Software Requirements Specification for ProgName: subtitle describing software

Team #, Team Name
Student 1 name
Student 2 name
Student 3 name
Student 4 name

September 12, 2026

Contents

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

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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

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6.2 The Context of the Work

Insert your content here.

6.3 Work Partitioning

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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

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11 Usability and Humanity Requirements

11.1 Ease of Use Requirements

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11.2 Personalization and Internationalization Requirements

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11.3 Learning Requirements

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11.4 Understandability and Politeness Requirements

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11.5 Accessibility Requirements

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12 Performance Requirements

12.1 Speed and Latency Requirements

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12.2 Safety-Critical Requirements

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12.3 Precision or Accuracy Requirements

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12.4 Robustness or Fault-Tolerance Requirements

Insert your content here.

12.5 Capacity Requirements

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12.6 Scalability or Extensibility Requirements

Insert your content here.

12.7 Longevity Requirements

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13 Operational and Environmental Requirements

13.1 Expected Physical Environment

Insert your content here.

13.2 Wider Environment Requirements

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13.3 Requirements for Interfacing with Adjacent Systems

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13.4 Productization Requirements

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13.5 Release Requirements

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14 Maintainability and Support Requirements

14.1 Maintenance Requirements

Insert your content here.

14.2 Supportability Requirements

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14.3 Adaptability Requirements

Insert your content here.

15 Security Requirements

15.1 Access Requirements

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15.2 Integrity Requirements

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15.3 Privacy Requirements

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15.4 Audit Requirements

Insert your content here.

15.5 Immunity Requirements

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16 Cultural Requirements

16.1 Cultural Requirements

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17 Compliance Requirements

17.1 Legal Requirements

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17.2 Standards Compliance Requirements

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18 Open Issues

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19 Off-the-Shelf Solutions

19.1 Ready-Made Products

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19.2 Reusable Components

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19.3 Products That Can Be Copied

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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

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

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23 Costs

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24 User Documentation and Training

24.1 User Documentation Requirements

Insert your content here.

24.2 Training Requirements

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25 Waiting Room

Insert your content here.

26 Ideas for Solution

Insert your content here.

27 Appendix — Generative AI Use Disclosure

[ChatGPT (version 5) was used to brainstorm ideas for the template for this disclose section. —SS]

27.1 AI Tools Used

[Give the name of the AI tool(s) used and the version. —SS]

27.2 How and Where Used

[Explain what the tool(s) were used for. Examples include: brainstorming, explaining a technical concept, reviewing the document, generating or modifying text, generating or modifying diagrams, identifying errors or omissions or inconsistencies. —SS]

[For each of the uses, identify which parts of the document were affected. —SS]

[You do not need to report every interaction, but you should disclose the uses that materially contributed to your work —SS]

27.3 Verification of AI-Generated Content

[

- Describe how the team checked AI-generated or AI-assisted material before including it in the document.
- In particular, verify factual claims, technical assertions, requirements, calculations, references, and other information for which an AI system may produce incorrect or fabricated results.
- **The team is responsible for the accuracy, completeness, consistency, and appropriateness of the submitted document, regardless of whether material was generated by a human or an AI system.**

—SS]

28 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?