



## Vision and scope

### Vision

- Describes what the product is about and what it eventually could become
- Communicates the strategic intent for product development
  - Why are we building this product, system, or application?
  - What problems will it solve?
  - What feature and benefit will it provide?
  - For whom does it provide these features and benefits?
  - What performance, reliability and scalability must it deliver?
  - What platforms, standards, applications, etc. will it support?

### Scope

- work content of a project
- activities

3

## Product vision\_Cafeteria Ordering System

Captures the essence of the product – aligns all stakeholders in a common direction



### 1.5 Vision Statement

For employees who want to order meals from the company cafeteria or from local restaurants online, the Cafeteria Ordering System is an Internet-based and smartphone-enabled application that will accept individual or group meal orders, process payments, and trigger delivery of the prepared meals to a designated location on the Process Impact campus. Unlike the current telephone and manual ordering processes, employees who use the Cafeteria Ordering System will not have to go to the cafeteria to get their meals, which will save them time and will increase the food choices available to them.

(Wieggers and Beatty 2013, p.577)

4

## Elements in a vision statement template

For [target customer] <b>Need</b>	• employees
Who [statement of the need or opportunity]	• wish to order meals from the company cafeteria or from local restaurants on-line
The [product name] <b>Approach</b>	• Cafeteria Ordering System
Is [a product category]	• an Internet-based and smartphone-enabled application
That [key benefit/compelling reason to buy/use] <b>Benefits</b>	• accept individual or group meal orders, process payments, and trigger delivery of the prepared meals to a designated location on the Process Impact campus
Unlike [primary competitive alternative, current system, or current business process] <b>Competition</b>	• the current telephone and manual ordering processes
Our product [statement of primary differentiation and advantages of new product]	• will not have to go to the cafeteria to get their meals, which will save them time and will increase the food choices available to them

5

### Need

What are our client's needs?

A need should relate to an important and specific client or market opportunity, with market size and end customers clearly stated.

The market should be large enough to merit the necessary investment and development time.

### Approach

What is our compelling solution and unique advantage to the specific client need?

As the approach develops through iterations, it becomes a full proposal or business plan, which can include market positioning, cost, staffing, partnering, deliverables, a timetable and intellectual property (IP) protection.

### Benefits

What are the client benefits of our approach?

Each approach to a client's need results in unique client benefits, such as low cost, high performance or quick response (better, faster, cheaper).

Success requires that the benefits be quantitative and substantially better - not just different. Why must we win?

### Competition

Why are our benefits significantly better than the competition?

Everyone has alternatives. We must be able to tell our client or partner why our solution represents the best value.

To do this, we must clearly understand our competition and our client's alternatives.

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An example NABC template: <https://www.innovationcanvas.ktn-uk.org/resources/value-proposition-nabc>

6

## Project scope

- Functionality of the product
- Resources available to the project
- Time to deliver the product

7

## Features\_COS

- Features are services provided by the system that fulfill one or more stakeholder needs.
  - It consists of one or more logically related capabilities that provide value to users and are described by a set of requirements
- Features are written as product backlog items (PBIs) (e.g. epics, user stories) in an agile project

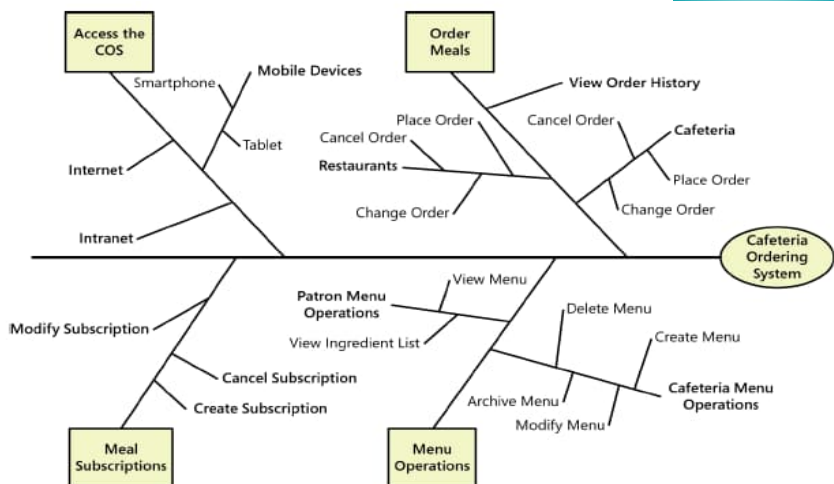


FIGURE C-1 Partial feature tree for the Cafeteria Ordering System.

