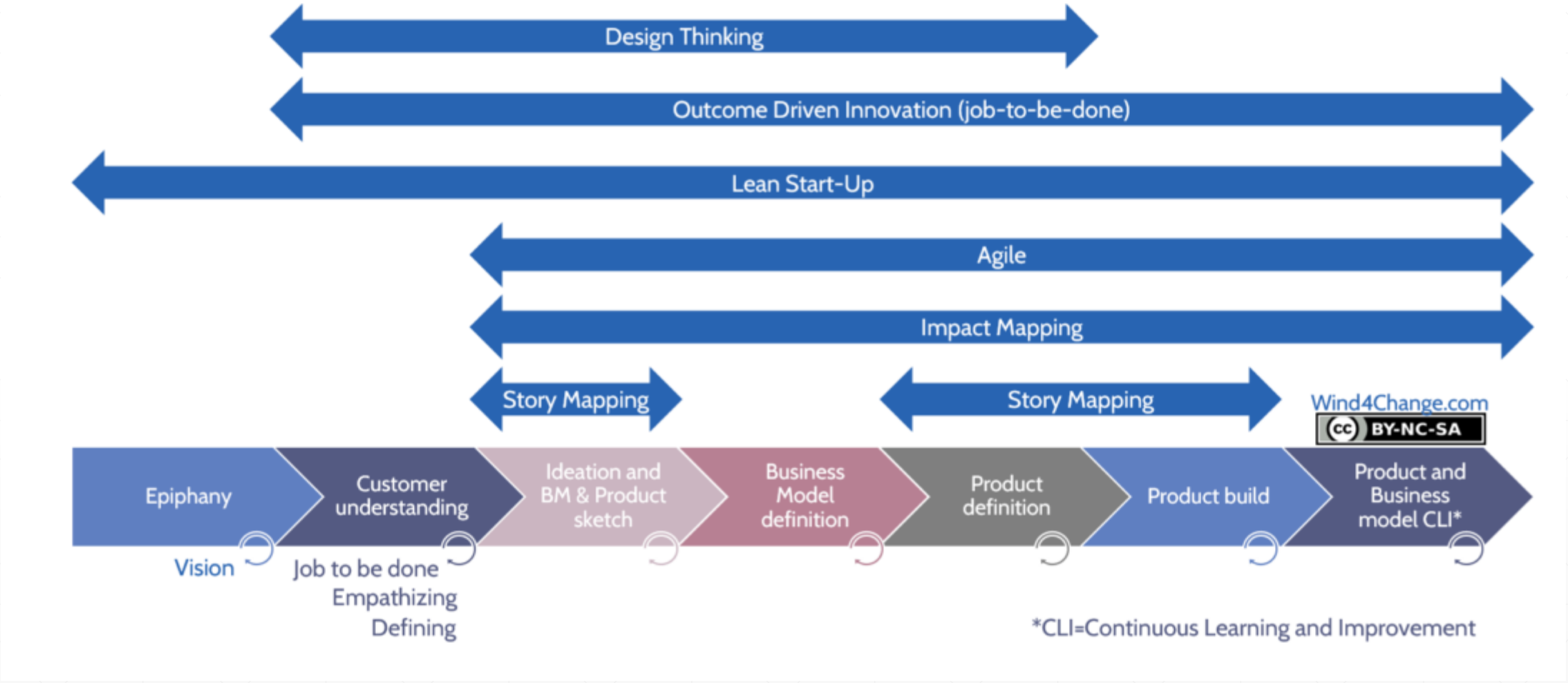
