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Software Requirements Specification (SRS)

<< THE SRS PROJECT DOCUMENT TITLE >>

Author(s)
Title
<<Company>>

<<CurrentDate>>

Document Version Control Information

V 1.0

1. Introduction.

1.1 Purpose of This Document.

<<Insert the purpose of this document, and its intended audience.>>

1.2 Scope of Document.

<<Insert description of the scope of this Software Requirement Specification>>

1.21 Scope Constraints.

<<Insert constraints, such as schedules, costs, interactions, overview, or any other information relevant to the construction of the development requirements.>>

1.3 Overview.

<<Insert an overview or brief description of the product, software, or other desired end result.>>

1.4 Business Context.

<<Insert an overview of the business or organization desiring the development of this project. Include the business or organization's mission statement and its organizational goals and objectives.>>

2. General Description.

2.1 Product Functions.

<<Insert a description of the functionality of the product.>>

2.2 Similar System Information.

<<Insert a description of the relationship between this product and any other product or product(s); whether the product shall be a stand-alone product or whether the product shall be used as a component or to support another program or programs. This section is intended to discuss the relationships between the above-mentioned items.>>

2.3 User Characteristics.

<<Insert a description of the characteristics of the typical user or user community that this product serves or will serve. Include features that the user or user community currently uses or expects. Include current relevant features and describe the expected experience level and familiarity with similar software systems, applications, or other programs and program use.>>

2.4 User Problem Statement.

<<Insert user problem statement that describes the essential problem(s) currently being faced by the intended user community.>>

2.5 User Objectives.

<<Insert the objectives and requirements for the product from the user's perspective. The user objectives section may also include a "wish" list of features or functionality that the user(s) want, and how that relates to the business context>>.

2.6 General Constraints.

<<Insert the general constraints placed upon the developers, including

hardware requirements, schedule requirements, industry protocols or standards to be met or any other constraint placed upon the development of the product.>>

Customer Initials _____ Developers Initials _____

3. Functional Requirements.

This section describes the functional requirements ranked in order of importance. Here you will describe what the product must accomplish; what other component requirements must accomplish; the requirements for Interface, Scalability, Performance, Compatibility, or other components of the product; and how the product fulfills these requirements.

Each functional requirement should be specified in a format similar to the following:

<<Functional Requirement #1 Name>>

3.1 Description.

<<A complete description of the functional requirement.>>

3.2 Criticality.

<<A description of how critical this functional requirement is to the overall product.>>

3.3 Technical Issues.

<<A description of issues related to the design, development, or integration of this functional requirement.>>

3.4 Cost Summary and Schedules.

<<A description of the costs and timelines associated with this functional requirement.>>

3.5 Risks.

<<A description of the risks and possible circumstances under which this functional requirement may not be able to be met. Include provisions the developers must take in order to overcome this risk.>>

3.6 Dependencies with other requirements.

<<A description of the various interactions between this requirement and other functional requirements. Here you will insert statements concerning the impact of these dependencies and the impact on the ranking of requirements.>>

<<Functional Requirement #2 Name>>

<< Repeat the section above for more requirements. >>

4. Interface Requirements.

This section describes both how the product will interface with other software products (or dependencies) or with end users for input and output.

4.1 User Interfaces.

<<Describes how this the end user interfaces with the product.>>

4.1.1 Graphical User Interface (GUI).

<<Describes the graphical user interface or whether another system is required to provide the GUI. Include mock-ups or screenshots of the user interface features. Describe all navigation systems, hierarchy of menus, sub-menus, buttons, and all other relevant GUI features of the product.>>

4.1.2 Command Line Interface (CLI).

<<Describes the command-line interface, if present. For each command, a description of all arguments and example values and invocations should be provided.>>

4.1.3 Application Programming Interface (API).

<<Describes the application programming interface, if present. For each public interface function, the name, arguments, return values, examples of invocation, and interactions with other functions should be provided.>>

4.1.4 Debugging and Diagnostics.

<<Describes the process required for the product to return troubleshooting, debugging, or other diagnostic data and feedback.>>

4.2 Hardware Interfaces.

<<A description of all interfaces to hardware or hardware devices.>>

4.3 Communications Interfaces.

<<A description of all communication and network interfaces.>>

4.4 Software Interfaces.

<<A description of all software interfaces.>>

5. Performance Requirements.

<<Insert specific performance requirements.>>

DEMO CONTRACT

This demo contract has been truncated. The complete 14 page editable version of this document is available in the Contract Pack template collections

<https://www.proposalkit.com/htm/legal-contract-templates/contract-exhibits-schedules/software-requirements-specifications.htm>

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Customer Initials _____ Developers Initials _____

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