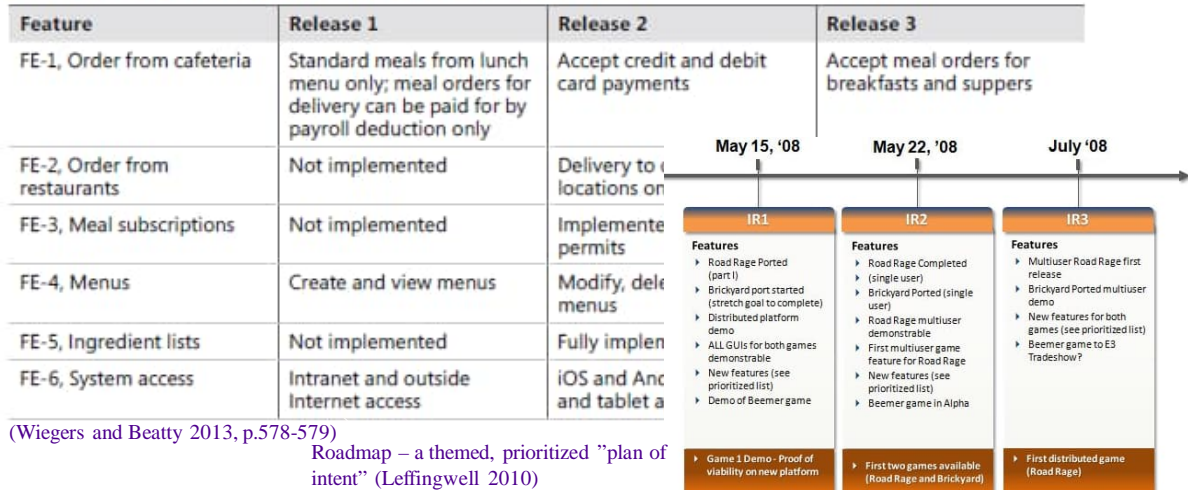
(Wiegers and Beatty 2013, p.578-579)

