

Project: Customer Requirements Report

Goals

- Apply various tools and agile principles utilizing concepts (user stories, behavior-driven development) to build quality software.
- Communicate effectively in a variety of professional contexts - talking with customer and writing documentation
- Analyze a complex computing problem by gathering, critically analyzing and evaluating qualitative information to make informed decisions.

Effort: Individual [CS3300 Academic Integrity](#)

Points: 40 pts See Rubric

Deliverables: Final Customer Requirements Report containing all 5 sections below in one document. Make sure the images are readable for your lo-fi mockup.

Description

[1 Synthesize Interviews and Create Problem Statement](#)

[2 Create User Stories](#)

[3 Create BDD Scenarios](#)

[4 Create Lo-Fi UI Mockup](#)

Description

You are going to gather requirements to build an app. Using behavior driven development, create SMART user stories with scenarios based on your customer interactions. You will use this information to build a lo-fi UI mock-up for the pages. You will submit a final requirements report including all the parts below.

Base Requirements for App Project

You will come up with an idea of an app but **your app should have at least two different stakeholders and *must**

1. One stakeholder: Requires a login with a username and password to
 - Create a new item
 - Edit item
 - Remove item

(The person uploading their workout plan)

2. Another stakeholder: Should be able to view items without logging in
 - Display condensed list of items created on one page
 - Display detailed information about each item individually
 - Should have at least three attributes associated with the item. **For example** in portfolio user can add a project that includes required title and description and optional image

(People just visiting the website to see workout plans and general tips and tricks)

3. You can not make your project the portfolio app.

See me if you are building something particular for someone and want to discuss alternating these requirements.

1 Synthesize Interviews and Create Problem Statement

You are going to make an app that solves a need. Conduct qualitative research to understand the users. You should interview 2 to 3 stakeholders (about 7 - 12 minutes). You will only need to interview them one time unless you want to do more but not required.

Interviews can yield a lot of information so an important skill is the ability to process and analyze conversations and synthesize it into insights.

Include the following in your submission after interviews:

- Interviewer answers to questions that include information to follow up questions you asked. This can be audio/video, transcript or typed.
- Summary of insights. Include the different stakeholders.
- Create an overarching problem statement for the app.

*Check Two Interview Sheets Submitted

People of all different levels in the fitness journey need a place that provides valuable information because it can be hard to find good, valuable workouts that others could vouch for; while also providing a place that supports experienced fitness with informative tips and tricks.

(Two more problem statements included inside of the interview sheet for each situation of stakeholder)

2 Create User Stories

Based on your interviews develop 5-7 user stories

- Written in "Connextra" format
- SM(A)R(T) that are **specific, measurable and relevant** (Do not worry about achievable and time boxed for now)
- At least 5 of the user stories should **relate to the base requirements** identified above for the app you will develop.

*Check Submitted PDF

3 Create BDD Scenarios with Steps

Write BDD scenarios for at least 4 user stories **related to the base requirements for your app**.

- Each user story includes a “happy” and “sad” scenario.
 - When possible include a user error for sad scenario
- Each scenario should have 3 to 8 steps written in the BDD form describing the process
 - Scenario: Title of the condition
 - Given: Represent state of world before event (preconditions)
 - When: Something happens
 - Then: This is the result (postcondition)
 - Optionally And, But

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4 Create Lo-Fi UI Mockup

Think about the user interface and how users will interact with the pages for the base requirements. Submit mock up of the following

- Home Landing page
- Page that list items for users to see when not logged in
- Page that to display details of an item for someone not logged in
- Login page
- Page that list items for logged in user
- Logged in in user pages to
 - Create Item
 - Edit item
 - Delete Item

Lo-fi UI mockup

- Images should be cropped and readable in one document. Do not upload separate images but put them in a document. Make sure the size is viewable for Deb (the old lady).
- 7-10 app pages mocked-up to show how UI changes based on user interactions
- **Hand draw on paper, whiteboard or tablet** the user experience for your app. Do not use a tool to mock up a web page.

*Check Submitted PDF