

# Software Requirements Specification for ProgName: subtitle describing software

Team #, Team Name

Student 1 name

Student 2 name

Student 3 name

Student 4 name

October 9, 2024

# Contents

<b>1</b>	<b>Purpose of the Project</b>	<b>vi</b>
1.1	User Business . . . . .	vi
1.2	Goals of the Project . . . . .	vi
<b>2</b>	<b>Stakeholders</b>	<b>vi</b>
2.1	Client . . . . .	vi
2.2	Customer . . . . .	vi
2.3	Other Stakeholders . . . . .	vi
2.4	Hands-On Users of the Project . . . . .	vi
2.5	Personas . . . . .	vi
2.6	Priorities Assigned to Users . . . . .	vi
2.7	User Participation . . . . .	vii
2.8	Maintenance Users and Service Technicians . . . . .	vii
<b>3</b>	<b>Mandated Constraints</b>	<b>vii</b>
3.1	Solution Constraints . . . . .	vii
3.2	Implementation Environment of the Current System . . . . .	vii
3.3	Partner or Collaborative Applications . . . . .	vii
3.4	Off-the-Shelf Software . . . . .	vii
3.5	Anticipated Workplace Environment . . . . .	vii
3.6	Schedule Constraints . . . . .	vii
3.7	Budget Constraints . . . . .	vii
3.8	Enterprise Constraints . . . . .	viii
<b>4</b>	<b>Naming Conventions and Terminology</b>	<b>viii</b>
4.1	Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project . . . . .	viii
<b>5</b>	<b>Relevant Facts And Assumptions</b>	<b>viii</b>
5.1	Relevant Facts . . . . .	viii
5.2	Business Rules . . . . .	viii
5.3	Assumptions . . . . .	viii
<b>6</b>	<b>The Scope of the Work</b>	<b>viii</b>
6.1	The Current Situation . . . . .	viii
6.2	The Context of the Work . . . . .	viii
6.3	Work Partitioning . . . . .	ix

6.4	Specifying a Business Use Case (BUC)	ix
<b>7</b>	<b>Business Data Model and Data Dictionary</b>	<b>ix</b>
7.1	Business Data Model	ix
7.2	Data Dictionary	ix
<b>8</b>	<b>The Scope of the Product</b>	<b>ix</b>
8.1	Product Boundary	ix
8.2	Product Use Case Table	ix
8.3	Individual Product Use Cases (PUC's)	ix
<b>9</b>	<b>Functional Requirements</b>	<b>ix</b>
9.1	Functional Requirements	ix
<b>10</b>	<b>Look and Feel Requirements</b>	<b>x</b>
10.1	Appearance Requirements	x
10.2	Style Requirements	x
<b>11</b>	<b>Usability and Humanity Requirements</b>	<b>x</b>
11.1	Ease of Use Requirements	x
11.2	Personalization and Internationalization Requirements	x
11.3	Learning Requirements	x
11.4	Understandability and Politeness Requirements	x
11.5	Accessibility Requirements	x
<b>12</b>	<b>Performance Requirements</b>	<b>x</b>
12.1	Speed and Latency Requirements	x
12.2	Safety-Critical Requirements	xi
12.3	Precision or Accuracy Requirements	xi
12.4	Robustness or Fault-Tolerance Requirements	xi
12.5	Capacity Requirements	xi
12.6	Scalability or Extensibility Requirements	xi
12.7	Longevity Requirements	xi
<b>13</b>	<b>Operational and Environmental Requirements</b>	<b>xi</b>
13.1	Expected Physical Environment	xi
13.2	Wider Environment Requirements	xi
13.3	Requirements for Interfacing with Adjacent Systems	xii
13.4	Productization Requirements	xii

