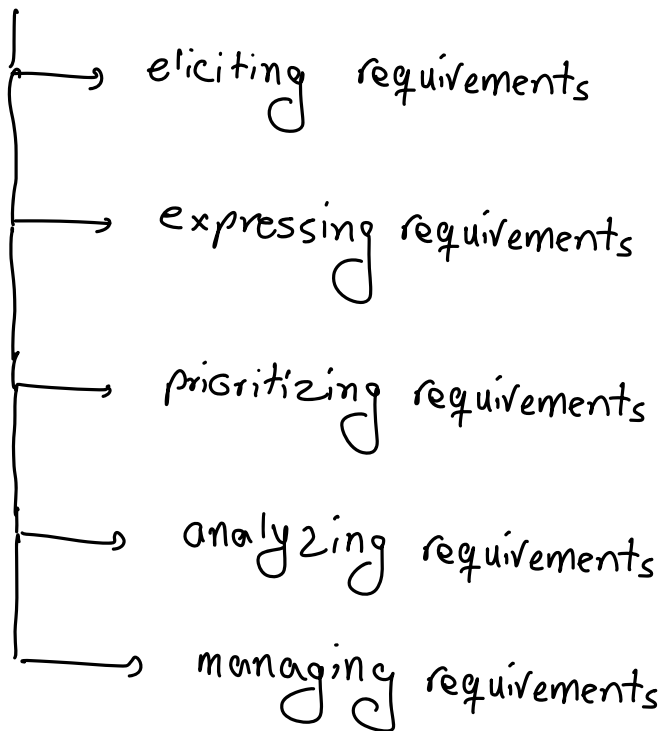


Understanding User Requirements

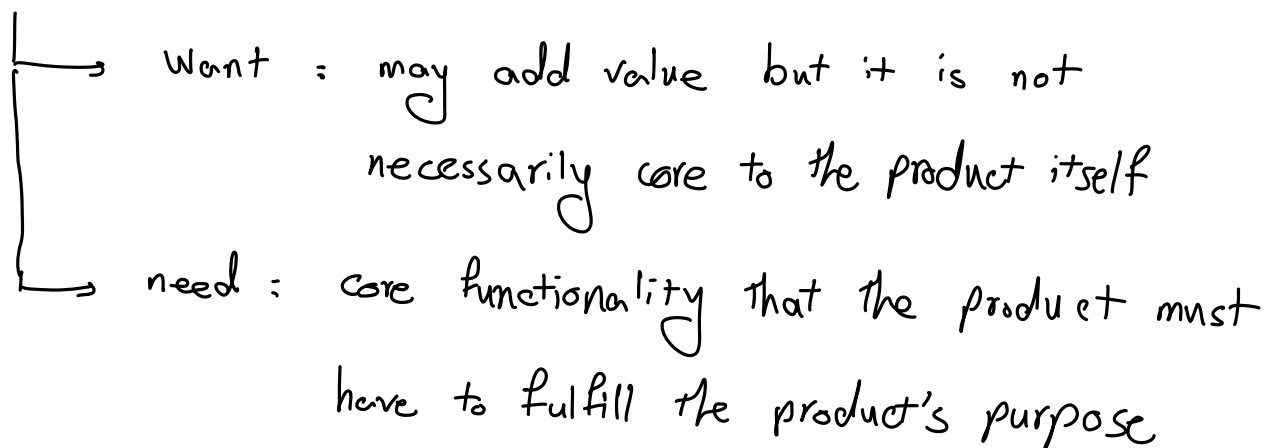
The key to Product Success

△ Requirements help us to clearly define client needs

