

Software Requirements Specification for SFWRENG 4G06 - Capstone Design Process: subtitle describing software

Team 17, DomainX

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Table 1: Revision History

Date	Developer(s)	Change
October 6, 2025	Fei Xie	First Draft of Sections: Cost to Ideas for Solution
Date2	Name(s)	Description of changes
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23 Costs

There is no development cost for this project, due to the nature of this being a capstone project.

The costs of hosting the required services, such as the database and the web application will depend on McMaster University's existing infrastructure.

However, estimating using a common cloud provider such as Amazon Web Services (AWS).

Using the Relational Database Service (RDS) for database and the Elastic Cloud Computing (EC2) service for hosting. Assuming around a maximum usage of 20 Hours/Month, the total cost of hosting is 11.63 CAD per month, as shown in Table 2.

Name	Configuration	Estimated Us- age	Total Cost
RDS for MySQL	Two vCPU and 8GB of Memory	20 Hours/Month	9.76 CAD/Month
EC2	t4g.large Instance	20 Hours/Month	1.87 USD/Month

Table 2: Price estimates and total costs for two AWS services.

24 User Documentation and Training

24.1 User Documentation Requirements

24.1.1 User Manual

The user manual will highlight the key features of the product, and provide additional details for installing, setup and usage that wasn't previously covered in the project's [README](#).

The maintenance of this document will be the responsibility of the development team. Changes to the product's features, such as adding new features or altering existing features must be reflected in the user manual upon release of the update.

24.1.2 Release Manual

The release manual will cover the release process required for future releases of the product, found in the [Development Plan](#). It should include the whole CI/CD lifecycle, including team standards, release labelling, and more.

The maintenance of this document will be the responsibility of the development team. Changes to the CI/CD process, either from the development team or the broader McMaster University infrastructure team should be reflected before the next release.

24.2 Training Requirements

- 1. Users should be able to use the tool and utilize key features immediately after following the tutorial**
- 2. Users should be able to find key features without consulting additional documentation 95% of the time.**

The responsibility of the training will first fall towards the development team of the tool. They must ensure the provided in-tool tutorial is up-to-date and sufficient to help a user understand all key features.

Additional training will be provided to the supervisor, hosted by the development team. Subsequent training will be the responsibility of the supervisor,

if needed to train future users of the tool, in the format that the supervisor chooses.

25 Waiting Room

1. Comparing across Domains

The user should be able to compare two (or more) completed domain analysis against each other.

2. Versioning of Domains

Users can revisit and update completed domains, adding new data or editing existing ones. Allowing users to view the evolution of the state of best practice for the domain.

26 Ideas for Solution

The following is the development team's idea for the user interface of the tool. Figure 1 shows the initial concept, drawing inspiration from [Octave Online](#), the cloud IDE for Matlab.

The main section of the tool will be where the data is displayed and gathered for each domain. With the sections that can be automatically gathered differentiated using a different colour, such as the gray shown in Figure 1.

The left sidebar will contain all the domains, with indications on whether it's completed or not. As well as providing a filter to quickly search for a specific domain.

3. How many of your requirements were inspired by speaking to your client(s) or their proxies (e.g. your peers, stakeholders, potential users)?
4. Which of the courses you have taken, or are currently taking, will help your team to be successful with your capstone project.
5. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
6. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?