8



# Releases or a product roadmap

## 2.2 Scope of Initial and Subsequent Releases



9



# Context Diagram\_COS

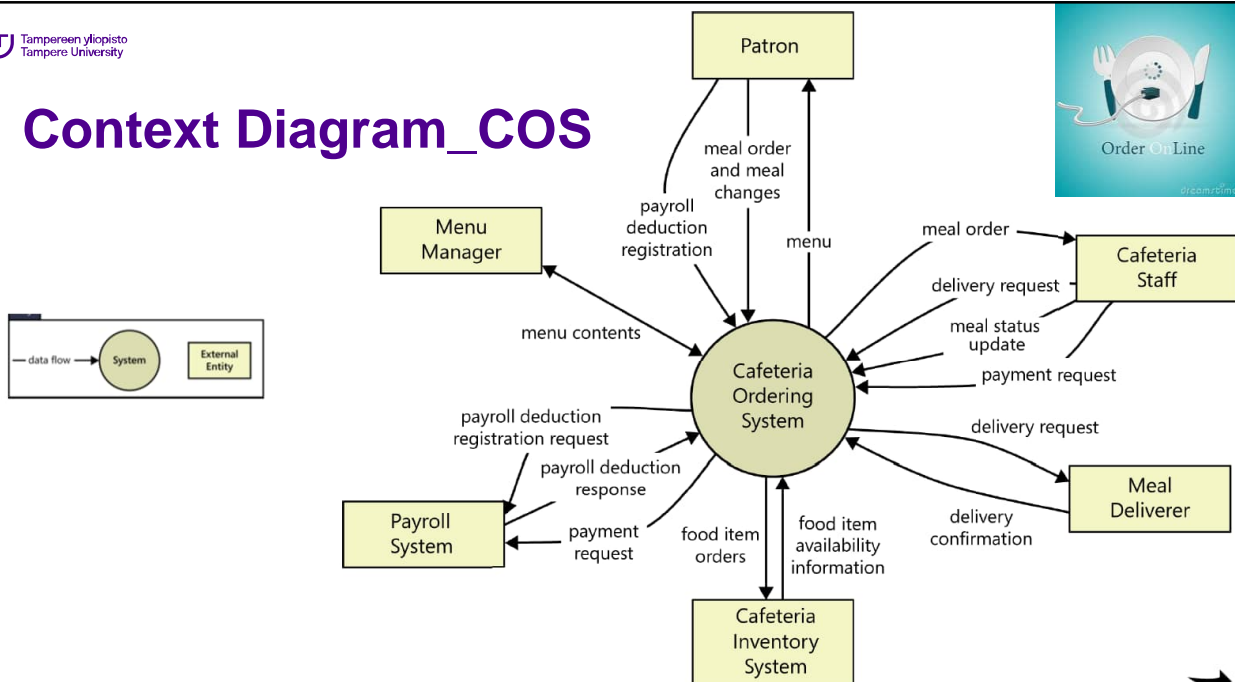


FIGURE C-2 Context diagram for release 1.0 of the Cafeteria Ordering System.

10



## Vision and scope document (Wiegers and Beatty 2013)

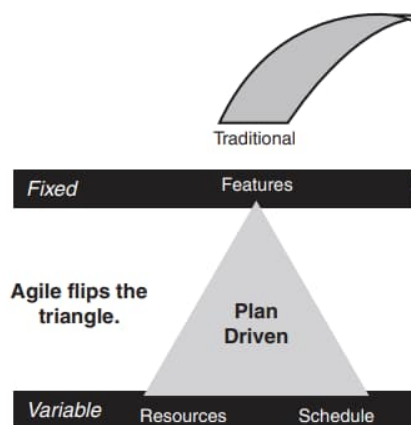
- Business requirements
  - Background
  - Business opportunity
  - Business objectives and success criteria
  - Vision statement
  - Business risks
  - Business assumptions and dependencies
- Scope and limitations
  - Major features
  - Scope of initial release
  - Scope of subsequent releases
  - Limitations and exclusions
- Business context
  - Stakeholder profiles
  - Project priorities
  - Operating environment

A sample vision and scope document is available at: (Wiegers and Beatty 2013, p.576-580) . Such a document can be also called a project charter or a business case document.

[A vision document template for agile software development](#) (Leffingwell 2010)

11

## Waterfall vs. Agile: scope management



- Scope in agile project is defined and redefined in the iterative and incremental process – ensure timely completion
  - New stories and existing ones are prioritized before the iteration – referencing the business objectives
  - User story allocation for an iteration is done at the beginning of each iteration
- “Stick to the scope” vs. “Are we providing value to our customer?”

12

## Outline

Product vision  
and project  
scope

Stakeholder  
analysis



<https://dilbert.com/>

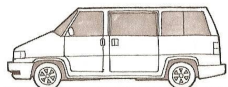
13

## Participants

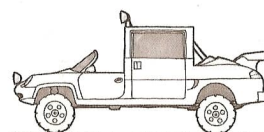
Alessandro's goals  
• Go fast  
• Have fun