△ 5 important requirements activities



△ requirements type

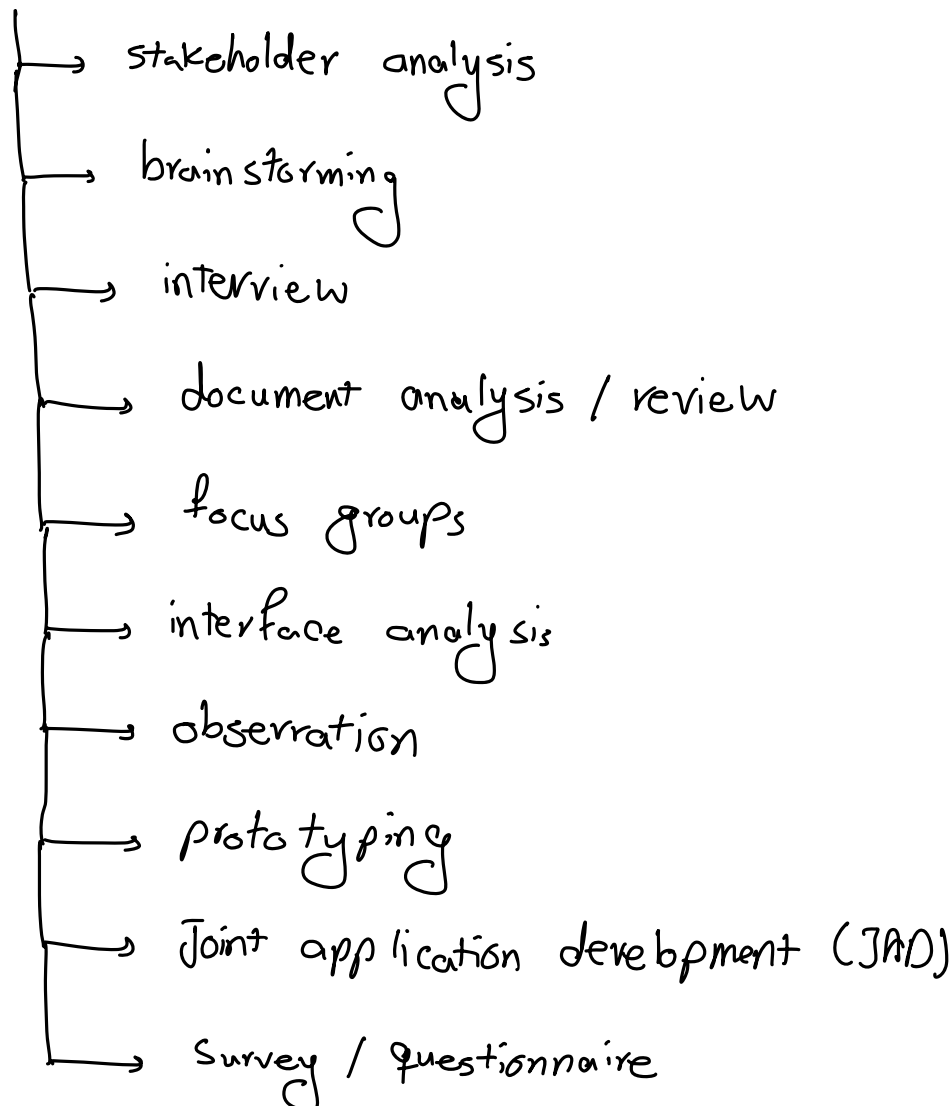


⚠ The best way to discover and develop "needs" and "wants" with your clients is through eliciting requirements