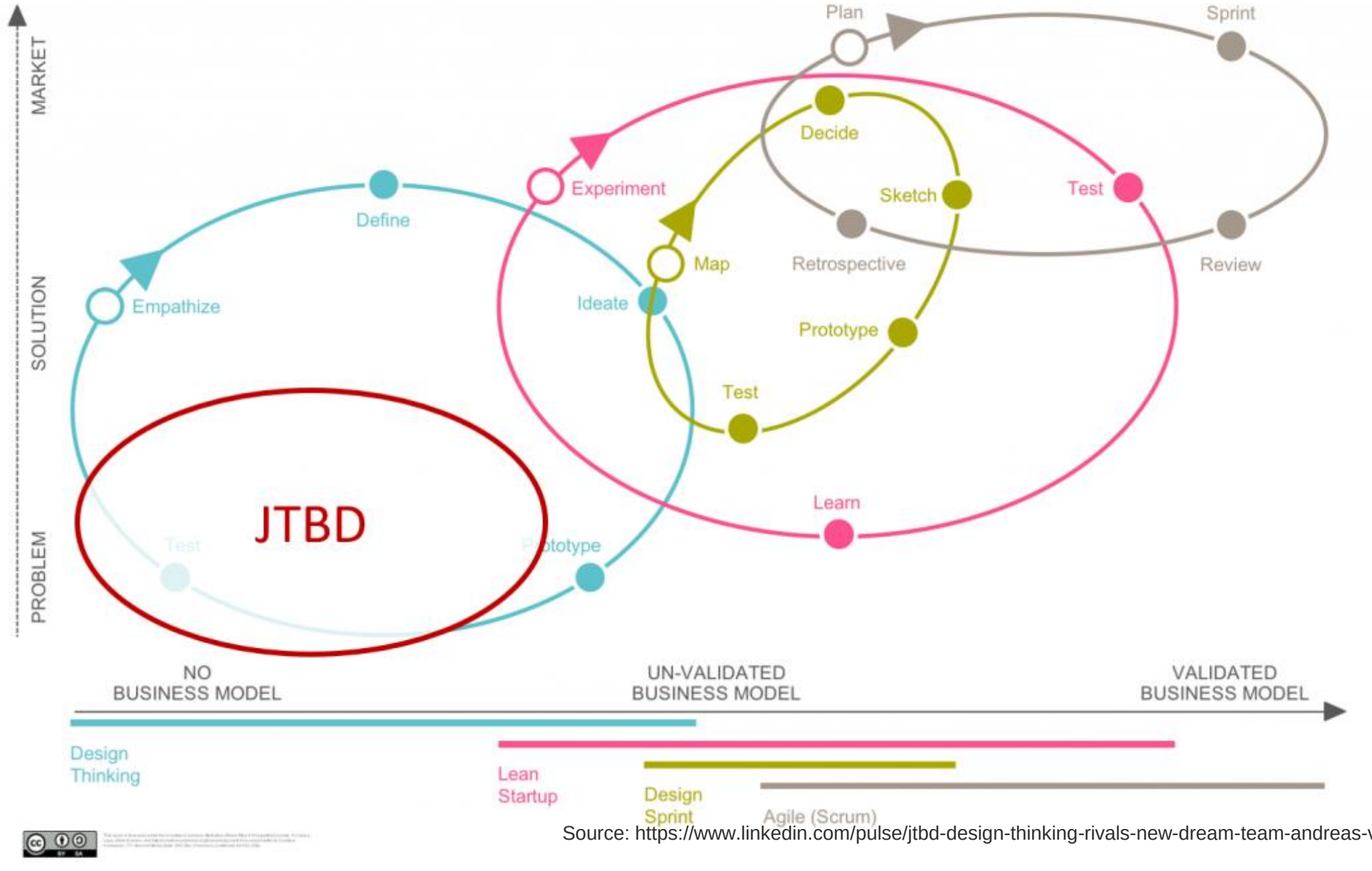
THERE ARE OTHER WAYS…