Marge's goals  
• Be safe  
• Be comfortable



Dale's goals  
• Haul big loads  
• Be reliable



- About Face 2.0, Alan Cooper and Robert Reimann, Page 56

14

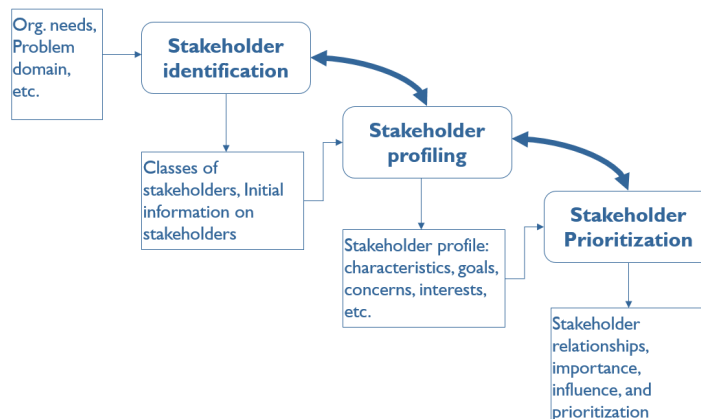
## Why stakeholder analysis

- Assessing how project objectives and activities relate to the *different Interests* of various people, groups and organization
- Understanding how different groups will be *affected* by the project
- Assessing the importance of stakeholders that may *influence* (positively or negatively) the project success
- Providing the basis for developing strong *communications*, for preventing conflicts, and for developing strategic relations throughout project implementation

15

## Stakeholder analysis

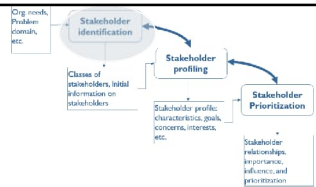
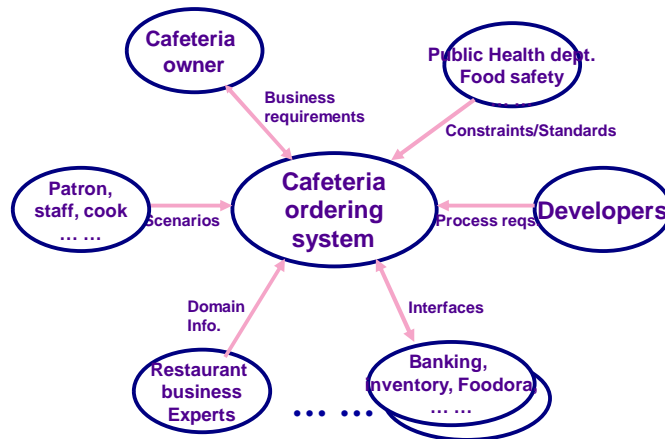
Stakeholder analysis is an approach for understanding a system by identifying the stakeholders in the system, and assessing their respective interests in, or influence on the system



16



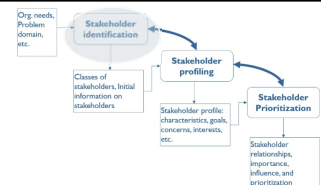
# Stakeholders in the cafeteria ordering system



17

## Stakeholder identification

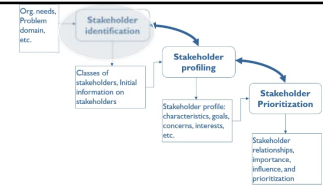
- Baseline stakeholders → the network of stakeholders
- A combination of following techniques/sources is useful for exploring the network of stakeholders
  - By asking your sponsor or client
    - e.g. “who else should we talk to about that?”
  - With a template such as the checklist
  - By comparing with the similar projects
  - By analyzing the context of the project
  - Using data-driven approach
    - E.g. applying EFA (exploratory factor analysis) to extract types of user using the user profile data (Li et al. 2019) accessible at: <http://urn.fi/URN:NBN:fi:tuni-201910244073>



18

## Example of checklist questions

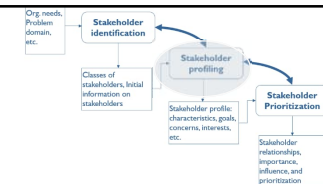
- Who are the user groups of the system?
- Who is the customer (economic buyer) for the system?
- Who are involved in developing the system?
- Who will evaluate and approve the system when it is delivered and deployed (who constrain the system as regulators)?
- Who will maintain the system?
- Is there anyone else who cares or is negatively affected?
- What other systems interact with this system?



