

# Requirements Gathering

Requirements are like water.  
They're easier to build on  
when they're frozen

-- anon



# Req's for Projects

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- 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..

# Capture Requirements



- ..
  - Note what customer wants
  - Note hints about priorities
  - Note hints about future directions
  - Pay attention to surprises
    - Dig into these



- Infer High-level Architecture
  - Web client-server?
  - Mobile app?
  - Cloud?

# Collecting Requirements

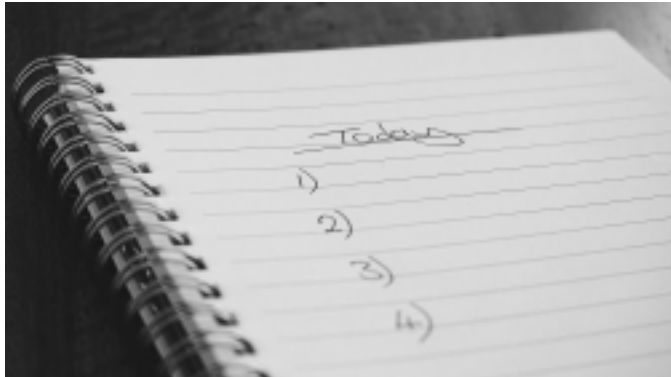


- Identify..
  - Who uses the system
  - What are the big interactions
- Create very rough..
  - Concretes discussion of req's
- Identify..
  - What are the big ideas being stored
- Draw..
  - See the sequence of steps in a complex process

# Collecting Requirements (2)



- Interactively ask client to explain
  - ..  
Ex: module, battery, pack, bank, cell
  - processes or current system
  - goals / desires



- Ask customer to..
  - Minimum viable product
  - Very useful
  - Future feature

# Later, think through requirements



- Describe users and actions
  - List user roles
  - Important actions per role
- Describe data
  - List big data “things”
  - Identify some info about each
- Create mock UI
  - Shows data and interactions
  - Concrete discussion of req’s
- Flow “chart” of complex process
  - Identify actions and stages/states

# Project Time with Customer

- Pre-Tutorial 1
  - Get to know your team (meet Friday after class?)
- 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!



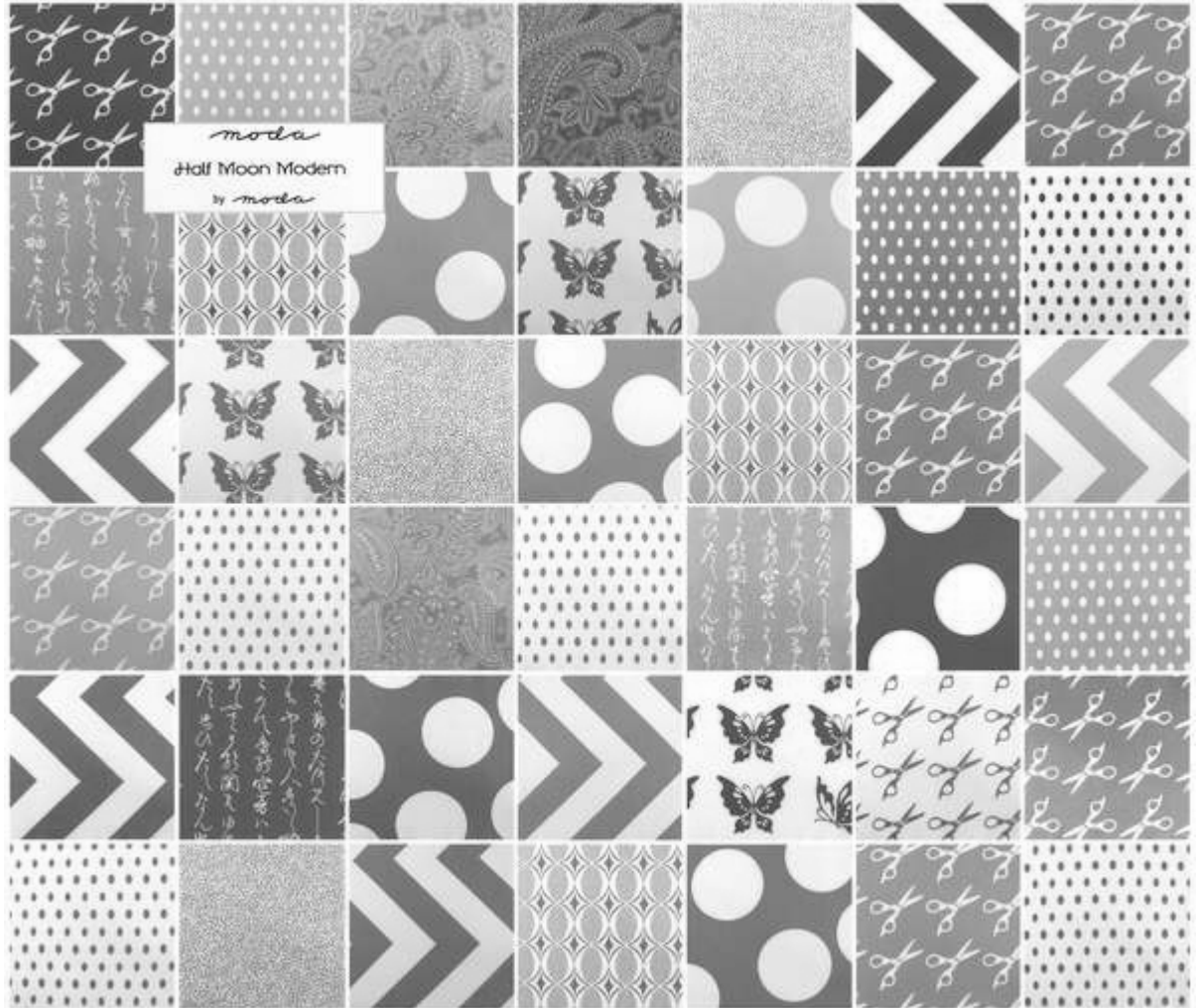
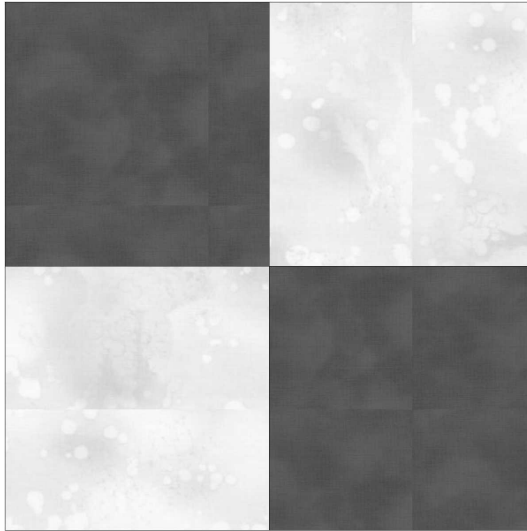
# Quilt Example