REQUIREMENT ENGINEERING | Engenharia de Requisitos

2023/24



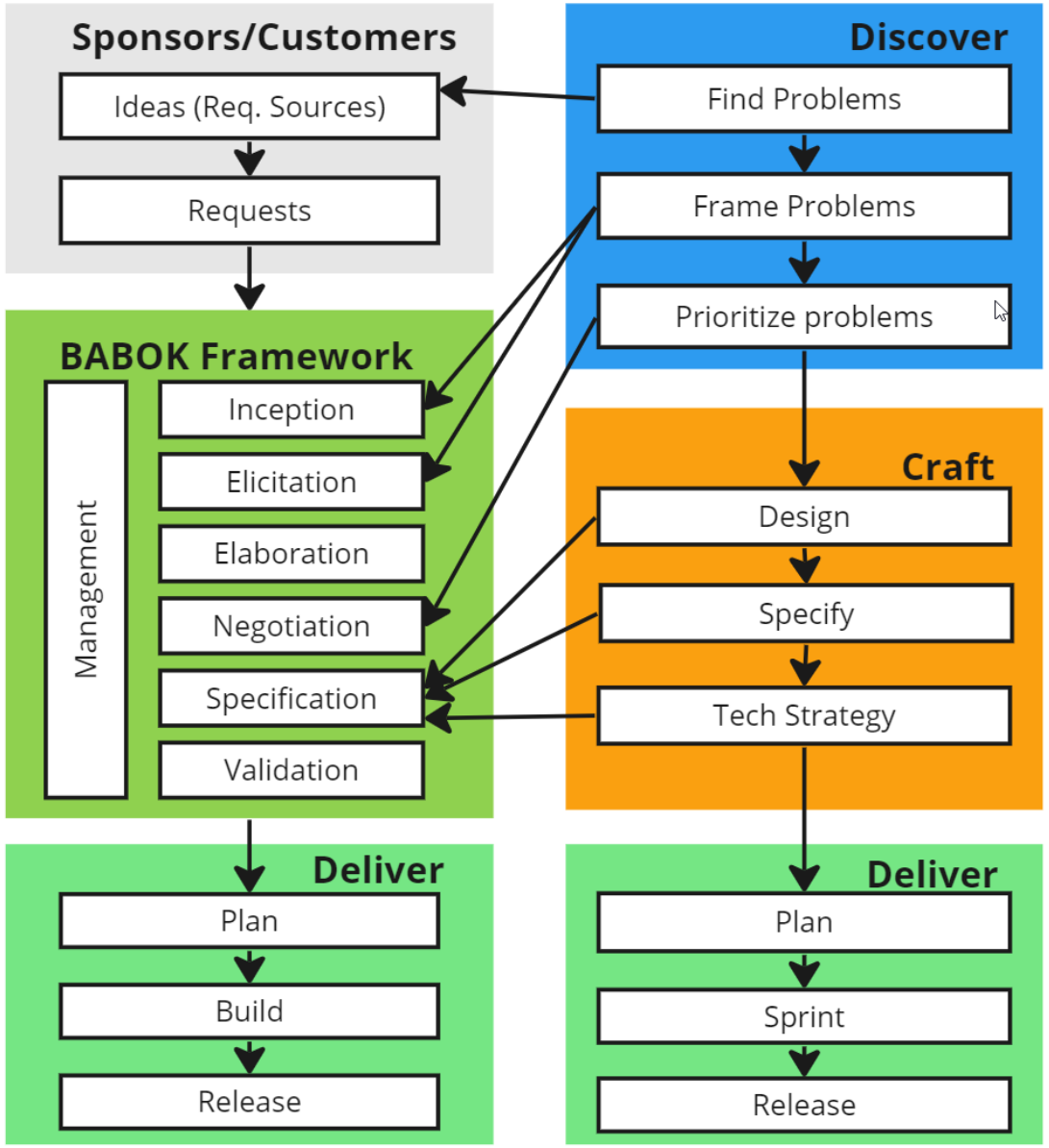
Source: https://wind4change.com/innovation-process-framework-methodology-what/



Source: https://www.linkedin.com/pulse/jtbd-design-thinking-rivals-new-dream-team-andreas-von-criegern/

BABOK vs Discover/Craft/Deliver

- top-down approach
- service/project oriented
- formal procedure
- formal sign-off
- time consuming
- less user oriented
- more focus on feature
- easy to manage change requests

