

# <Project name>

## Product business specifications

Full product name:  
 Short product name  
 Document prepared by: Alexander Kozlinski  
 Last updated: 04 April 2004

### Approved by:

*[PBS should be formally approved by the project sponsor and key stakeholders before the project team proceeds.]*

Name, Title	_____ " " _____
Name, Title	_____ " " _____
Name, Title	_____ " " _____
Name, Title	_____ " " _____

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## Contents

<b>1. Product Overview</b>	<b>2</b>
<b>1.1. Business Opportunity</b>	<b>2</b>
<b>1.2. Product Features: Problems &amp; Needs being solved</b>	<b>2</b>
<b>1.3. Project participants</b>	<b>3</b>
1.3.1. Participants Profiles	3
<b>1.4. Users</b>	<b>3</b>

<b>2. Product context</b>	<b>4</b>
<b>2.1. User Environment</b>	<b>4</b>
<b>2.2. User Profiles</b>	<b>4</b>
2.2.1. <User Name>	4
<b>2.3. External systems</b>	<b>5</b>
2.3.1. System A	5
<b>3. Problem &amp; Needs – Explained</b>	<b>5</b>
<b>3.1. &lt;Problem or need title&gt;</b>	<b>5</b>
<b>4. Quality requirements</b>	<b>5</b>
<b>5. Constraints</b>	<b>6</b>
<b>5.1. Applicable Standards &amp; Regulatory Policies</b>	<b>6</b>
<b>5.2. System Requirements</b>	<b>6</b>
5.2.1. Hardware Limitations	6
5.2.2. Software Limitations	6
<b>5.3. Assumptions and Dependencies</b>	<b>6</b>
<b>5.4. Security</b>	<b>6</b>
<b>5.5. Audit Functions</b>	<b>6</b>
<b>5.6. Labeling and Packaging</b>	<b>6</b>
<b>5.7. Cost and Pricing</b>	<b>7</b>
<b>5.8. Other</b>	<b>7</b>

*[The whole content of this document shall be written in a style and language understandable to project key participants: sponsors, customers, key users etc.]*

*[All PBS requirements should be numbered using project—wide identification scheme. For example, PBS requirements could be numbered as follows:*

*pbs-F-XXX – functional PBS*

*pbs-I-XXX – interaction with users and external systems PBS*

*pbs-Q-XXX – quality PBS*

*pbs-C-XXX – constraint PBS]*

## 1. Product Overview

### 1.1. Business Opportunity

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*[Briefly describe the business opportunity being provided by this project.]*

### 1.2. Product Features: Problems & Needs being solved

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*[Provide a list of the problems and needs being solved by this project.]*

<i><b>ID</b></i>	<i><b>Problem or need title</b></i>	<i><b>Priority</b></i>
pbs-F-		

pbs-F-		
pbs-F-		
pbs-F-		
pbs-F-		

### 1.3. Project participants

#	Name	Represents	Role
	<i>[Name the participant type]</i>	<i>[Briefly describe what they represent with respect to the development.]</i>	<i>[Briefly describe the role they are playing in the development. For example, Ensure this....]</i>

#### 1.3.1. Participants Profiles

##### 1.3.1.1. <Participants Name>

<b>Description</b>	[Brief description of the participant type.]
<b>Participant's expertise</b>	[Assess the technical background, and degree of sophistication—that is, guru, business, expert, casual user, etc.]
<b>Participant's key responsibilities</b>	[With regards to the system being developed—that is, their interest as a participant.]
<b>Success Criteria</b>	[How does the participant define success? How is the participant rewarded?]
<b>Involvement</b>	[How the participant is involved in the project? Relate where possible to the UMP roles.]
<b>Results</b>	[Are there any additional results required by the participant? These could be project deliverables or outputs from the system under development.]
<b>Comments / Issues</b>	[Problems that interfere with success and any other relevant information goes here.]