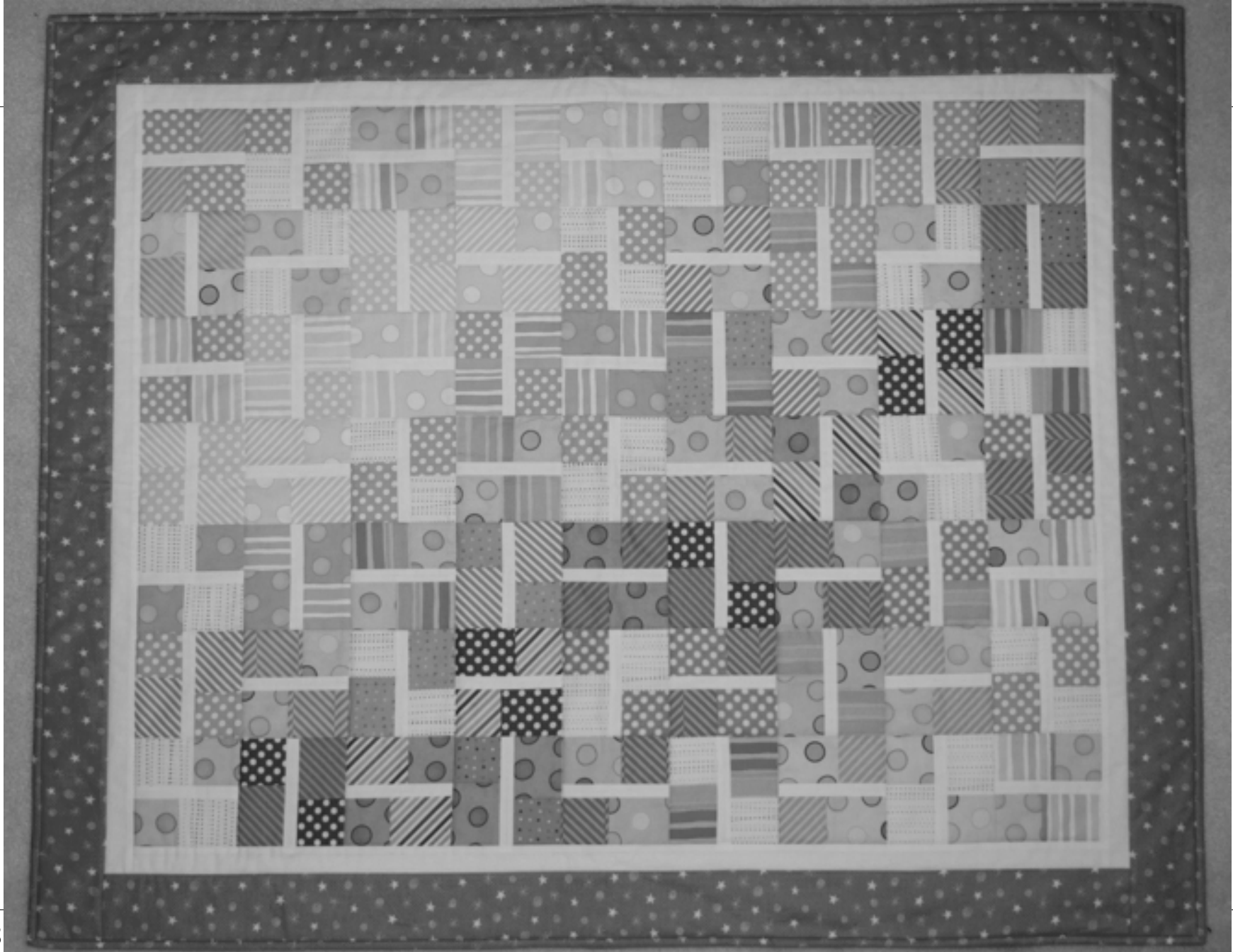
- Making a tile quilt of 6" x 6" block (see image).
- Quilt made up of 5 blocks by 6 blocks.
- Each block uses two fabrics twice: once each in opposite corners.
- The fabric comes from a charm pack of 40 squares, featuring 6 different patterns and 4 colours.
- Program generates an optimal pairings of 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

## Charm Pack Fabrics

Single block





# 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!