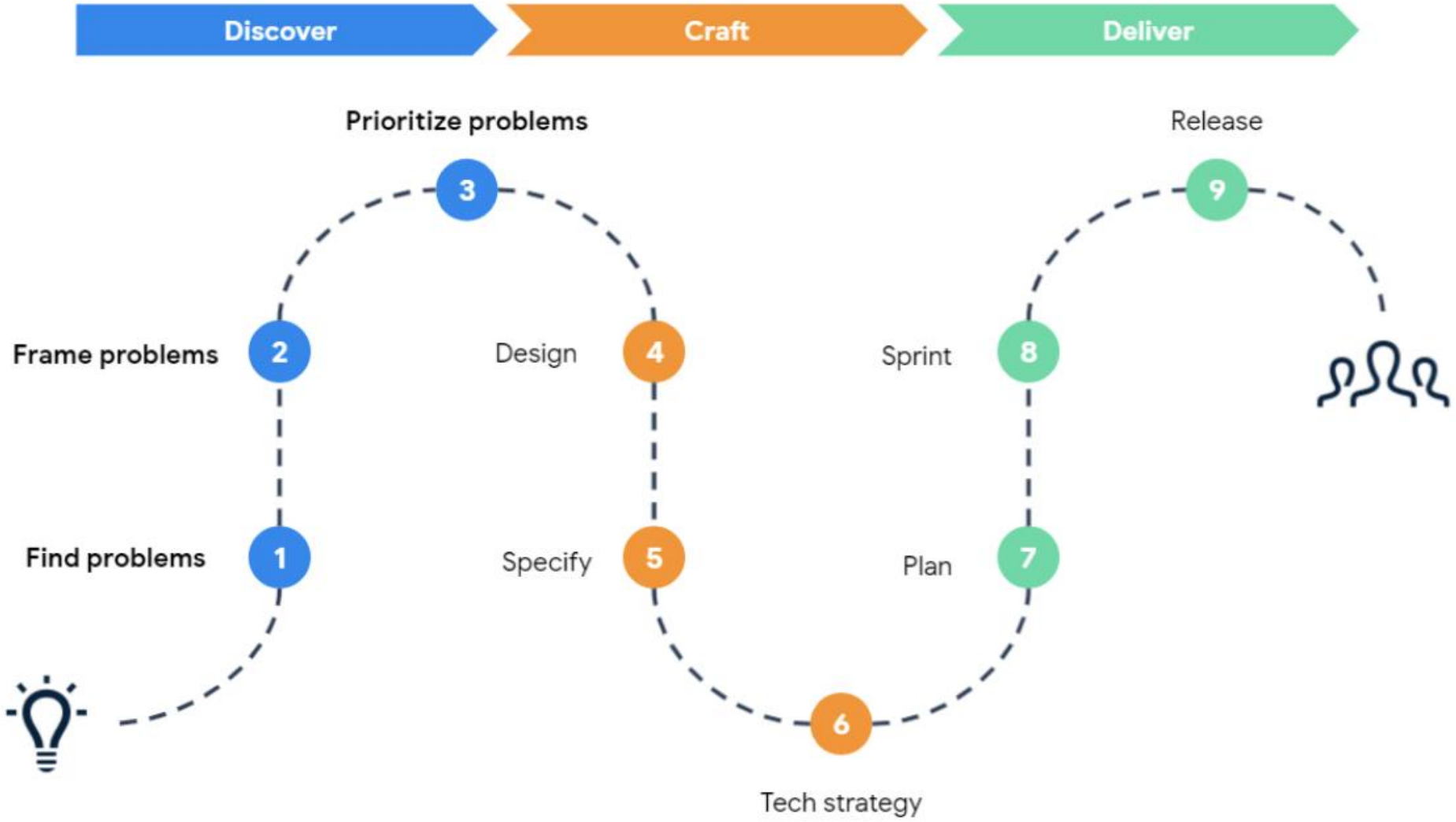


- collaborative approach
- product oriented
- less formal, faster iterations
- more focus on the experience
- more focus into goals/metrics
- less focus into features
- empowers innovation

