

# Issue #6: Requirements Definition Canvas

**Repository:** CherrelleTucker/codesign-toolkit **URL:**

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**State:** open **Labels:** 🛠 technical-codev, 🎨 phase-co-creation, 🌱 difficulty-beginner **Assignees:** None

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## Requirements Definition Canvas

**Tool Category:** Technical Co-Development | **Phase:** Co-Creation | **Difficulty:** 🌱 Beginner

*Collaboratively define what your Earth observation solution needs to do, how it should work, and what success looks like.*

## Tool Summary Card

Attribute	Value
 <b>Purpose</b>	Co-define functional requirements, interface logic, & output formats with users
 <b>Time Required</b>	2-3 hours workshop (can split into 2 sessions)
 <b>Participants</b>	3-6 people: end users + technical team members
 <b>Outputs</b>	Documented requirements, success criteria, technical specifications
 <b>Frequency</b>	Once per solution, revisit when scope changes significantly
 <b>Materials</b>	Canvas template, sticky notes, requirements validation checklist

## When to Use This Tool

### Perfect For:

- Translating user needs into technical specifications
- Bridging communication between users and developers
- Preventing scope creep and misaligned expectations
- Creating shared understanding of solution functionality

### Consider Alternatives When:

- Requirements are extremely complex (use staged approach)
- Users and technical teams can't meet simultaneously
- Project is in very early discovery phase (do stakeholder mapping first)

## Prerequisites & Preparation

### Must Have Before Starting:

- Basic understanding of user needs (from interviews or surveys)
- Identified key users willing to participate actively
- Technical team members who understand implementation constraints
- Clear project scope and objectives

### Helpful to Have:

- Existing user workflows documented
- Current tools/systems that users employ
- Any technical constraints or requirements already known
- Examples of similar solutions (for reference, not copying)

## Implementation Guide

### Canvas Structure Overview

The Requirements Definition Canvas has 6 key sections:

 USER NEEDS	 SOLUTION CONCEPT	 SUCCESS CRITERIA
What problems are we solving?	High-level approach	How we'll know it's working
 FUNCTIONAL REQUIREMENTS	 INTERFACE REQUIREMENTS	 TECHNICAL CONSTRAINTS
What must it do?	How users interact	What limits do we have?

### Workshop Agenda (2.5 hours)

#### Setup & Context (15 minutes)

- Introductions and role clarification
- Review project background and user research findings
- Explain canvas process and expected outcomes
- Establish ground rules for collaboration

#### Define User Needs (30 minutes)

- **Individual brainstorm (10 min):** Each person writes user problems/needs
- **Group discussion (15 min):** Share and cluster similar needs
- **Prioritization (5 min):** Identify top 3-5 most critical needs

Example outputs: "Real-time wildfire detection alerts," "Integration with existing dispatch systems," "Accuracy sufficient for evacuation decisions"

## Solution Concept (25 minutes)

- **Concept sketching (15 min):** How might we address these needs?
- **Group synthesis (10 min):** Combine ideas into coherent approach

*Example output: "Automated alert system that processes satellite data every 15 minutes and sends notifications through existing emergency management channels"*

## Functional Requirements (40 minutes)

- **Core functions (20 min):** What must the solution DO?
- **Data requirements (10 min):** What data does it need as input/output?
- **Integration needs (10 min):** How does it connect to existing systems?

*Example outputs: "Process Landsat and MODIS thermal data," "Generate confidence scores for each alert," "Export to IPAWS format"*

## Interface Requirements (30 minutes)

- **User workflows (20 min):** Step-by-step how users will interact
- **Output formats (10 min):** What do users need to receive and when?

*Example outputs: "Dashboard shows active alerts on map," "Email notifications include coordinates and confidence level," "Mobile-friendly for field personnel"*

## Technical Constraints & Success Criteria (25 minutes)

- **Constraints (15 min):** What technical, organizational, or resource limits exist?
- **Success criteria (10 min):** How will we measure if this works?

*Example outputs: "Must work with existing ArcGIS infrastructure," "95% uptime requirement," "Reduce false positive rate to <10%"*

## Review & Validation (15 minutes)

- Walk through complete canvas
- Identify any gaps or conflicts
- Confirm everyone's understanding aligns
- Plan next steps and validation activities

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## Canvas Completion Checklist

### User Needs Section:

- 3-5 specific user problems clearly articulated
- Problems are ranked by priority/importance
- Each problem is tied to specific user types or workflows
- Problems are actionable (not too broad or vague)

### Solution Concept Section:

- High-level approach is clear and understandable
- Concept directly addresses the prioritized user needs
- Approach is feasible given known constraints
- All participants understand and agree with direction

### **Functional Requirements Section:**

- Core functions are specific and testable
- Data inputs and outputs are clearly defined
- Integration requirements are technically feasible
- Requirements are prioritized (must-have vs nice-to-have)

### **Interface Requirements Section:**

- User workflows are step-by-step clear
- Output formats match user needs and existing systems
- Interface considerations include accessibility needs
- Interaction patterns are familiar to users

### **Technical Constraints Section:**

- Infrastructure limitations are documented
- Security and compliance requirements are clear
- Resource constraints (time, budget, staff) are realistic
- Dependencies on other systems are identified

