

Deliverable #1 Template : Software Requirement Specification (SRS)

SE 3A04: Software Design II – Large System Design

Tutorial Number: T03

Group Number: G6

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IMPORTANT NOTES

- Be sure to include all sections of the template in your document regardless whether you have something to write for each or not
 - If you do not have anything to write in a section, indicate this by the *N/A*, *void*, *none*, etc.
- Uniquely number each of your requirements for easy identification and cross-referencing
- Highlight terms that are defined in Section 1.3 (**Definitions, Acronyms, and Abbreviations**) with **bold**, *italic* or underline
- For Deliverable 1, please highlight, in some fashion, all (you may have more than one) creative and innovative features. Your creative and innovative features will generally be described in Section 2.2 (**Product Functions**), but it will depend on the type of creative or innovative features you are including.

1 Introduction

- Provide an overview of the document/SRS.

1.1 Purpose

- Specify the purpose of the SRS.
inform public about wildlife
- Specify the intended audience for the SRS.
Nature enthusiasts
hunters - 1.27 mill Canadians hunted, 1.4 mill sport shooting

1.2 Scope

- Identify the software product(s) to be produced, and name each (e.g., Host DBMS, Report Generator, etc.)
- Explain what the software product(s) will do (and, if necessary, also state what they will not do).
- Describe the application of the software being specified, including relevant benefits, objectives, and goals.

1.3 Definitions, Acronyms, and Abbreviations

- Provide the definitions of all terms, acronyms, and abbreviations required to properly interpret the SRS.
- This should be in alphabetical order.

1.4 References

- Provide a complete list of all documents referenced elsewhere in the SRS.
- Identify each document by title, report number (if applicable), date, and publishing organization.
- Specify the sources from which the references can be obtained.
- Order this list in some sensible manner (alphabetical by author, or something else that makes more sense).

1.5 Overview

- Describe what the remainder of the document/SRS contains.
(e.g. "Section 2 discusses...Section 3...")

2 Overall Product Description

- This section should describe the general factors that affect the product and its requirements.
- It does not state specific requirements.
- It provides a *background* for those requirements and makes them easier to understand.

2.1 Product Perspective

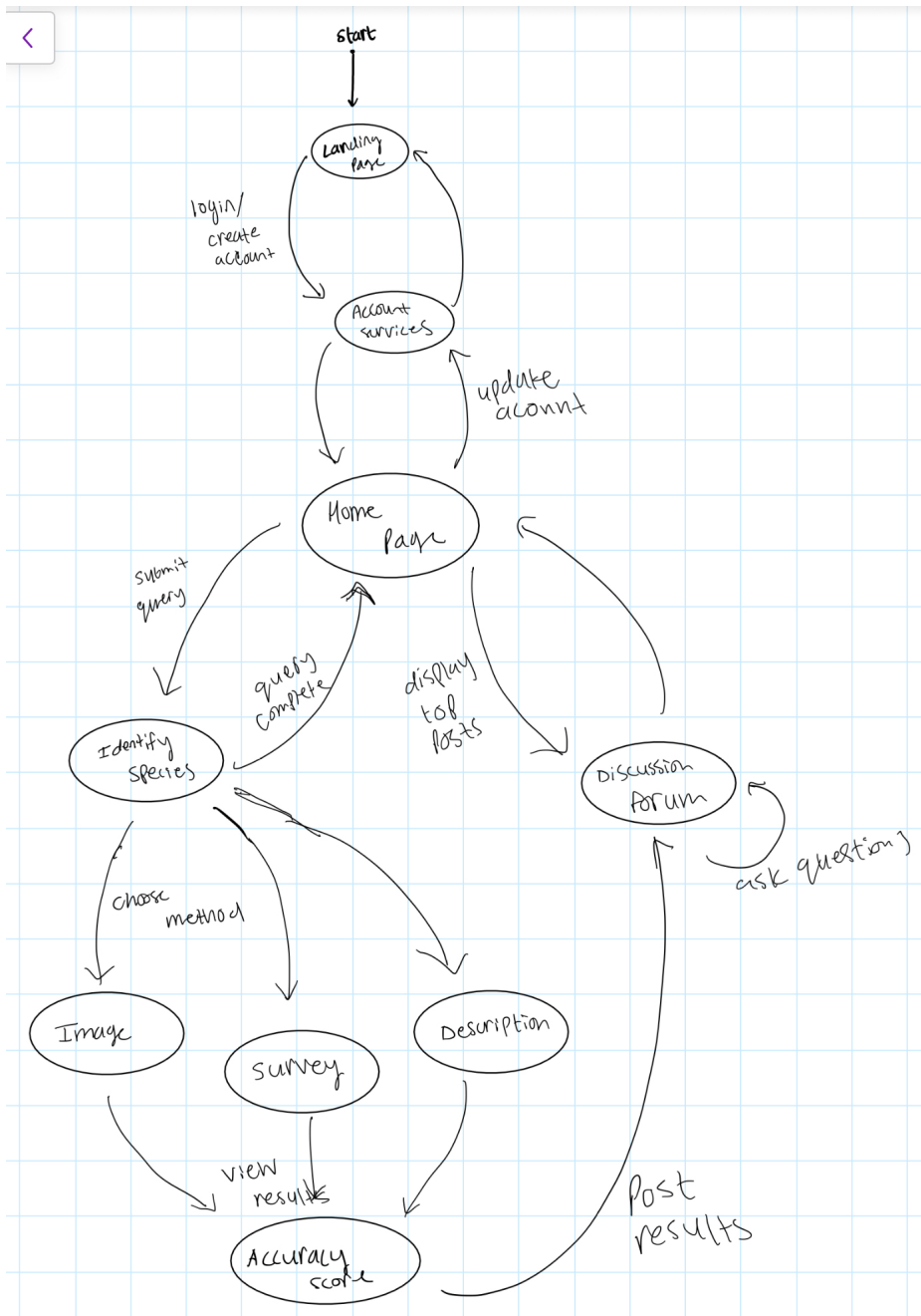
- Put the product into perspective with other related products, i.e., context
- If the product is independent and totally self-contained, it should be stated here
- If the SRS defines a product that is a component of a larger system, then this subsection should relate the requirements of that larger system to the functionality of the software being developed. Identify interfaces between that larger system and the software to be developed.
- A block diagram showing the major components of the larger system, interconnections, and external interfaces can be helpful