From ideas to users

Discover

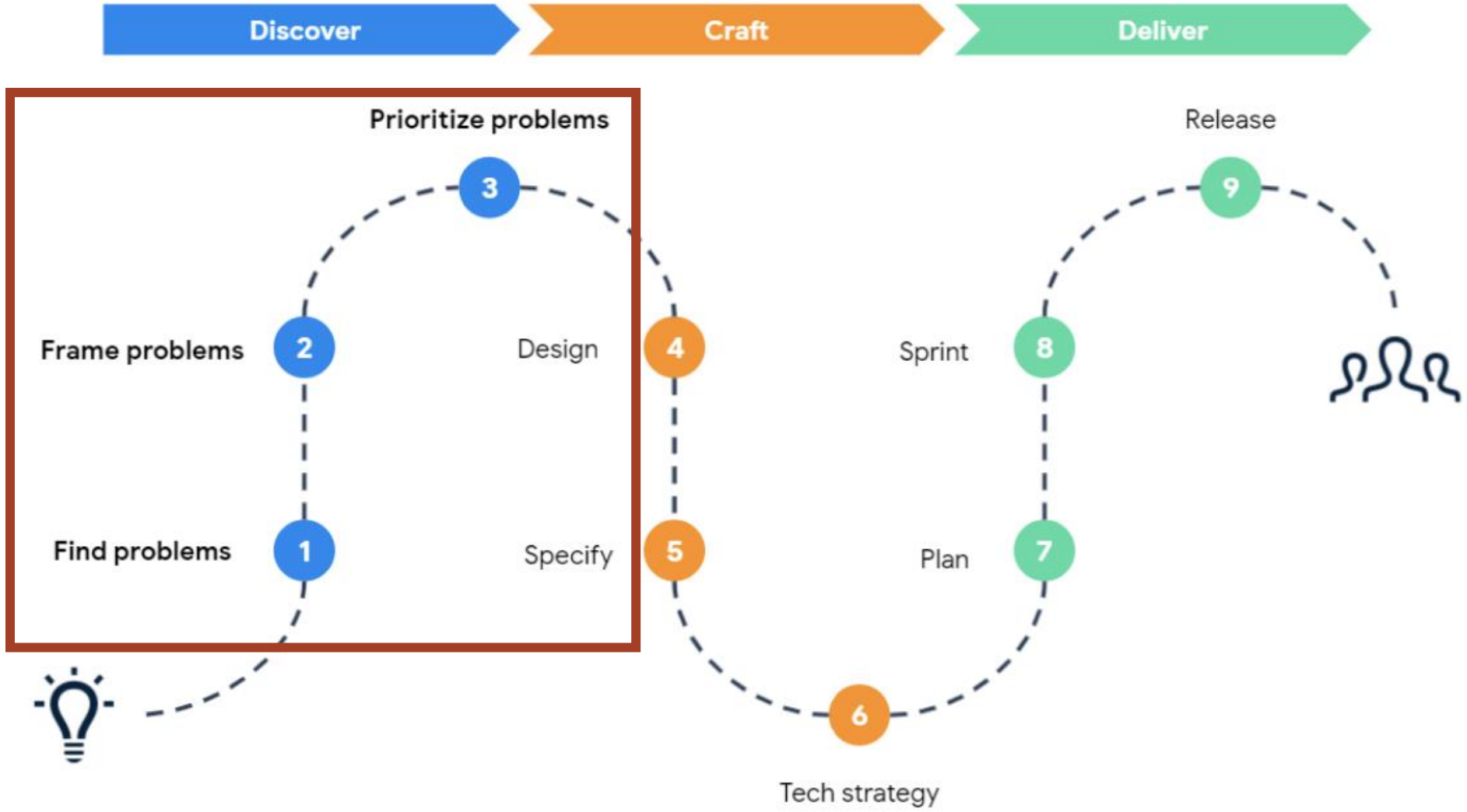
From ideas to users



From ideas to users

Discover

From ideas to users



Discover – Find problems

Goals?

- Understand customer needs/goals
- Find market Opportunities

How?

- Competitive analysis
- Differentiator analysis
- Market Dynamics and research
- Feedback
- Creativity
- Introspection
- Data mining
- Current system analysis

Discover – Frame problems

Goals?

- Confirm Problems
- Assess their criticity

How?

- Previous studied elicitation techniques
  - Documentation analysis
  - Current system analysis
  - System monitoring
- Technical analysis
- Jobs-to-be-done
- User research (Includes previous elicitation techniques and more)

Discover – Prioritize problems

Goals?