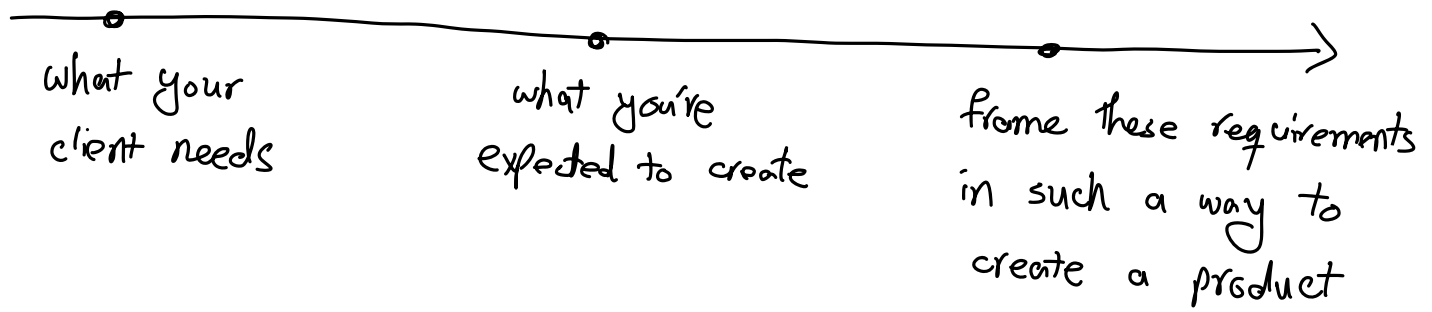
⚠ eliciting \neq gathering

⚠ PM or PO has to make sure that the goals are feasible, client expectations are realistic, and the product produced is the best possible result

