

Asciidoc Requirements Book Template

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This document follows the requirements book structure presented in the [Handbook of requirements and business analysis](#).

CHANGELOG

Version	Date	Comment
1.0	2021-02-01	Initial draft by J.-M. Bruel
1.23	2023-01-28	Updated by J.-M. Bruel after publication of the Handbook
1.23.1	2023-08-17	Correct S.4 title, by J.-M. Bruel
1.23.2	2023-08-25	Integrating the minimum principle, by J.-M. Bruel
1.23.3	2023-08-27	Adding note for each sections and reordering to be consistent with the Handbook , by J.-M. Bruel

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Goals

Goals are "needs of the target organization, which the system will address". While the development team is the principal user of the other books, the Goals book addresses a wider audience: essentially, all stakeholders (see [Handbook](#)).



It must contain enough information to provide — if read just by itself — a general sketch of the entire project. To this effect, chapter G.3 presents a short overview of the system and [G.1](#) will typically include some key properties of the environment. As it addresses a wide readership, it should be clear and minimize the use of specialized technical terms. Together, [G.1](#), [G.2](#) and [G.3](#) describe the rationale for the project. It is important to state these justifications explicitly. Typically, they are well understood at the start of the project, but management and priorities can change (see [Handbook](#)).

G.1 Context and overall objectives



High-level view of the project: organizational context and reason for building a system (see [Handbook](#)).



This section should not be empty (following the *Minimum Requirements Outcome Principle*, p.27 of the [Handbook](#)).

1 Example of numbered requirement that can be [referenced](#).

G.2 Current situation



Current state of processes to be addressed by the project and the resulting system (see [Handbook](#)).

Example of To Be Done action:

▼ *TBD*

Author

[J.-M. Bruel](#)

Date

2023-08-24

Deadline

2023-12-24

Importance

serious

Needs

- stakeholders to ask
- documentation to consider
- management decision (by [J.-M. Bruel](#))

G.3 Expected benefits



New processes, or improvement to existing processes, made possible by the project's results (see [Handbook](#)).



This section should not be empty (following the *Minimum Requirements Outcome Principle*, p.27 of the [Handbook](#)).

G.4 Functionality overview



Overview of the functions (behavior) of the system. Principal properties only (details are in the System book) (see [Handbook](#)).

 Nothing available at this point.

G.5 High-level usage scenarios



Fundamental usage paths through the system (see [Handbook](#)).

 Nothing available at this point.

G.6 Limitations and exclusions



Aspects that the system need not address (see [Handbook](#)).

 Nothing available at this point.

G.7 Stakeholders and requirements sources



Groups of people who can affect the project or be affected by it, and other places to consider for information about the project and system (see [Handbook](#)).



This section should not be empty (following the *Minimum Requirements Outcome Principle*, p.27 of the [Handbook](#)).

Environment



The Environment book describes the application domain and external context, physical or virtual (or a mix), in which the system will operate (see [Handbook](#)).

E.1 Glossary



Clear and precise definitions of all the vocabulary specific to the application domain, including technical terms, words from ordinary language used in a special meaning, and acronyms (see [Handbook](#)).

Example of terms definition.

1 Terms

Book

Copy of a book with a copy number and an availability status.

Catalog

List of library [books](#) and their instance availability.

E.2 Components



List of elements of the environment that may affect or be affected by the system and project. Includes other systems to which the system must be interfaced (see [Handbook](#)).

 Nothing available at this point.

E.3 Constraints



Obligations and limits imposed on the project and system by the environment (see [Handbook](#)).



This section should not be empty (following the *Minimum Requirements Outcome Principle*, p.27 of the [Handbook](#)).

E.4 Assumptions



Properties of the environment that may be assumed, with the goal of facilitating the project and simplifying the system (see [Handbook](#)).

 Nothing available at this point.

E.5 Effects



Elements and properties of the environment that the system will affect (see [Handbook](#)).

⚠ Nothing available at this point.

E.6 Invariants



Properties of the environment that the system's operation must preserve (see [Handbook](#)).

⚠ Nothing available at this point.

System



The System book refines the Goal one by focusing on more detailed requirements about the system under development, mainly its constituents, behaviors and properties.

S.1 Components



Overall structure expressed by the list of major software and, if applicable, hardware parts (see [Handbook](#)).



This section should not be empty (following the *Minimum Requirements Outcome Principle*, p.27 of the [Handbook](#)).

S.2 Functionality



One section, S.2.n, for each of the components identified in S.2, describing the corresponding behaviors (functional and non-functional properties) (see [Handbook](#)).



This section should not be empty (following the *Minimum Requirements Outcome Principle*, p.27 of the [Handbook](#)).

S.3 Interfaces



How the system makes the functionality of S.2 available to the rest of the world, particularly user interfaces and program interfaces (APIs) (see [Handbook](#)).

Nothing available at this point.

S.4 Detailed usage scenarios



Examples of interaction between the environment (or human users) and the system: use cases, user stories (see [Handbook](#)).

Nothing available at this point.

S.5 Prioritization



Classification of the behaviors, interfaces and scenarios (S.2, S.3 and S.4) by their degree of criticality (see [Handbook](#)).

Nothing available at this point.

S.6 Verification and acceptance criteria



Specification of the conditions under which an implementation will be deemed satisfactory (see [Handbook](#)).

Nothing available at this point.

Project



The Project book describes all the constraints and expectations not about the system itself, but about how to develop and produce it.

P.1 Roles and personnel



Main responsibilities in the project; required project staff and their needed qualifications (see [Handbook](#)).

Nothing available at this point.

P.2 Imposed technical choices



Any a priori choices binding the project to specific tools, hardware, languages or other technical parameters (see [Handbook](#)).

Nothing available at this point.

P.3 Schedule and milestones



List of tasks to be carried out and their scheduling (see [Handbook](#)).



This section should not be empty (following the *Minimum Requirements Outcome Principle*, p.27 of the [Handbook](#)).

P.4 Tasks and deliverables



Details of individual tasks listed under P.3 and their expected outcomes (see [Handbook](#)).



This section should not be empty (following the *Minimum Requirements Outcome Principle*, p.27 of the [Handbook](#)).

P.5 Required technology elements



External systems, hardware and software, expected to be necessary for building the system (see [Handbook](#)).

Nothing available at this point.

P.6 Risk and mitigation analysis



Potential obstacles to meeting the schedule of P.4, and measures for adapting the plan if they do arise (see [Handbook](#)).

⚠ Nothing available at this point.

P.7 Requirements process and report



Initially, description of what the requirements process will be; later, report on its steps (see [Handbook](#)).

⚠ Nothing available at this point.