- Make sure we always work on the most impactful problems

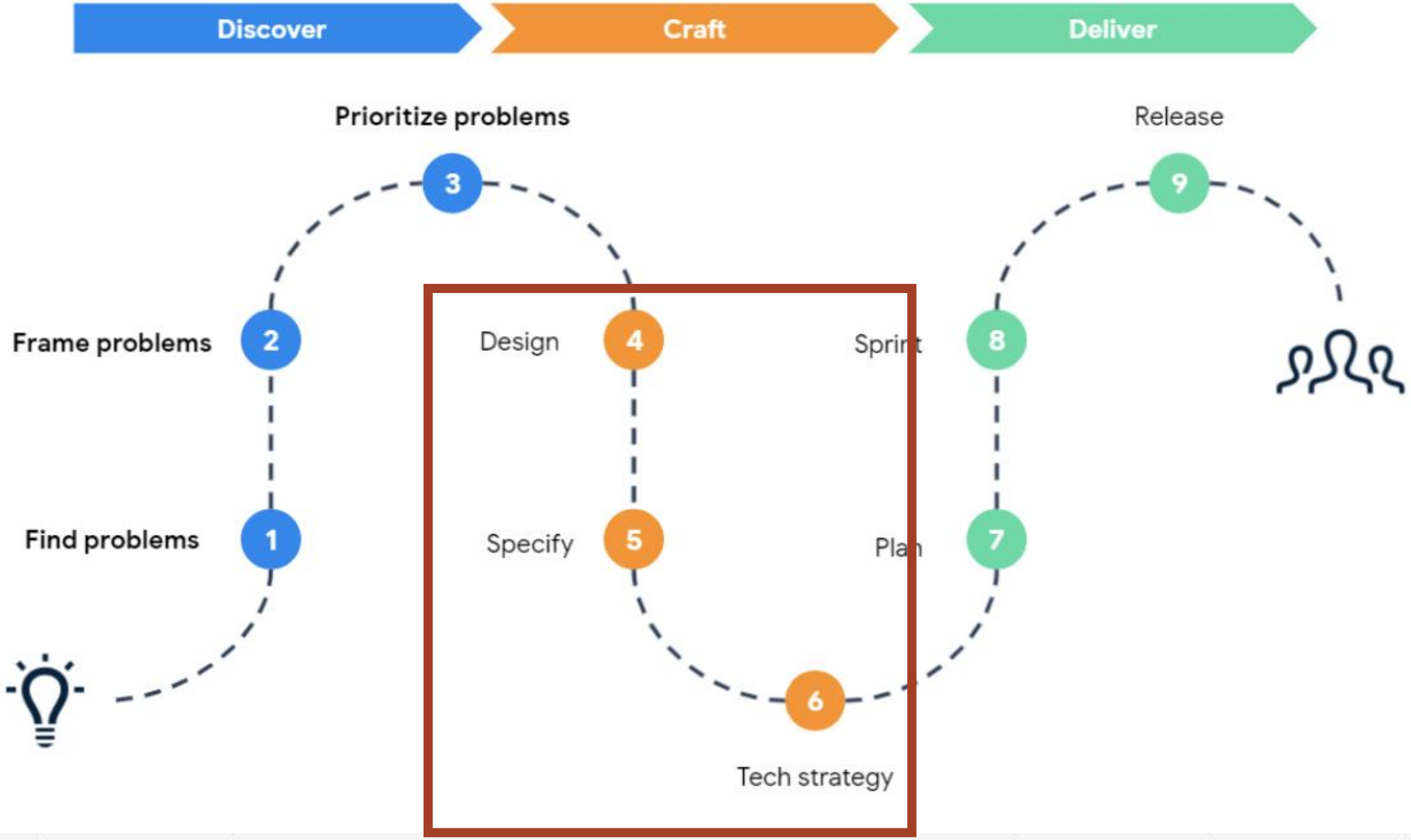
How?

- Discussions with strategy teams
- Prioritization Frameworks

From ideas to users

Craft

From ideas to users



Craft – Specify

Goals?

- Translate business needs and solution in actionable items for engineers

How?

- Flow charts
- Specifications
- Acceptance criterias

Craft – Design

Goals?

- Usability, utility and desirability

How?

- User journey maps
- Benchmarks
- Wireframes, Mockups and Protoypes
- User tests
- Decision Docs

Craft – Tech Strategy

Goals?