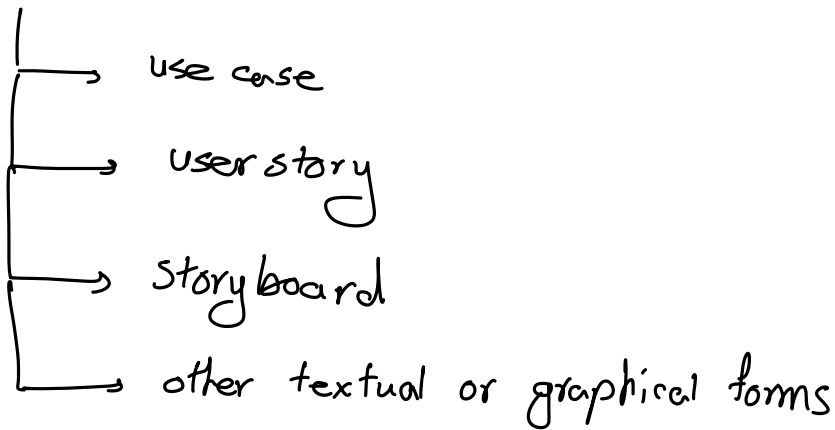
⚠ eliciting requirements techniques



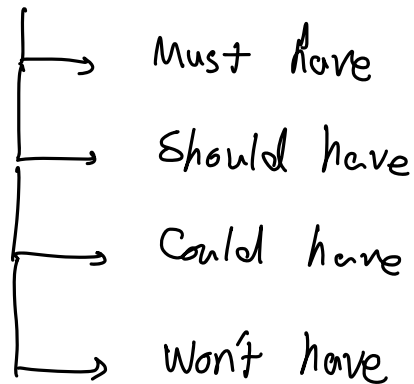
⚠ expressing requirements



⚠ Needs can take the form



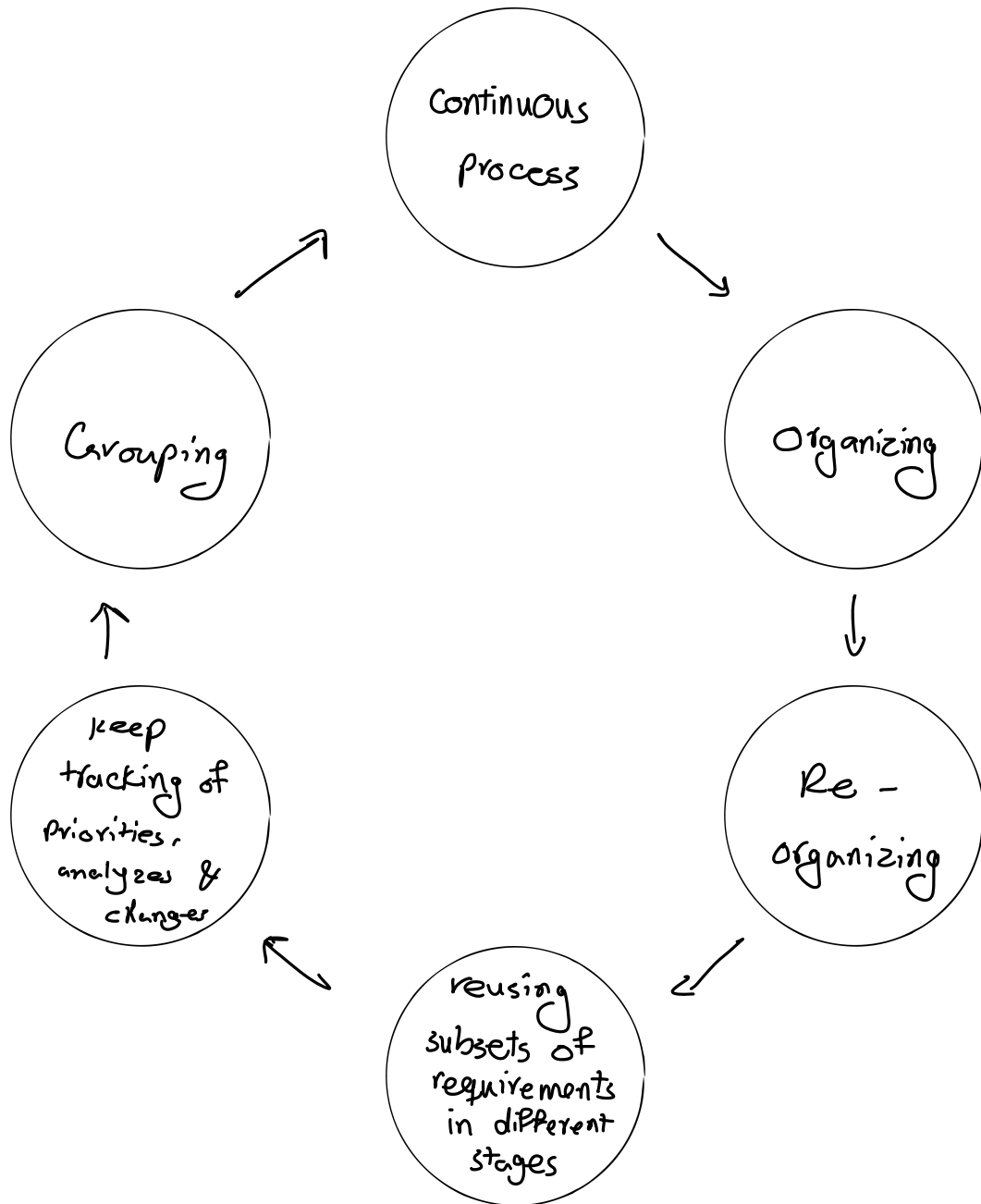
⚠ MOSCOW prioritization



⚠ requirements are complete, clear, and consistent

⚠ product vision is the long term strategic concept of the ultimate purpose and the form of a new system

