		Targeted Stakeholders											
		Product Planning	Business	Project Management	System Engineering	Human Factors	Hardware	SW Engineering Management	SW Development - Platforms	SW Development - Applications	SW Development - Protocols	System Test	Architecture
Modifiability	***Ability to make changes quickly and cost effectively.*** *Modularized, encapsulating components*												
Screening	1. What are the important types of upgrades or modifications to the system? 2. Can HW capability be reduced (or increased)? 3. Is schedule more important than cost (effort)? 4. What is the expected life span of the HW platform?												
Elicitation	1. Can SW upgrades be done over the air? 2. When will interface changes be allowed?												

Analysis	1. How will risk vs. schedule be compared? 2. What will determine the deciding point? 3. What is the affect of download on security?												
Integrability	***Ability to make separately developed components of the system work together.*** *Compatible interconnection mechanisms; consistent component interfaces; uses relation allows incremental builds*												
Screening	1. What types of third-party COTS software packages might fit within the system?												
Elicitation	1. What issues occur with multi-site development? 2. What types of features are likely to need easy addition or removal?												
Analysis	1. How do we verify that "syntactically" correct interfaces between components are also "semantically" correct? [*Names and arguments might match, but the ordering and method of interactions is usually more important*]												
Performance	***Refers to the responsiveness of the system.*** *Intercomponent communication; driving functionality so as to exploit*												

	parallelism												
Screening	1. For what operations is performance most important? 2. How concurrent must the system be? 3. What things must be allowed to run at the same time? 4. When is latency is critical? (or not critical?)												
Elicitation	1. What kinds of degraded performance are acceptable to the user? 2. What is the priority of performance for the main interfaces (display, audio/tones, air, system bus)? 3. Is degraded performance (speed) acceptable in degraded modes?												
Analysis	1. How is performance measured?												
Reusability	***Designing a system so that the system's structure or some of its components can be used again in the future*** *Loose coupling among components*												
Screening	1. What parts of the system are the most stable (least likely to change) over time?												
Elicitation	1. What types of system configuration (e.g. build flags, factory programmed flags, downloaded code modules, etc.) are the most desired and why?												
Analysis	1. What is the trade-off between the												

	amount of variation allowed in a component (to promote reuse through configuration) and code size/complexity?												
Portability	***Ability of the system to run under different computing environments.*** *Portability layer*												
Screening	1. What is the lifespan of the HW platform? 2. What is the lifespan of the application platform?												
Elicitation	1. What percentage of SW can change when moving to a new platform?												
Analysis	1. What is the trade-off of portability layers vs. performance?												
Testability	***Ease with which software can be made to demonstrate its faults through testing.*** *Modularized, encapsulating components; uses relation allows incremental builds*												
Screening	1. What level of control is needed over internal components in order to test? 2. What types of information need to be made observable for debugging?												
Elicitation	1. How does concurrent development affect testing?												
Analysis	1. What is the trade-off between												

	code size/performance and error discovery?												
Usability	***Can be broken down into the areas: Learnability, Efficiency, and Memorability.*** *Modifiability helps to achieve; achieving proper information flow; efficiency related to performance*												
Screening	1. What is the primary goal of the appearance of the MS to the user (gameboy, web device, phone)? 2. Should the user worry about network configurations and passwords?												
Elicitation	1. What kind of information is / is not retained by the MS?												
Analysis	1. Does the retention of information increase security concerns?												
Security	***Measure of system's ability to resist unauthorized attempts at usage and denial of service while still providing services to legitimate users.*** *Specialized components, such as secure kernels or authenticating servers*												
Screening	1. What entities need to communicate in privileged ways and how is this done? 2. What types of services could be impacted by an attack?												
Elicitation	1. What sensitive information must												

	be protected? 2. What level of protection is required for sensitive information?												
Analysis	1. What methods of authentication are necessary?												
Availability	***Measures the proportion of time the system is up and running.*** *Fault tolerance with redundant components; controlling component interaction*												
Screening	1. What are the most important services? 2. Do degraded modes exist? 3. Is recovery required? 4. Is redundancy required? 5. Is memory protection is available (MMU)?												
Elicitation	1. Of the important services which must be available in a degraded mode. 2. Are SW programming errors trapped in deliverable code? 3. What kind of failures are reported to the user (HW, SW, IF)? 4. Is recovery the same for all failures, what is the deciding factor?												
Analysis	1. Does the priority of the quality attributes change when a degraded mode is entered. 2. Could recovery actions introduce												

	additional errors? 3. What components require memory protection?												
Extensibility	***Measures the degree to which additional behaviors can be added to existing ones***												
Screening	1.												
Elicitation	1.												
Analysis	1.												