Bartagamen

Team 2 Bartagamenmenschen

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**Software Requirements Specification**

**Document**

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# 1 Purpose

*This section describes*

1. *the business background (or problem context).*
2. *why a new system is needed. You should describe the existing problems, issues, or deficiencies in the business where the use of the new system can bring business values (by addressing the problems, issues, or deficiencies).*

# 2 Scope

*Describe the scope of the software by clearly list the desired objectives. This sets up a scope for the new system to be developed. You may choose to address only a few of the problems, issues, or deficiencies identified in the business. In particular, you should*

1. *Give an appropriate name to the system (e.g., PSU Campus Map, Super Team Editor, etc.) and reference it by name in the rest of the document;*
2. *Explain goals (what the software will do);*
3. *Describe the application of the software, including potential benefits.*

# 3 User characteristics

*Identifying the potential users of the product. Describe general characteristics of the intended groups of users (stakeholders) of the product, especially focusing on characteristics that may influence usability, such as educational level, experience, disabilities, and technical expertise.*

## 3.1 Key users

*They are critical to the continued success of the product. Give greater importance to requirements generated by this category of user.*

* *User role responsibilities: what to do with the product.*
* *Subject matter experience: Summarizes the users’ knowledge of the business (domain). Rate as novice, journeyman, or master.*
* *Technological experience: Describes the users’ experience with relevant technology. Rate as novice, journeyman, or master.*
* *Other user characteristics: Describe any characteristics of the users that have an effect on the requirements and eventual design of the product. For example:* 
  + *Physical abilities/disabilities*
  + *Intellectual abilities/disabilities*
  + *Attitude toward technology*
  + *Education*
  + *Linguistic skills*
  + *Age group*
  + *Gender*

## 3.2 Secondary users

*They will use the product, but their opinion of it has no effect on its long-term success. Where there is a conflict between secondary users’ requirements and those of key users, the key users take precedence.*

* *User role responsibilities: what to do with the product.*
* *Subject matter experience: Summarizes the users’ knowledge of the business (domain). Rate as novice, journeyman, or master.*
* *Technological experience: Describes the users’ experience with relevant technology. Rate as novice, journeyman, or master.*
* *Other user characteristics: Describe any characteristics of the users that have an effect on the requirements and eventual design of the product. For example:* 
  + *Physical abilities/disabilities*
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  + *Attitude toward technology*
  + *Education*
  + *Linguistic skills*
  + *Age group*
  + *Gender*

## 3.3 Unimportant users

*This category of user is given the lowest priority. It includes infrequent, unauthorized, and unskilled users, as well as people who misuse the product.*

* *User role responsibilities: what to do with the product.*
* *Subject matter experience: Summarizes the users’ knowledge of the business (domain). Rate as novice, journeyman, or master.*
* *Technological experience: Describes the users’ experience with relevant technology. Rate as novice, journeyman, or master.*
* *Other user characteristics: Describe any characteristics of the users that have an effect on the requirements and eventual design of the product. For example:* 
  + *Physical abilities/disabilities*
  + *Intellectual abilities/disabilities*
  + *Attitude toward technology*
  + *Education*
  + *Linguistic skills*
  + *Age group*
  + *Gender*

# 4 Product perspective

## 4.1 System Context

Diagram

Description automatically generated

## 4.2 User interfaces

[SRS:UX:1] The application shall support mobile phones in a portrait orientation.

[SRS:UX:2] The application shall have a constant navigation bar at the bottom of the screen.

[SRS:UX:3] The navigation bar shall have buttons that redirect to the Home Screen, Pet List Screen, and the Food Bank.

[SRS:UX:4] The Pet List Screen shall auto highlight the day based on current mobile calendar info.

[SRS:UX:5] The application shall display a list of pets managed by the user.

[SRS:UX:6] The application shall display the menu plan for any lizard in the pet list.

[SRS:UX:7] The application shall display the monthly view of a menu plan for any lizard in the pet list

[SRS:UX:8] The application shall allow the user to see the meal plan for a lizard for each day in the week

## 4.3 Software interfaces

We are depending on the Android mobile operating system.

## 4.4 Deployment requirements

*Specification of the deployment environment that is required for the installation and operation of the software.*

*If any modifications to the customer’s work area would be required by your system, then document that here. Any equipment the customer would need to buy or any software setup that needs to be done so that your system will install and operate correctly should be documented here.*

*This could be hardware-specific, For instance, “A 100Kw backup generator and 10000 BTU air conditioning system must be installed at the user site prior to software installation”.*

*This could also be software-specific like, “New data tables created for this system must be installed on the company’s existing DB server and populated prior to system activation.”*

# 5 Assumptions and Dependencies

The user is on an Android smartphone with version ???

The user is an owner of or familiar with lizards and their diets.

The user reads and understands English.

The user has access to a grocery store.

# 6 Specific requirements

## 6.1 System Functional Requirements

[SRS:FX:1] The application shall generate a daily meal plan for a list of bearded dragons based on multiple factors, referred to as The Daily Menu Algorithm (DMA).

[SRS:FX:2] The DMA shall consider pet size, age, and items currently in the user food bank when deciding the daily meal plan.

[SRS:FX:3] The application shall pull list of valid foods from the Food Database to build a Food Bank.

[SRS:FX:4] The user shall be able to modify the portions they have in stock of items in the food bank.

[SRS:FX:5] The user shall be able to remove items from the food bank

[SRS:FX:6] The user shall be able to add pets to the pet list.

[SRS:FX:7] The user shall be able to edit attributes of pets in the pet list

[SRS:FX:8] The application shall allow the user to scroll between months when in the monthly view.

[SRS:FX:9] The application shall allow the user to switch between pets when viewing their daily meal plan

[SRS:FX:10] The application shall display the total sum of food portions needed for the day.

[SRS:FX:11] The application shall be responsive even when the DMA is processing.

## 6.2 Logical Database Requirements

Diagram

Description automatically generated

## 6.3 Software System Attributes

### 6.3.1 Usability

The application will be as responsive when switching screens, pressing buttons, as the average application installed from the Google play store.

### 6.3.2 Performance

There is no limit on number of supported users, everything is handled locally.

The app will support up to 10 pets.

The DMA will develop a meal plan for all pets in under 2 seconds.

The application will be responsive to touch and screen navigation commands when the DMA is processing.

### 6.3.3 Reliability/Dependability

Pet data and Food Bank data will be kept if the app crashes.

It will feel pretty good to use.

### 6.3.4 Maintainability

The application will maintain the database by itself, not expect the user to maintain it themselves.