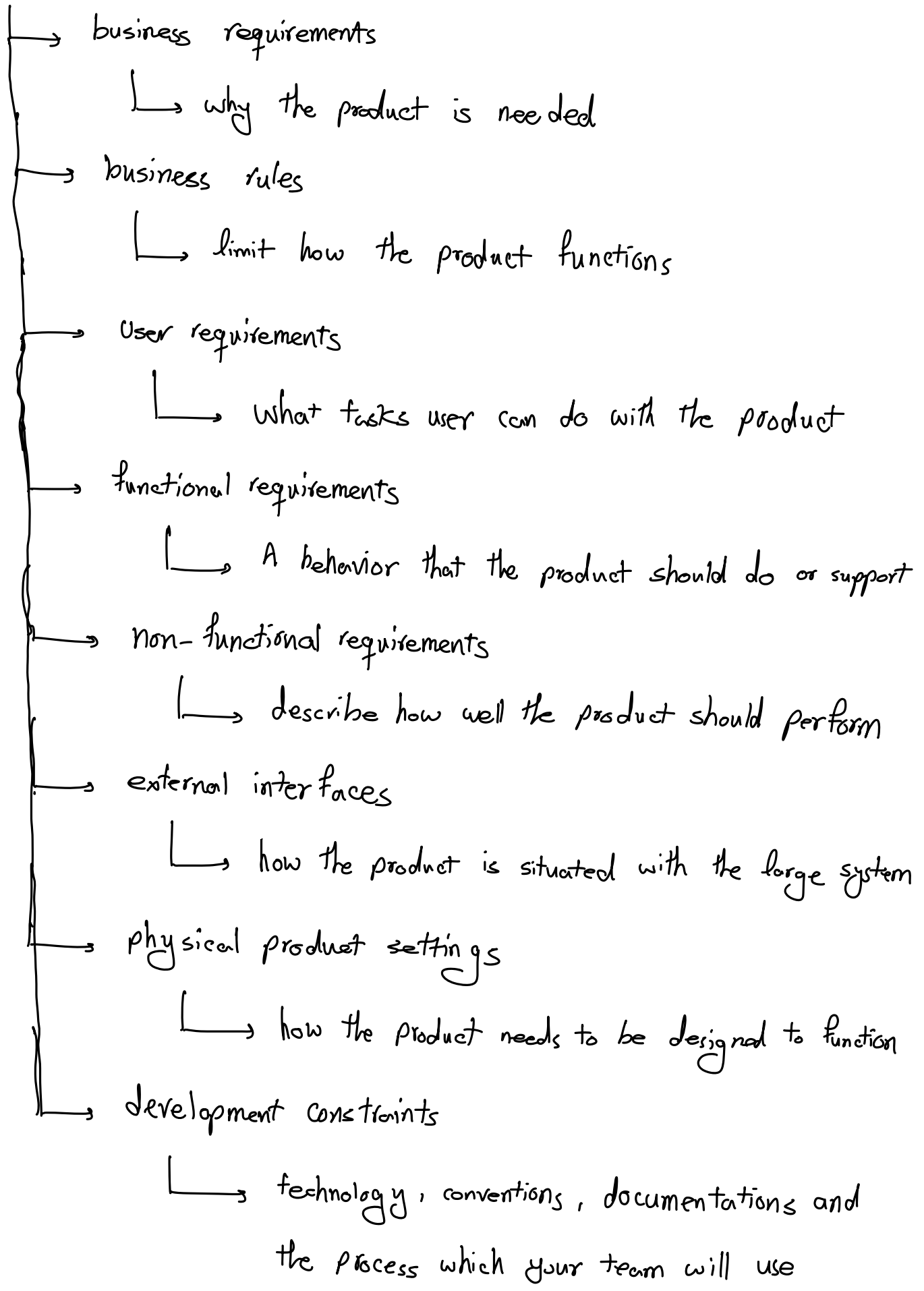
⚠ Managing requirements



⚠ requirements

- A list of features that should be included in the final version of the product
- A set of descriptions of how the product should perform in different situations
- The reason why that product should exist in the first place

⚠ types of requirements



⚠ what is scope creep

↳ what happens when the requirements of the product build up unmanaged

⚠ techniques to defend against scope creep

- ↳ make expectations clear between the customer & yourself
- ↳ draw the scope with your client
- ↳ help your client to prioritize the requirements

⚠ how to avoid scope creep

- ↳ estimate the amount of effort required to fulfill each requirement
- ↳ sum up the estimates and see if you can meet your deadline
- ↳ spend time to evaluate the implications of change
- ↳ revise your estimates and plans to reflect the change

⚠ strategies for avoiding problems in blurring requirements & design

- ↳ Is a solution just a possible option?
- ↳ Is the solution the only one possible?
- ↳ Is the solution addressing the wrong problem?
- ↳ Is the solution just to attract developer interest?
- ↳ Is the client more solution-focused?