Requirements Definition

*Auction System*

1. **Introduction and Context**

*This is a brief introduction to the purpose system that describes the environment or context of the proposed system, the problem it addresses, and how the proposed system will solve that problem. It should be less than a page. A couple of paragraphs to a ½ of page would be sufficient in most cases. For the most part, this description should be very similar to the project over in the project plan.*

This project aims to build a system for running an auction at a school or church activity.

The auction system will be for managing a live event, not running an online auction like e-bay. It aims to replace paper voting with a mobile phone system so that people can know what they’ve spent so far and will also help tally the results at the end of the night. The system will support both a silent auction and a live auction and be capable of running on a PC (for an administrator) and iOS and Android mobile devices.

1. **Users and their Goals**

*This section contains identifies of the users of the proposed system and their goals, illustrated and supported by Use Case diagrams. Here “users” is a broad term that could include other software systems.*

1. **Functional Requirements**

*This section contains requirements or constraints on the functioning of the proposed system, written in way that doesn’t pre-suppose “how” the system will accomplish those requirements. The requirements should be organized in hierarchy of increasing specificity and presented in outline form so they are easy to reference. Each requirement must stand on its own because it could be referenced or quoted in other documents without the benefit contextual information. Where appropriate, the requirements could include statements about of the rationale (motivation) and/or priority (importance to the client.)*

1. **Non-functional Requirements**

*This section contains requirements that describe and/or constrain the development process. For example, a non-functional requirement may state that development will follow an Agile method with weekly iteration meetings.*

1. **Future Features**

*This section contains a list of ideas or features that are beyond the scope of the project.*

1. **Glossary**

*This section contains a list important terms and their definition.*