

Week 2: Requirements Engineering and User Stories

Reading: Pressman Chapter 3 (Agility and Process);
Robertson: [The user story considered harmful \(pdf\)](#)

Workshop Exercise The marketing team have been out to choose a project for a “personal productivity product for small computers that will sell at least one million copies at a retail price of at least \$200”. They have identified a market opportunity: “*MotivActiv* will give you friendly guidance and serious motivation to build healthy habits that help you reach your weight and fitness goals.”

1. Identify three or four stakeholders for the *MotivActiv* system. For each, give a brief justification for why they are important.
2. Outline the boundaries for the *MotivActiv* software: which aspects of the system will be addressed by software, and which are outside your scope.
3. Outline a strategy for eliciting the requirements for *MotivActiv*. Justify your choice of methods. Explain how they complement each other.
4. Identify one or two *functional* requirements for *MotivActiv*. Specify these requirements using an appropriate formalism.
5. Identify one or two *non-functional* requirements for *MotivActiv*. Specify these requirements using an appropriate formalism.

Background Questions

1. Read the Manifesto for Agile Software Development available here <https://agilemanifesto.org/> and make a note of the 4 “values” of agile development. Can you think of the situation in which one or more of the four values could get a software team into trouble?
2. Describe the concept of agility (for software projects) in your own words.
3. Why do you think requirements change so much? After all, don’t people know what they want?

4. Most agile process models recommend face-to-face communication. Yet today, members of the software team and their customers may be geographically separated from one another. Do you think this implies that geographical separation something to avoid? Can you think of ways to overcome this problem?

5. Read Robertson's [The user story considered harmful \(pdf\)](#)

Write a couple of versions of a user story that describes the “favourite places” or “favourites” feature available on most Web browsers. Compare your stories and determine which is the best one. Remember the idea is to express the business problem without assuming and implementation or design.