13.5 Release Requirements . . . . .	xii
<b>14 Maintainability and Support Requirements</b>	<b>xii</b>
14.1 Maintenance Requirements . . . . .	xii
14.2 Supportability Requirements . . . . .	xii
14.3 Adaptability Requirements . . . . .	xii
<b>15 Security Requirements</b>	<b>xii</b>
15.1 Access Requirements . . . . .	xii
15.2 Integrity Requirements . . . . .	xii
15.3 Privacy Requirements . . . . .	xiii
15.4 Audit Requirements . . . . .	xiii
15.5 Immunity Requirements . . . . .	xiii
<b>16 Cultural Requirements</b>	<b>xiii</b>
16.1 Cultural Requirements . . . . .	xiii
<b>17 Compliance Requirements</b>	<b>xiii</b>
17.1 Legal Requirements . . . . .	xiii
17.2 Standards Compliance Requirements . . . . .	xiii
<b>18 Open Issues</b>	<b>xiii</b>
<b>19 Off-the-Shelf Solutions</b>	<b>xiii</b>
19.1 Ready-Made Products . . . . .	xiii
19.2 Reusable Components . . . . .	xiv
19.3 Products That Can Be Copied . . . . .	xiv
<b>20 New Problems</b>	<b>xiv</b>
20.1 Effects on the Current Environment . . . . .	xiv
20.2 Effects on the Installed Systems . . . . .	xiv
20.3 Potential User Problems . . . . .	xiv
20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product . . . . .	xiv
20.5 Follow-Up Problems . . . . .	xiv
<b>21 Tasks</b>	<b>xiv</b>
21.1 Project Planning . . . . .	xiv
21.2 Planning of the Development Phases . . . . .	xv

<b>22 Migration to the New Product</b>	<b>xv</b>
22.1 Requirements for Migration to the New Product . . . . .	xv
22.2 Data That Has to be Modified or Translated for the New System	xv
<b>23 Costs</b>	<b>xv</b>
<b>24 User Documentation and Training</b>	<b>xv</b>
24.1 User Documentation Requirements . . . . .	xv
24.2 Training Requirements . . . . .	xv
<b>25 Waiting Room</b>	<b>xv</b>
<b>26 Ideas for Solution</b>	<b>xv</b>

## Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

# **1 Purpose of the Project**

## **1.1 User Business**

*Insert your content here.*

## **1.2 Goals of the Project**

*Insert your content here.*

# **2 Stakeholders**

## **2.1 Client**

*Insert your content here.*

## **2.2 Customer**

*Insert your content here.*

## **2.3 Other Stakeholders**

*Insert your content here.*

## **2.4 Hands-On Users of the Project**

*Insert your content here.*

## **2.5 Personas**

*Insert your content here.*

## **2.6 Priorities Assigned to Users**

*Insert your content here.*

## **2.7 User Participation**

*Insert your content here.*

## **2.8 Maintenance Users and Service Technicians**

*Insert your content here.*

# **3 Mandated Constraints**

## **3.1 Solution Constraints**

*Insert your content here.*

## **3.2 Implementation Environment of the Current System**

*Insert your content here.*

## **3.3 Partner or Collaborative Applications**

*Insert your content here.*

## **3.4 Off-the-Shelf Software**

*Insert your content here.*

## **3.5 Anticipated Workplace Environment**

*Insert your content here.*

## **3.6 Schedule Constraints**

*Insert your content here.*

## **3.7 Budget Constraints**

*Insert your content here.*



### **3.8 Enterprise Constraints**

*Insert your content here.*

## **4 Naming Conventions and Terminology**

### **4.1 Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project**

*Insert your content here.*

## **5 Relevant Facts And Assumptions**

### **5.1 Relevant Facts**

*Insert your content here.*

### **5.2 Business Rules**

*Insert your content here.*

### **5.3 Assumptions**

*Insert your content here.*

## **6 The Scope of the Work**

### **6.1 The Current Situation**

*Insert your content here.*

### **6.2 The Context of the Work**

*Insert your content here.*

## **6.3 Work Partitioning**

*Insert your content here.*

## **6.4 Specifying a Business Use Case (BUC)**

*Insert your content here.*

# **7 Business Data Model and Data Dictionary**

## **7.1 Business Data Model**

*Insert your content here.*

## **7.2 Data Dictionary**

*Insert your content here.*

# **8 The Scope of the Product**

## **8.1 Product Boundary**

*Insert your content here.*

## **8.2 Product Use Case Table**

*Insert your content here.*

## **8.3 Individual Product Use Cases (PUC's)**

*Insert your content here.*

# **9 Functional Requirements**

## **9.1 Functional Requirements**

*Insert your content here.*

## **10 Look and Feel Requirements**

### **10.1 Appearance Requirements**

*Insert your content here.*

### **10.2 Style Requirements**

*Insert your content here.*

## **11 Usability and Humanity Requirements**

### **11.1 Ease of Use Requirements**

*Insert your content here.*

### **11.2 Personalization and Internationalization Requirements**

*Insert your content here.*

### **11.3 Learning Requirements**

*Insert your content here.*

### **11.4 Understandability and Politeness Requirements**

*Insert your content here.*

### **11.5 Accessibility Requirements**

*Insert your content here.*

## **12 Performance Requirements**

### **12.1 Speed and Latency Requirements**

*Insert your content here.*

## **12.2 Safety-Critical Requirements**

*Insert your content here.*

## **12.3 Precision or Accuracy Requirements**

*Insert your content here.*

## **12.4 Robustness or Fault-Tolerance Requirements**

*Insert your content here.*

## **12.5 Capacity Requirements**

*Insert your content here.*

## **12.6 Scalability or Extensibility Requirements**

*Insert your content here.*

## **12.7 Longevity Requirements**

*Insert your content here.*

# **13 Operational and Environmental Requirements**

## **13.1 Expected Physical Environment**

*Insert your content here.*

## **13.2 Wider Environment Requirements**

*Insert your content here.*

### **13.3 Requirements for Interfacing with Adjacent Systems**

*Insert your content here.*

### **13.4 Productization Requirements**

*Insert your content here.*

### **13.5 Release Requirements**

*Insert your content here.*

## **14 Maintainability and Support Requirements**

### **14.1 Maintenance Requirements**

*Insert your content here.*

### **14.2 Supportability Requirements**

*Insert your content here.*

### **14.3 Adaptability Requirements**

*Insert your content here.*

## **15 Security Requirements**

### **15.1 Access Requirements**

*Insert your content here.*

### **15.2 Integrity Requirements**

*Insert your content here.*

## **15.3 Privacy Requirements**

*Insert your content here.*

## **15.4 Audit Requirements**

*Insert your content here.*

## **15.5 Immunity Requirements**

*Insert your content here.*

# **16 Cultural Requirements**

## **16.1 Cultural Requirements**

*Insert your content here.*

# **17 Compliance Requirements**

## **17.1 Legal Requirements**

*Insert your content here.*

## **17.2 Standards Compliance Requirements**

*Insert your content here.*

# **18 Open Issues**

*Insert your content here.*

# **19 Off-the-Shelf Solutions**

## **19.1 Ready-Made Products**

*Insert your content here.*

## **19.2 Reusable Components**

*Insert your content here.*

## **19.3 Products That Can Be Copied**

*Insert your content here.*

# **20 New Problems**

## **20.1 Effects on the Current Environment**

*Insert your content here.*

## **20.2 Effects on the Installed Systems**

*Insert your content here.*

## **20.3 Potential User Problems**

*Insert your content here.*

## **20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product**

*Insert your content here.*

## **20.5 Follow-Up Problems**

*Insert your content here.*

# **21 Tasks**

## **21.1 Project Planning**

*Insert your content here.*

## **21.2 Planning of the Development Phases**

*Insert your content here.*

## **22 Migration to the New Product**

### **22.1 Requirements for Migration to the New Product**

*Insert your content here.*

### **22.2 Data That Has to be Modified or Translated for the New System**

*Insert your content here.*

## **23 Costs**

*Insert your content here.*

## **24 User Documentation and Training**

### **24.1 User Documentation Requirements**

*Insert your content here.*

### **24.2 Training Requirements**

*Insert your content here.*

## **25 Waiting Room**

*Insert your content here.*

## **26 Ideas for Solution**

*Insert your content here.*



## Appendix — Reflection

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. What went well while writing this deliverable?
2. What pain points did you experience during this deliverable, and how did you resolve them?
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?