Requirements Document
Software Development Project
Fall 2007

The **Requirements Document** is a document (or contract) between the developers and the customer which should communicate that the developers understand exactly what is to be developed. The document is written by the developer and reviewed and given approval by the customer to proceed with the project. It serves as an official statement of what is required of the system developers.

DUE: Fri, Sept 7. The entire team should make an appointment to come by my office before 5pm on the 7th and have me sign-off on the document (plan for at least 20 minutes). The document will stay with me, so have a second copy for yourself to make corrections on. During evaluation of the document, "red-lines" will be made which will likely require your team reworking some of the requirements to be re-submitted to me.

The document should contain the following information (in this order):

1) Title Page   Title - "Requirements Document", name of software, team name, team members, date.

2) Table of Contents

3) Goal Statement   Not more than one page in length; specifies what the project is, intent of the project, and a brief description of what the project will do when completed.

4) Game Rules   Listing of the precise rules of the game.

5) Game Requirements   Listing of the functions which the customer has **required** of the software on the system level. For example: a top 10 scores list, at least one human player, conformance to game rules, etc. These should be as specific as possible to reduce ambiguity and misunderstanding between the customer and the developer. Complete sentences should be used. All requirements should be numbered. It's important during Acceptance Testing that all requirements can be verified and traced back to this document.

6) Hardware Requirements   Listing of all hardware requirements for the software. For example: Windows XP operating system, 50 MB hard drive space, network connection, etc. Again, place this in a table and number each item. It is not necessary to use complete sentences here.

7) Enhancements   Listing of additional capabilities of the software which were not required but will be added to make the software more marketable. Whatever you place here will be expected by the customer when the software is delivered.

8) Milestone Chart   Listing of milestones and the date by which each milestone should be reached. If later in the semester it becomes apparent that a deadline cannot be met, an amendment will need to be formally presented and signed-off by the customer. Beware: changing a date later in the semester can have negative consequences on your evaluations.

The following milestones are to be listed: User Interface Documented, User Interface Presented, Implementation Plan Turned-in, First AI Competition, Group Testing Started, Group Testing Completed, Software Installations Completed, Project Completed, Acceptance Test, Software Showcased.

9) Team Members and Responsibilities   Listing of team members and each person's designated responsibility during development.

10) User Sign-Off   Place for customer to sign-off on the stated requirements so the developers can begin development. Don't expect the customer to sign-off if something is missing, incomplete, or ambiguous. Any red-lines will need to be corrected before the customer signs-off.