2.2 Product Functions

- Provide a *summary* of the major functions that the software will perform.
 - **Example:** An SRS for an accounting program may use this part to address customer account maintenance, customer statement, and invoice preparation without mentioning the vast amount of detail that each of those functions requires.
- Functions should be organized in a way that makes the list of functions understandable to the customer or to anyone else reading the document for the first time
- Present the functions in a list format - each item should be one function, with a brief description of it
- Textual or graphical methods can be used to show the different functions and their relationships
 - Such a diagram is not intended to show a design of a product, but simply shows the logical relationships among variables

The goal of the system is to identify endangered and out of season species for 3 main domains: aerial, aquatic, and land. There will be 3 main methods for identifying specifics and a backend decision tree to determine accuracy and provide a result. The methods will be: description, survey and image. The main modules of this app will be the following: Identifying species (submitting photo, writing a description, filling a questionnaire, getting result, viewing accuracy score), Account Services (creating an account, viewing past inquiries, updating information, logging in), Community Discussion (asking questions, posting pictures, liking other users posts in the hunting community).

Modules	Functions
Identify Species	Submit Image: Allows the user to upload an image of animals they see Write Description: Allows the user to submit a description of the animal they have seen Fill out Questionnaire: Allows user to submit inquiry based on predesigned questions View Result: Allows user to see the identified species and corresponding accuracy score Post Result: Allows user to share output with Community
Community	Create Post: Allows user to post on the community forum and share thoughts with other accounts Like Post: When viewing public posts users, it allows users to like posts they enjoy Submit Comment: Allows users to engage in discussions across other posts
Account Services	Create Account: Allows the user to create an account Update Account: Allows the user to update their account information Login: Allows user to login/logout of their account Search History: Allows user to view past searches and share them on the community module



2.3 User Characteristics

2.3.1 Hunters

Hunters primarily live in rural areas, sometimes with limited access to educational resources and diverse perspectives. For this reason, they have a majority lower education level as those who leave behind their provincial life to gain education in the city may decide to stay there and live behind their rural life of hunting. They have much experience with wildlife and its behaviours, many having learned hunting from their parents who in turn learned it from their parents before them. They have, in general, a deep respect for wildlife and a vast knowledge of species and their behaviours. However, they may be limited in their knowledge of which species are currently designated to be at risk.

2.3.2 Nature Enthusiasts

Nature enthusiasts cover a broad spectrum of people from casual national park-goers to experienced portagers. Their education level varies from those who have not graduated high school to those with PhDs and MDs. However, in Canada it tends towards those with undergraduate degrees as that is the most common education level. Their experience level varies greatly, however it would tend towards those who camp once or twice a year. Potentially, they have attended a seminar run by the national parks and are able to identify a small subset of species. In majority, our user can identify broad spectrums of species (such as moose, deer, squirrel, bird), but is unable to tell the different nuances between species.

- Describe those general characteristics of the intended users of the product including educational level, experience, and technical expertise
- Since there will be many users, you may wish to divide into different user types or personas

2.4 Constraints

- Provide a general description of any constraints that will limit the developer's options

2.5 Assumptions and Dependencies

- Audio recordings are clear and free of excessive background noise.
- Images and videos are of sufficient resolution, clarity, and lighting for accurate identification.
- The app will only be used in Canada (no need to consider species from other regions).
- We have access to cloud or local computational resources to handle image and sound processing.
- Assume APIs are secure and functional
- Assume user has internet connection

2.6 Apportioning of Requirements

- The first version of the app will not take into consideration animals whose appearances change by season.
- The first version of the app will be developed in English.
- Verify with wildlife experts to check accuracy of our results.
- Expand database to take into account species from other regions as the app grows.

