CS 230 Introduction to Software Engineering
Sample Format of Sprint Deliverable
Based on IEEE Standard 830: Software Requirements Specifications

1. Introduction

1.1 Purpose -- define the purpose of document and intended audience
1.2 Scope --- Name product
    Generally state what it will/will not do
    Expected benefits/objectives/goals
1.3 Definitions/Abbreviations -- state necessary definitions and or acronyms or abbreviations
    Special attention needs to be given to domain specific terms

2. General Description

2.1 Perspective -- place this product in perception
    independent or part of larger product
    if part -- identify the functions of the components of the larger product and the interfaces
    identify computer hardware
    identify interfaces to other applications

    2.1.1 User Characteristics -- description of organization
        education level, experience, and technical expertise of the potential users

    2.1.2 Context Diagram
    2.1.3 Use Case Diagram
        2.1.3.1 Scenario templates for each use case
        2.1.3.2 Sequence Diagrams for each use case
    2.1.4 Class Diagram

2.2 System Evolution -- A description of the life cycle model to be used
    training setup intended
    installation method intended

2.3 Product Backlog
    ▪ ordered/prioritized list of ideas for the product
      ▪ each item includes a description and an estimate of the capacity required to create it
    ▪ lists all features, functions, requirements, enhancements, and fixes
    ▪ Include General Constraints -- regulatory policies, hardware limitations, interfaces to other applications, parallel operations, audit functions, control functions, language specifications, communications protocols, priority of application
    ▪ Assumptions and dependencies-- risk assessment and evaluation

2.4 Sprint Backlog
    ▪ Those items from the product backlog that were in this sprint increment