*Prioritization Key:*

* **Must** – Project will not be successful without this (should be 20-40% of project effort)
* **Should** – Project expects to accomplish this, but if resources and schedule are constrained to the point of not completing scope, these items will be negotiated
* **Could** – This will likely not be in this project, although if time and resources permit, this may be negotiated
* **Will Not** – This will not be considered part of this project

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| **Functionality or Behavior** |
| # | Priority (Must have, Should, Could, Will Not) | Actor (Sponsor, Partner, End User, OtheR) | Use Case Name | User Story | Deliverable Cross-Ref. |
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|  |  |  |  |  |  |
| **Availability or Reliability** |
| # | Priority  | Requirement Name | Description | Deliverable Cross-Ref. |
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| **Performance** |
| # | Priority  | Requirement Name | Description | Deliverable Cross-Ref. |
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| **Supportability** |
| # | Priority  | Requirement Name | Description | Deliverable Cross-Ref. |
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| **Environment** |
| # | Priority  | Requirement Name | Description | Deliverable Cross-Ref. |
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| **Localization** |
| # | Priority  | Requirement Name | Description | Deliverable Cross-Ref. |
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| **Quality** |
| # | Priority  | Requirement Name | Description | Deliverable Cross-Ref. |
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| **Security** |
| # | Priority  | Requirement Name | Description | Deliverable Cross-Ref. |
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