

CSE702025: Software Engineering

Lab 2: Requirements

Objective

- To instruct students work in group to generate requirements for project

Activity – Smart Fridge Requirements

- **Roles:**

- For the purpose of this activity, you will pretend to be either a customer or a developer.
- If you are the customer, pretend that your use case matches the one described on the lecture slides: Dinner time -> on the way home -> inviting a lot of friends for a party -> want to quickly know whether my fridge is adequately stocked.
- If you are the developer, try to elicit requirements from your customer, without injecting your own requirements/ideas.

Activity – Smart Fridge Requirements

- **Instructions:** three rounds (20 min each)
 - Round 1: Elicit requirements (document questions and answers, scenarios, etc.)
 - Team 1 takes on the customer role.
 - Team 2 takes on the developer role.
 - Elicit requirements (“dig” deeper; document questions and answers, scenarios, etc.)
 - Team 1 takes on the developer role.
 - Team 2 takes on the customer role.
 - Group requirements by type

Activity – Smart Fridge Requirements

- **Template:**
 - **Requirements (first round)**
 - Req 1
 - **Requirements (second round)**
 - Req 2
 - **Groups of requirements:**
 - <type/group>: <examples from the lists above>