### **Success Criteria Section:**

- Metrics are specific and measurable
- Success criteria are achievable and time-bound
- Both technical and user satisfaction metrics included
- Criteria can be validated through testing

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## **Troubleshooting & Adaptations**

### **"Users and developers are speaking different languages"**

**Common Issue:** Technical jargon vs user terminology creating confusion

#### **Solutions:**

- **Assign a translator:** Someone who understands both sides
- **Use visual aids:** Sketches, mockups, existing system screenshots
- **Define terms:** Create shared vocabulary list during the session
- **Focus on "what" before "how":** Understand functionality before implementation

#### **Facilitation Tips:**

- "Let me restate that in different terms..."
- "Can you show us an example of what you mean?"
- "What would that look like from your perspective?"

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### **"Requirements keep expanding during the session"**

**This is Normal but Needs Management:**

### **Prevention Strategies:**

- **Set scope boundaries clearly at start:** "Today we're focusing on core functionality"
- **Use a parking lot:** Capture good ideas that are out of scope
- **Time-box discussions:** "Let's spend 10 minutes on this topic"

### **When Scope Creeps:**

- **Acknowledge the value:** "That's a great idea..."
- **Prioritize ruthlessly:** "Is this more important than what we already identified?"
- **Plan for later phases:** "Let's capture this for version 2"

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## **"Users disagree on requirements"**

### **Different User Types = Different Needs (Often!)**

#### **Strategies:**

- **Understand the root need:** Why do they want different things?
- **Look for flexible solutions:** Can the system serve both needs?
- **Prioritize by impact:** Which users are most critical to project success?
- **Plan phased approach:** Address highest priority needs first

#### **Example Resolution:**

- Field users want mobile interface, office users want desktop
- Solution: Responsive design that works on both
- Or: Start with mobile (higher priority), add desktop later

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## **Output Templates & Validation**

### **Requirements Documentation Template**

```
# [Solution Name] Requirements Definition
Date: [Workshop Date] | Participants: [List names and roles]

## 👤 Prioritized User Needs
1. [Highest priority need - specific problem statement]
2. [Second priority need - specific problem statement]
3. [Third priority need - specific problem statement]

## 🚀 Solution Concept
[2-3 sentences describing the high-level approach]

## 🛠 Functional Requirements
### Must Have:
- [ ] [Specific function the system must perform]
- [ ] [Another critical function]

### Should Have:
- [ ] [Important but not critical function]

### Could Have:
```

- [ ] [Nice-to-have function for future consideration]

## ## 🖥 Interface Requirements

### ### User Workflows:

1. [Step-by-step user process]
2. [Alternative workflow if needed]

### ### Output Formats:

- [What users receive and in what format]
- [Integration requirements with existing systems]

## ## 📈 Technical Constraints

- [Infrastructure limitations]
- [Security/compliance requirements]
- [Resource constraints]

## ## 🎯 Success Criteria

- [Measurable technical performance metric]
- [User satisfaction metric]
- [Adoption/usage metric]

## Validation Activities (After Workshop)

### Week 1: Internal Review

- Technical team reviews feasibility of all requirements
- Project manager reviews scope and resource implications
- Stakeholder lead reviews user representation and priorities

### Week 2: User Validation

- Send requirements summary to workshop participants for confirmation
- Share with 2-3 additional users who weren't in workshop
- Ask specific validation questions (see below)

### Week 3: Final Documentation

- Incorporate feedback and finalize requirements
- Create technical specifications document
- Plan development approach and timeline

## User Validation Questions

- Does this accurately represent your most important needs?
- Are we missing any critical functionality?
- Do the success criteria match how you'll evaluate the solution?
- Are the proposed interfaces compatible with your workflows?
- What concerns do you have about this approach?

## 🔗 Related Tools & Next Steps

### Before This Tool:

- [Stakeholder Mapping Workshop](#) - Identify who should participate
- [Discovery Interview Blueprint](#) - Understand user needs in depth

#### After This Tool:

- [User Testing Protocol](#) - Test solutions against these requirements
- [Technical Validation Checklist](#) - Verify implementation meets requirements

#### Alternative Approaches:

- [User Journey Mapping Kit](#) - If workflows are very complex
- [Output Validation Checklist](#) - If requirements are mostly about data formats

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## Source Attribution

#### Primary Methodology Sources:

- **Meeting Notes - Technical Development CoDesign Toolkit Working Group** - Requirements co-specification approach
- **Solution Co-Development Toolkit Narrative** - User-centered requirements definition
- **NSITE Solution Project Requirements and Expectations** - Collaborative specification processes

#### Canvas Design Inspiration:

- Business Model Canvas methodology adapted for technical requirements
- Lean UX and Design Thinking collaborative workshop techniques
- Agile user story and acceptance criteria frameworks

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## Community Discussion

#### Share your experience:

- What was the most challenging part of facilitating requirements definition?
- How did you handle disagreements between users and technical constraints?
- What adaptations did you make for remote/distributed teams?
- What requirements did you miss that came up later in development?

#### Tool improvements:

- What sections would you add or modify?
- How do you handle very complex or technical domains?
- What validation methods work best for your context?