# Elicitation process

Comes after initial feasibility study. Work with customers and system end users to find out about the application domain, what services it should provide, the required performance of the system, hardware constraints.

Elicitation process:

1. Requirements discovery
2. Requirements classification & organisation
3. Requirements prioritisation & negotiation
   1. Agree on compromise, e.g., we can’t use current data for all leagues
4. Requirements specification

Elicitation Requirements:

* Knowledge of the overall area where the system is applied
* The details of the precise customer problem where the system will be applied needs to be understood
* Interaction of system with external requirements
* Detailed investigation of user needs
* Define the constraints for system development

Interviews/ Questionnaire:

* Leaning more towards questionnaires as we can do more with analysis of it after
* Closed interviews
  + Answers are gathered from pre-defined questions

Areas of questions:

* Software itself
  + What do they expect from the system?
  + Leagues/ Teams
  + What data do they want?
    - Corners/ Cards/ Score/ Goals etc
  + How accessible do they want it? Ease of use Questions
  + How can they use it
    - Phone/ Web browser
  + Do we need for people to make an account?
* Interface
  + Drag and drop
  + Search bars
  + How much data do they want to see?
  + Just graphs or tables or both
  + Colours
  + Labels
    - Needs to be understandable
    - User might not know xG xGP90 etc
* Scenario based elicitation
  + Work out what can go wrong with the system and correct it before we make it