Section:
Team:

| Element | Weak | OK | Solid | Strong |
| :---: | :---: | :---: | :---: | :---: |
| Requirements <br> - correct | Does not match original requirements document | Matches most of the original requirements, most of the time | Matches original requirements doc and clarifications. | Matches, does not <br> add extra <br> unwanted <br> functionality |
| Requirements <br> - unambiguous | Many requirements are unclear, unable to determine meaning | May have some questions about meaning in some places. | Simple straightforward language, statements have clarity | Requirements are incredibly clear, unable to misinterpret. |
| Requirements <br> - verifiable | Most requirements are not testable | Some requirements may not be testable | Must be able to write a test case for the requirement(s) | Must be very easy to write a test case for the requirement |
| Requirements are <br> - complete | Missing much requirements/ functionality. | May not have all requirements or functionality | No missing requirements, no missing functionality. (or very little) | No missing requirements. No missing functionality, and easy to tell. |
| Requirements are <br> - consistent | Many requirements conflict with each other. | May have a few places of contradiction. | May have one or two contradictions | Requirements do not contradict each other (easy to tell) |
| Adequate basis for design (right level of detail) | Way too little detail for implementation, or way too much. | Some requirements may not have enough detail, or too much. | Likely to be able to implement, mostly no design elements. | Enough detail to implement, but no design elements present. |
| SRS follows IEEE standard | Has many sections missing or out of place | Has a few inconsistencies with standards. | Mostly same sections and titles as IEEE or sample | Completely same sections and titles as IEEE or sample |
| Format: Title page, table of contents, outline/sections |  |  |  |  |

Note: some elements may be weighted more than others. For example, "Adequate basis for design" might count twice as much as each of the other elements.

