Requirements Gathering

Requirements are like water. They’re easier to build on when they’re frozen
--- anon

Req’s for Projects

- In Scrum, the .. is responsible for client interactions.
- For CMPT 373
  - everyone must..
  - product owner in charge of collecting these requirements into a backlog.
- Requirements change
  - During project, expect requirements to change as..

Collecting Requirements (1/2)

- ..
- Collaboratively draw pictures
  - vague.. to understand needs; flush out later.
  - .. of existing or proposed system
  - different..
  - high level..
  (client server, web based, laptop, mobiles, ...)

Collecting Requirements (2/2)

- Interactively ask the client to explain:
  - ..
    Ex: module, battery, pack, bank, cell
  - processes or current system
  - goals/desires
- Ask for customer to prioritize features
Project Requirements Gathering

- Pre-Tutorial 1
  - Meet up (after class on Monday)?

- Tutorial 1
  - Client will discuss their requirements
  - 2+ people (Product Owner + 1) record req's
  - Everyone must fight to understand req's

- Tutorial 2
  - Client returns to clarify requirements

- Iteration End
  - Client suggests changes and new requirements

In-Class Example
Quilting!

Quilt Example

- Making a tile quilt of 6" x 6" block (see image).
- Quilt made up of 5 squares by 6 squares.
- Each block uses two fabrics twice: once each in opposite corners.
- The fabric comes from a charm pack of 40 squares, featuring 6 different patterns and 4 colours.
- Program generates an optimal pairings of fabrics for squares arranged on the quilt such no two touching fabrics are too similar.
- Compute how much fabric to buy to make a 2" border.

Images
Summary

- Fight to capture the requirements
  - Carefully listen to the customer
  - Ask about anything you don’t understand
  - Work through details

- Clarify terminology

- Write them down; you won’t remember them all!