Requirements Statements - Examples

*These are example requirements for a computer game.*

1. Can run on any operating system.
2. Needs the latest java installed to run the project.
3. The password should be encrypted for safety.
4. The software will not cause the user's computer to explode.
5. Software can run decent on 56K modem and above.
6. The applet needs to download in less than ten seconds on all kinds of computer stations.
7. Software must run on any browser.
8. The website should be accessible from any location with access to the WWW.
9. Software can run on any internet explorer.
10. User has internet.
11. Needs to run on website for universal access.
12. Must be finished on time.
13. Software must be reliable and not crash.
14. Must be free of defects.
15. Any crashes in the applet should be fixable in a subsequent login
16. Needs to fail less than once a week.
17. User has password so no other user can mess with his/her game.
18. Needs modifiability for future updates and enhancements.
19. Must provide hours of fun!
20. Needs to use minimal system requirements.
21. Amateur and advanced users can run the GUI.
22. Display should look good.
23. Software must be intuitive or easily understood after reading the rules.
24. Needs comfortable layout that accommodates beginners as well as veterans.
25. The layout should be self-explanatory enough so that any user needs only access the user manual 3 times to understand the functions of the product.