- Design a simple and scalable technical solution

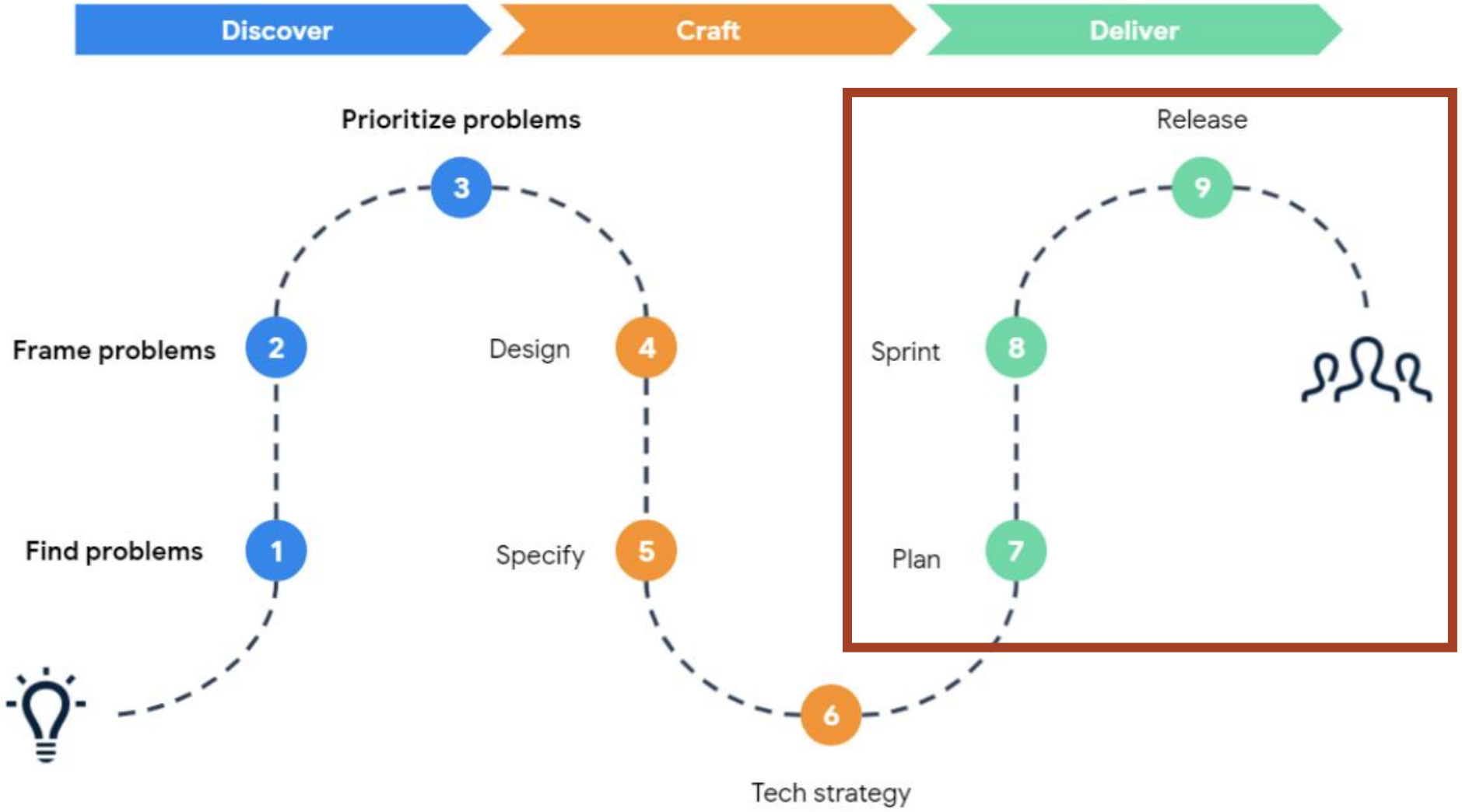
How?

- Architecture diagrams
- Database diagrams
- API design

From ideas to users

Delivery

From ideas to users



Delivery – Plan Work

Goals?

- Estimate and break work into different milestones

How?

