

Requirements Management Plane

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1. Project Overview:

A collaboration peer teaching system, where students registered in a course can join the group of the course and use the system to collaborate on the subject, exchanging ideas and help each other with the course contents. The system has 3 channels of user interfaces, a web site and 2 mobile apps, one that works for Android® and the second app for Apple IOS®.

2. The requirements gathering process:

We will use Group meeting for collecting the requirements, as we will get the stockholders and collect the requirements that maybe needed in the system and then make elections to choose which requirements would be implemented in the system and classify and cluster them then prioritize them and then discuss what would be the main acceptance criteria, and then analyse them from the technical perspective to test them to check any conflicts or ambiguity or any technical issues. After testing the requirements technically, we will test and analyse them from the business wise and see if they are suitable for our business and the organization and also analyse them financially to see if they would be beneficial for our business or not. After that we need to test if those requirements makes any conflicts with the organizational policies and privacy terms or not, and then revalidate them with the stakeholders to take their agreements on them.

3. Roles and responsibilities

project manager, for instance, should have the overall responsibility for scope change management of the requirements. The lead analyst, should have overall responsibility for the integrity of the requirements throughout the rest of the lifecycle. The project sponsor will have the largest weight in selecting the requirements and success criteria.

4. Tools:

Our tools are Microsoft project and Project Libre and some meetings would be held on Skype and will use E-mails to organise the group meetings and exchange news.

5. **Requirements traceability:**

1. The system supports many platforms like WEB, Android®, and Apple IOS®.
2. The student registered in a course can join the group of the course and use the system to collaborate on the subject, exchanging ideas and help each other with the course contents.
3. The system offers a marketplace where paid services are also be available, such as a student can sell a problem solution to his peers for 5 L.E. per solution per buyer.
4. Each course group have a coordinator (the course teacher or one of the assistants) to make sure that no cheating, nor solving homework's or implementing projects for others is happening.
5. The system have all the features of Google Classroom.
6. The users are registered in the same way as Google Classroom.
7. The course coordinator will also be rewarded 25% of all the system income of his/her course.
8. The system have the ability to create and manage online chat rooms where text, voice, and videos can be streamed.

Requirement No.	Category	Source	Status
1	Platform	Project charter	Complete
2	Feature	Project charter	Complete
3	Feature	Project charter	Under development
4	Feature	Project charter	Completed
5	Feature	Project charter	Completed
6	Register method	Project charter	Completed
7	Financial feature	Project charter	Completed
8	Feature	Project charter	Not completed yet

6. Change Control:

Changing in the requirements affects the project and can change its scope, so it must be controlled and analysed carefully. To change any thing in the requirements all the steps defined in creating the requirements should be repeated for the changed requirements. The persons responsible for changing the requirements are the project sponsor and the technical team manager and the technical team leader, and if any one else wants to change any thing in the requirements he should make a formal request to them.