3 Use Case Diagram

- Provide the use case diagram for the system being developed.
- You do not need to provide the textual description of any of the use cases here (these will be specified under "Highlights of Functional Requirements").

4 Highlights of Functional Requirements

- Specify all use cases (or other scenarios triggered by other events), organized by Business Event.
- For each Business Event, show the scenario from every Viewpoint. You should have the same set of Viewpoints across all Business Events. If a Viewpoint doesn't participate, write N/A so we know you considered it still. You can choose how to present this - keep in mind it should be easy to follow.
- At the end, combine them all into a Global Scenario.
- Your focus should be on what the system needs to do, not how to do it. Specify it in enough detail that it clearly specifies what needs to be accomplished, but not so detailed that you start programming or making design decisions.
- Keep the length of each use case (Global Scenario) manageable. If it's getting too long, split into sub-cases.
- You are *not* specifying a complete and consistent set of functional requirements here. (i.e. you are providing them in the form of use cases/global scenarios, not a refined list). For the purpose of this project, you do not need to reduce them to a list; the global scenarios format is all you need.
- Red text below is just to highlight where you need to insert a scenario - don't actually write it all in red.

Main Business Events: List out all the main business events you are presenting. If you sub-divided into smaller ones, you don't need to include the smaller ones in this list.

Viewpoints: List out all the viewpoints you will be considering.

Interpretation: Specify any liberties you took in interpreting business events, if necessary.

BE1. Business Event Name #1

VP1. Viewpoint Name #1

Insert Scenario Here

VP2. Viewpoint Name #2

Insert Scenario Here

Global Scenario:

Insert Scenario Here

BE2. Business Event Name #2

VP1. Viewpoint Name #1

Insert Scenario Here

VP2. Viewpoint Name #2

Insert Scenario Here

Global Scenario:

Insert Scenario Here

5 Non-Functional Requirements

- For each non-functional requirement, provide a justification/rationale for it.

Example:

SC1. *The device should not explode in a customer's pocket.*

Rationale: Other companies have had issues with the batteries they used in their phones randomly exploding [insert citation]. This causes a safety issue, as the phone is often carried in a person's hand or pocket.

- If you need to make a guess because you couldn't really talk to stakeholders, you can say "We imagined stakeholders would want...because..."
- Each requirement should have a unique label/number for it.
- In the list below, if a particular section doesn't apply, just write N/A so we know you considered it.

5.1 Look and Feel Requirements

5.1.1 Appearance Requirements

LF-A1.

5.1.2 Style Requirements

LF-S1.

5.2 Usability and Humanity Requirements

5.2.1 Ease of Use Requirements

UH-EOU1.

5.2.2 Personalization and Internationalization Requirements

UH-PI1.

5.2.3 Learning Requirements

UH-L1.

5.2.4 Understandability and Politeness Requirements

UH-UP1.

5.2.5 Accessibility Requirements

UH-A1.

5.3 Performance Requirements

5.3.1 Speed and Latency Requirements

PR-SL1.

5.3.2 Safety-Critical Requirements

PR-SC1.

5.3.3 Precision or Accuracy Requirements

PR-PA1.

5.3.4 Reliability and Availability Requirements

PR-RA1.

5.3.5 Robustness or Fault-Tolerance Requirements

PR-RFT1.

5.3.6 Capacity Requirements

PR-C1.

5.3.7 Scalability or Extensibility Requirements

PR-SE1.

5.3.8 Longevity Requirements

PR-L1.

5.4 Operational and Environmental Requirements

5.4.1 Expected Physical Environment

OE-EPE1.

5.4.2 Requirements for Interfacing with Adjacent Systems

OE-IA1.

5.4.3 Productization Requirements

OE-P1.

5.4.4 Release Requirements

OE-R1.

5.5 Maintainability and Support Requirements

5.5.1 Maintenance Requirements

MS-M1.

5.5.2 Supportability Requirements

MS-S1.

5.5.3 Adaptability Requirements

MS-A1.

5.6 Security Requirements

5.6.1 Access Requirements

SR-AC1.

5.6.2 Integrity Requirements

SR-INT1.

5.6.3 Privacy Requirements

SR-P1.

5.6.4 Audit Requirements

SR-AU1.

5.6.5 Immunity Requirements

SR-IM1.

5.7 Cultural and Political Requirements

5.7.1 Cultural Requirements

CP-C1.

5.7.2 Political Requirements

CP-P1.

5.8 Legal Requirements

5.8.1 Compliance Requirements

LR-COMP1.

5.8.2 Standards Requirements

LR-STD1.

A Division of Labour

Include a Division of Labour sheet which indicates the contributions of each team member. This sheet must be signed by all team members.