



ENGINEERING
Computing & Software

Our Awesome Project

Requirements Standard Plan

Author 1, Author 2, Author 3

Version 1, 2025-10-11

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We would like to acknowledge that as a dedicated students of McMaster University, we have thoroughly read and comprehended the [Academic Integrity Policy](#) published by the university. We are committed to upholding the principles of academic honesty and integrity in all aspects of our educational journey. We understand the importance of acknowledging the work and ideas of others, and we pledge to ensure that all our academic endeavors are conducted with the utmost originality and compliance with the university's policy.

We affirm that the content presented in this document is entirely our own, and any external sources used have been appropriately cited and referenced.

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Control Information

Version	Delivery		Info	
	<i>Deadline</i>	<i>Delivered</i>	Developers	Change
V1	Oct 10, 2025	Oct 10, 2025	Hussain, Oliver, Jeff, Kevin, Ethan	Initial release
V2				
V3				

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Author 2

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Introduction

We have chosen the Meyer template for our Software Requirements Specification document. While our document follows the provided template for the most part, the following changes were made:

- Added this Introduction section.
- Removed individual section control info. We removed these because we felt it was too granular for the changes and rounds of feedback we will be using for this document. The overall document control info is still included, but it was updated to include the "Developers" and "Change" columns.

Glossary

Vim

Vim is a highly configurable, keyboard-driven text editor built to make creating and changing any kind of text very efficient.^[1]

(G) Goals

(G.1) Context and Overall Objectives

Our Awesome Project is designed to address gaps in existing note-taking systems, which lack efficient methods for integrating text and diagrams through a unified keyboard-driven workflow. Current solutions impose trade-offs in speed, flexibility, and workflow continuity, as explored in [G.2](#).

The goal of Our Awesome Project is to create an intuitive system that allows for keyboard-driven creation and editing of notes involving text and diagrams. Although there is an expectation that there will be a learning curve to become proficient with the system, the intended benefit is that the user will be able to create and edit notes more quickly than with existing systems.

(G.2) Current situation

Our Awesome Project arises from the fact that students, especially in technical disciplines such as engineering, often need to create notes containing both structured text and quick sketches of diagrams like state machines, circuits, or tables. Often times these notes also need to be created in a timely manner, as lectures can move quickly.

There are many existing options for taking notes, each with their own trade-offs:

- Pen and paper
 - Not easily editable or shareable
 - Handwriting may be slower than typing
- Tablets with stylus support (e.g. iPad with Apple Pencil)
 - Can be expensive
 - Handwriting may be slower than typing
- Traditional text editors (e.g. Microsoft Word, Google Docs)
 - Limited support for creating diagrams within the app
- Mouse-driven editors (e.g. Draw.io, OneNote)
 - Can be slow to navigate menus for specific geometry
 - Limited keyboard shortcut support for creating and editing geometry
 - May require exporting and importing images into a separate text editor for note-taking (e.g. Draw.io)
- Text-based diagram languages (e.g. Mermaid, PlantUML)
 - Separate definition from rendering, forcing users to manage an inefficient write-compile-insert cycle
 - Requires integration with another text editor for note-taking text
- Document markup languages (e.g. LaTeX, Typst)
 - Limited to a more traditional page format rather than infinite workspace like OneNote for example
 - Editing underlying text rather than geometry itself

On top of inefficiencies to workflow, an important note is that none of these solutions are fully keyboard-driven. This is a key aspect of the **Vim** ideology that Our Awesome Project aims to embody by providing a unified system for creation and editing of notes involving both text and diagrams exclusively through the keyboard.

(G.3) Expected Benefits

🔄 Nothing available at this point.

(G.4) Functionality overview

🔄 Nothing available at this point.

(G.5) High-level usage scenarios

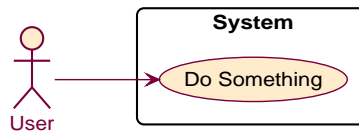


Figure 1. High Level use cases diagram

🔄 Nothing available at this point.

(G.6) Limitations and Exclusions

🔄 Nothing available at this point.

(G.7) Stakeholders and requirements sources

🔄 Nothing available at this point.

(E) Environment

(E.1) Glossary

 Nothing available at this point.

(E.2) Components

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(E.3) Constraints

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(E.4) Assumptions

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(S.4) Detailed usage scenarios

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(S.5) Prioritization

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(S.6) Verification and acceptance criteria

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(P) Project

(P.1) Roles and personnel

🔒 Nothing available at this point.

(P.2) Imposed technical choices

🔒 Nothing available at this point.

(P.3) Schedule and milestones

🔒 Nothing available at this point.

(P.4) Tasks and deliverables

🔒 Nothing available at this point.

(P.5) Required technology elements

🔒 Nothing available at this point.

(P.6) Risk and mitigation analysis

🔒 Nothing available at this point.

(P.7) Requirements process and report

Requirements Process The requirements elicitation process was conducted in a simplified and collaborative manner, reflecting the project's scope and resources. The team collectively engaged in discussions to identify and document the essential features, goals, and requirements for the project.

The process involved the following steps: * **Brainstorming Sessions:** Initial brainstorming sessions to gather the main ideas and requirements. Each member contributed their perspectives on what the project should achieve. Factors considered included key stakeholders, user needs, technical feasibility, and project risks. * **Informal Discussions:** Ongoing informal discussions to refine and clarify the requirements. This included addressing any ambiguities and ensuring a shared understanding among team members. Finer details, including specific requirements and project scope were discussed and agreed upon. * **Documentation:** The requirements were documented in a collaborative manner, with team members contributing to the creation of this Software Requirements Specification (SRS) document. The document was reviewed and updated as needed to reflect any changes or new insights gained during the process. * **Feedback Integration:** Although formal stakeholder feedback was limited, the team acted as both developers and stakeholders, ensuring that the requirements aligned with the project's goals and

constraints. Further feedback from peers and mentors will be sought in future iterations.

For future iterations, a more structured elicitation process may be adopted, including user research, prototyping, and systematic requirements validation to ensure comprehensive coverage of user needs and project goals.

References

- [1] Vim - the ubiquitous text editor. 2025. <https://www.vim.org/>