19

## Stakeholder profiling

- The stakeholders profile records their own concerns of the system, including their interests, characteristics, etc.
  - Major value or benefit the stakeholder receives from the product
  - The likely attitudes towards the product
  - Major features and characteristics of interest
  - Know constraints that must be accommodated



20

## An example of stakeholders' goals



21

## Stakeholder profiles\_COS

### 3.1 Stakeholder Profiles

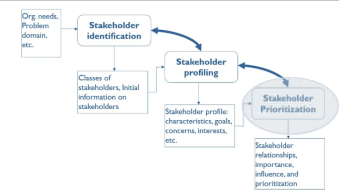
Stakeholder	Major value	Attitudes	Major interests	Constraints
Corporate Management	Improved employee productivity; cost savings for cafeteria	Strong commitment through release 2; support for release 3 contingent on earlier results	Cost and employee time savings must exceed development and usage costs	None identified
Cafeteria Staff	More efficient use of staff time throughout the day; higher customer satisfaction	Concern about union relationships and possible downsizing; otherwise receptive	Job preservation	Training for staff in Internet usage needed; delivery staff and vehicles needed
Patrons	Better food selection; time savings; convenience	Strong enthusiasm, but might not use it as much as expected because of social value of eating lunches in cafeteria and restaurants	Simplicity of use; reliability of delivery; availability of food choices	Corporate intranet access, Internet access, or a mobile device is needed
Payroll Department	No benefit; needs to set up payroll deduction registration scheme	Not happy about the software work needed, but recognizes the value to the company and employees	Minimal changes in current payroll applications	No resources yet committed to make software changes

(Wiegars and Beatty 2013, p. 579)



22

## Stakeholder relationship identification and prioritization



Understand the relationships between stakeholders

Identify conflicts of interests between stakeholders

Identify relations between stakeholders that may enable "coalitions" of project sponsorship, ownership and cooperation

Assess the importance and influence of each stakeholder on the project

How stakeholders problems, needs, and interests coincide with the aims of the project

How powerful the stakeholder is

Stakeholder prioritization – Power/Interest grid

23

## Support and conflict among restaurant stakeholders' goals



24

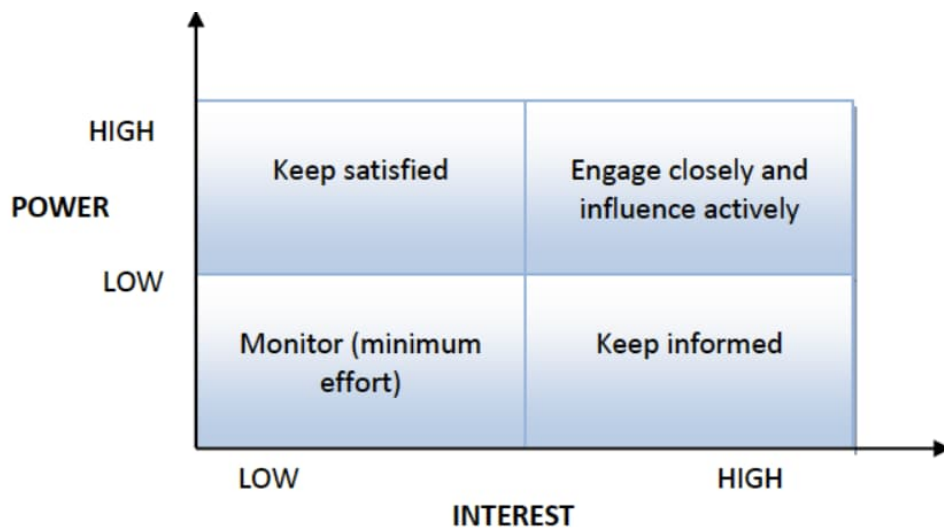
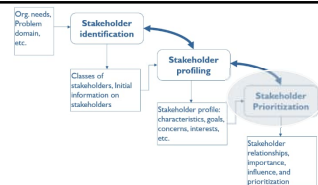
## Power/Interest grid (1/2)