### 1.4. Users

ID	Name	Description
pbs-I-	<i>[Name the user type]</i>	<i>[Briefly describe what they represent with respect to the system.]</i>

## 2. Product context

*[Detail environmental requirements: usage conditions, user environment, interaction with external systems, etc.]*

### 2.1. User Environment

<b>Number of people involved</b>	
<b>Any unique environmental constraint</b>	
<b>Which systems platforms are in use today</b>	
<b>Future platforms</b>	
<b>What other applications are in use</b>	
<b>Does your application need to integrate with them</b>	
<b>Others</b>	

### 2.2. User Profiles

#### 2.2.1. <User Name>

<b>ID</b>	pbs-l-
<b>Representative</b>	[Who is the user's representative in the project? This often refers to the Participant which represents a group of users.]
<b>Description</b>	[A brief description of the user type.]
<b>Type</b>	[Qualify the user's expertise, technical background, and degree of sophistication—that is, guru, casual user, etc.]
<b>Responsibilities</b>	[List the user's key responsibilities with regards to the system being developed— that is, capturing details, producing reports, coordinating work, etc.]
<b>Success Criteria</b>	[How does the user define success? How is the user rewarded?]
<b>Involvement</b>	[How the user is involved in the project? Relate where possible to UMP roles.]
<b>Deliverables</b>	[Are there any deliverables the user produces and, if so, for whom?]
<b>Comments / Issues</b>	[Problems that interfere with success and any other relevant information go here. These would include factors that make the user's job easier or harder.]

## 2.3. External systems

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*[Describe the interaction with external systems: data, protocols, etc.]*

### 2.3.1. System A

pbs-C-

## 3. Problem & Needs – Explained

*[Provide an explanation at the highest level for each stated problem and need. Section communicates the designation of the product and the importance of the project to all participants]*

### 3.1. <Problem or need title>

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<b>ID</b>	pbs-F-
<b>Description</b>	
<b>Current solution</b>	
<b>Proposed solutions</b>	
<b>Proposed solution's benefits</b>	
<b>Participants affected</b>	
<b>Impact</b>	
<b>Alternatives</b>	
<b>Priority</b>	

## 4. Quality requirements

Quality characteristic	Criteria	Criteria ID	Level required
<b>functionality</b>	suitability	pbs-Q-	
	accuracy		
	interoperability		
	security		
<b>reliability</b>	maturity		
	fault tolerance		
	recoverability		
<b>usability</b>	understandability		
	ease of learning		
	operability		
	attractiveness		
<b>efficiency</b>	time behavior		

Quality characteristic	Criteria	Criteria ID	Level required
	resource utilization		
<b>maintainability</b>	analyzability		
	changeability		
	stability		
	testability		
<b>portability</b>	adaptability		
	ease of installation		
	co-existence		
	replaceability		

## 5. Constraints

### 5.1. Applicable Standards & Regulatory Policies

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*[List all standards with which the product must comply. These can include legal and regulatory aspects, communications standards, platform compliance standards, and quality and safety standards.]*

pbs-C-

### 5.2. System Requirements

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*[Define any system requirements necessary to support the application. These can include the supported host operating systems and network platforms, configurations, memory, peripherals, and companion software.]*

#### 5.2.1. Hardware Limitations

pbs-C-

#### 5.2.2. Software Limitations

pbs-C-

### 5.3. Assumptions and Dependencies

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pbs-C-

### 5.4. Security

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pbs-C-

### 5.5. Audit Functions

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pbs-C-

### 5.6. Labeling and Packaging

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*[This section defines the needs and types of labeling to be incorporated into the code. Examples include copyright and patent notices, corporate logos, standardized icons and other graphic elements, etc.]*

pbs-C-

## 5.7. Cost and Pricing

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*[This should include both direct costs (materials, acquired tools, resources, etc.) and indirect ones (in-house development resources, etc.)]*

pbs-C-

## 5.8. Other

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pbs-C-

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