The Scrumbags

CSE 216

Supplementary Specifications

1. **Functionality**

This section lists some functional requirements that are relevant to more than one use case.

1. **Error Logging**

All errors within the system will need to be logged. Fatal system errors shall result in an orderly shutdown of the system.

The system error messages shall include a text description of the error, the class/method in which it failed, and a time stamp. All errors will be store in an error log.

2. **Auto Reordering Inventory**

As inventory is sold there will be functions in place that will automatically update the database to show which items are still available for purchase.

2. **Usability**

This section lists requirements that pertain to the usability of the system.

1. **Windows/AppleOS usablitiy**

The program will be written in Java and must be able to run of both systems.

2. **Easy to Use**

The program will be designed so that the user will not have to input too much to complete the sale. Having the program due the complicated computations will make the user’s life easier and make the possibility of bad input less likely.

3. **Friendly User Interfaces (**if we have time to figure out GUIs**)**

If we have time to figure out GUIs then we would like to make an interface that can be easily understood.

3. **Reliability**

This section lists specific reliability requirements.

1. **Robust**

We will build as robust system that is capable of handling errors when they occur. The error log that we will implement will help us understand the system’s weaknesses so they can be fixed more quickly.

2. **Availability**

The system database will be backed up on external servers so they can be accessed ad changed from more than one single computer. They will also always be accessible.

4. **Performance**

The performance characteristics of the system are outlined in this section.

1. **Multiple Users**

The system shall support up many users that will have access and be able to modify the central database at any given time.

2. **Transaction Time**

The system will be have the ability to make a full transaction in less than two minutes.

5. **Supportability**

This section defines any requirements that will improve the supportability of the system being built.

1. **Bug Patches When Necessary**

When a bug is found in the system our programming team will react quickly to fix the problem.

6. **Implementation**

This section lists aspects that have to do with the software’s implementation and any constrains the project might have.

1. **Time Constraints**

We have a set amount of time to have a fully working software system built. We have a lot of features that we want to add and it is likely that during the process we will discover that we don’t have time to do them all. Some features will be gutted.

2. **Java Implementation**

Java is a universal language that our team is comfortable with and we will use it to complete the software project.