

# Software Requirements Specification for ProgName: subtitle describing software

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

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## 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

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## 2.3 Other Stakeholders

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## **3.1 Solution Constraints**

*Insert your content here.*

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

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## **3.3 Partner or Collaborative Applications**

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

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

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

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### **24.2 Training Requirements**

*Insert your content here.*

## **25 Waiting Room**

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## **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?