Delivered System</b>	<b>1</b>
<b>3</b>	<b>Limitations</b>	<b>1</b>
3.1	System Objective . . . . .	1
3.2	Differences Compared to the Software Requirements Specification (SRS) . . . . .	1
<b>4</b>	<b>Installation Instructions</b>	<b>1</b>

# 1 Introduction

The intent of this document is to describe the different parts of the delivered system, with current version number and appendices of each document. Additionally, limitations of the delivered systems and larger changes made after Specification Baseline of the System Requirements Specification are included.

## 2 Delivered System

The delivered system consists of the following documents/parts:

Doc./part	Doc. number	Version	Comments
SDP	11	1.0	With appendices: Veckoschema PUSS 154251 and Gantt-schema PUSS154252
SRS	12		
SVVS	13		With appendix: Test Matrices PUSS154253
STLDD	14		
SVVI	15		
SDDD	16		
SVVR	17		
SSD	18	1.0	
PFR	19	1.0	

## 3 Limitations

### 3.1 System Objective

The intention was that the delivered system should be launched as an application for the public Android market. Due to bugs in the back end of the system, this is not reasonable before they are fixed.

The system has not yet been tested on real users, i.e. users not connected with this project, since the system has been assessed not fit for the market as long as the bugs in the back end remain.

### 3.2 Differences Compared to the Software Requirements Specification (SRS)

Minor changes have been made to the SRS after baseline was set, but nothing that affects the functionality or customer experience of the final product.

## 4 Installation Instructions

Since the application is not released on Google Play, the application needs to be installed using the source code.

1. Make sure you have an Android phone and USB Debugging is turned on.

2. Connect the phone to a computer via USB and make sure the computer can find it.
3. Open the source code in Android Studio and run it on your phone.

If the application is later released, it can be downloaded and installed directly from Google Play.