	Low interest	High interest
High power	Public Health Dept. Regulatory body, e.g. GDPR	Cafeteria owner Product Owner Project Sponsors  Developers
Low power	Suppliers Cook	Cafeteria staff Customers/Patrons Maintenance

25

## Power/Interest grid



26

## Analyzing stakeholders' influence on an open source software ecosystem's requirements engineering process

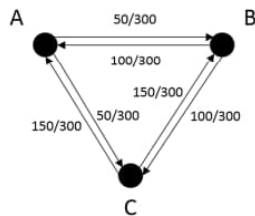
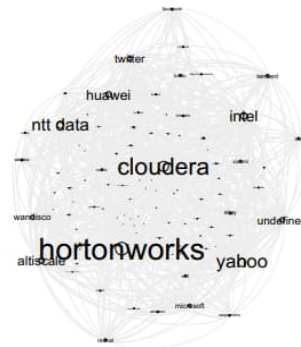


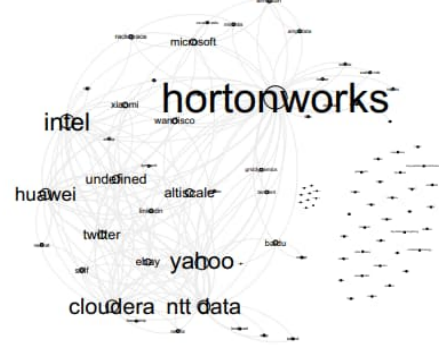
Fig. 2 Example of network with three stakeholders  $v_A$ ,  $v_B$  and  $v_C$ , and connecting weighted edges. Adopted from [30]

Fig. 2 where three stakeholders  $v_A$ ,  $v_B$ , and  $v_C$  each created various number of patches that were contributed to a certain issue.  $v_A$ 's patches contain 50 LOC in total,  $v_B$ 's patches contain 100 LOC in total, while  $v_C$ 's patches contain 150 LOC in total. Aggregated, 300 LOC were contributed to the issue. Resulting in the following edge weights:

- $W(v_A, v_B) \& W(v_A, v_C) = 50/300$
- $W(v_B, v_A) \& W(v_B, v_C) = 100/300$
- $W(v_C, v_A) \& W(v_C, v_B) = 150/300$



(a) Comments-network.



(b) Patch-network.

Fig. 5 Visualization of the a comments and b patch networks. Labels are of firms and of relative size of their weighted out-degree to other firms in each network

Linäker, J., Regnell, B. and Damian, D., 2020. A method for analyzing stakeholders' influence on an open source software ecosystem's requirements engineering process. *Requirements Engineering*, 25, pp.115-130.

## Readings

- Ian F. Alexander, (2005), [A Taxonomy of Stakeholders: Human Roles in System Development](#), *International Journal of Technology and Human Interaction (IJTHI)*, 1, (1), 23-59
- H. Sharp, G.H. Galal, and A. Finkelstein, "[Stakeholder Identification in the Requirements Engineering Process](#)," Proc. 10th Int'l Workshop Database and Expert System Applications, IEEE CS Press, 1999, pp. 387–391.
- Blincoe, Kelly, Jyoti Sheoran, Sean Goggins, Eva Petakovic, and Daniela Damian. "[Understanding the popular users: Following, affiliation influence and leadership on GitHub](#)." *Information and Software Technology* 70 (2016): 30-39.
- X. Li, C. Lu, J. Peltonen and Z. Zhang. A statistical analysis of Steam user profiles towards personalized gamification. International GamiFIN Conference (GamiFIN). CEUR-WS. 2019. accessible at: <http://urn.fi/URN:NBN:fi:tuni-201910244073>



## Reminder 😊

- Assignment 1: the element of value, answering by **Today** (19/9) and reviewing by 20/9
- Assignment 2: stakeholder analysis is ready to do (24/9, 25/9)
- Teaming up with a group work topic