- Backlog refinement
- Planning

Delivery – Sprint

Goals?

- Develop the solution designed

How?

- Code
- Test

Delivery – Release

Goals?

- Release

How?

- Delivery and deploy
- Document
- Communicate
- Measure
- Iterate

THERE ARE STILL OTHER WAYS…

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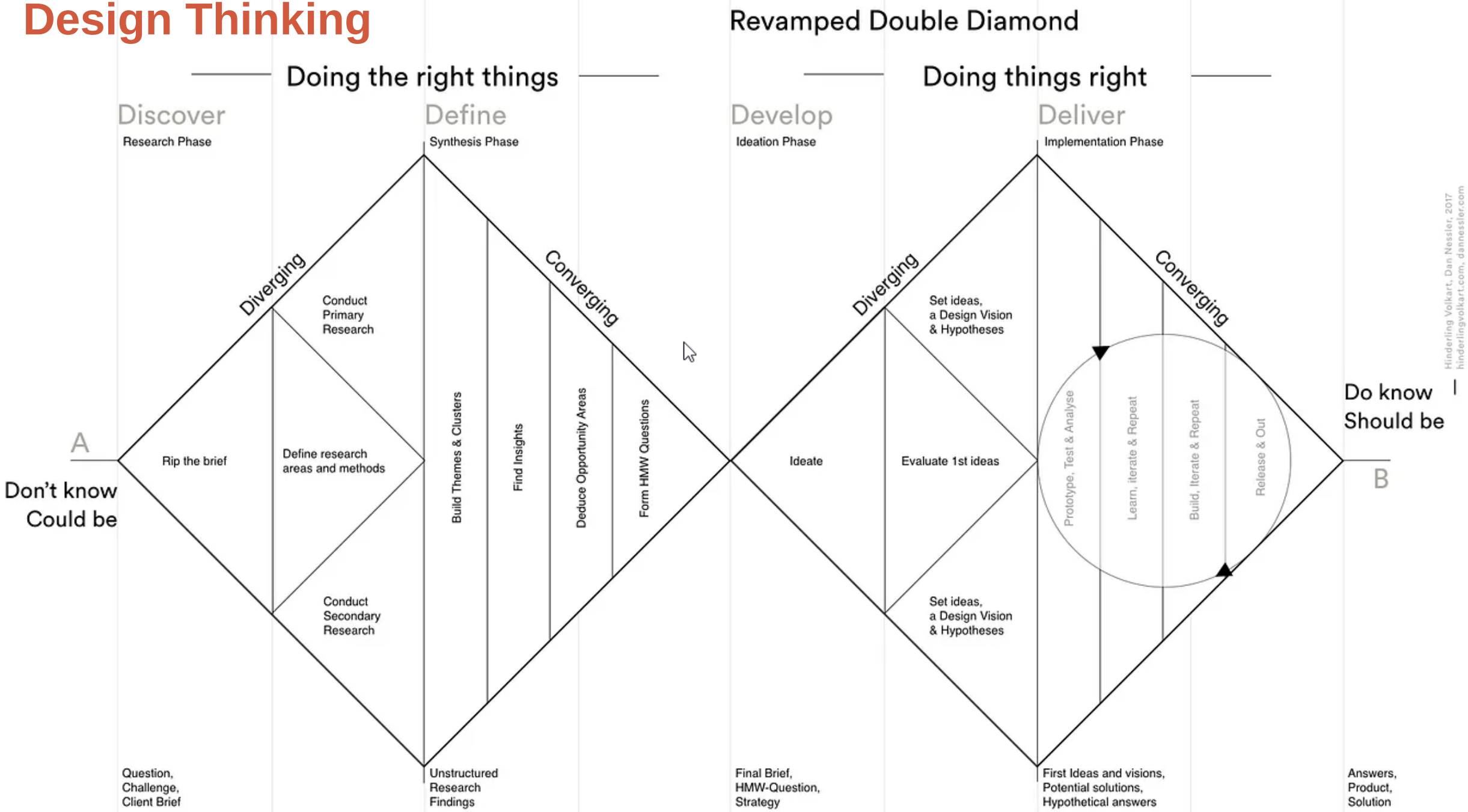
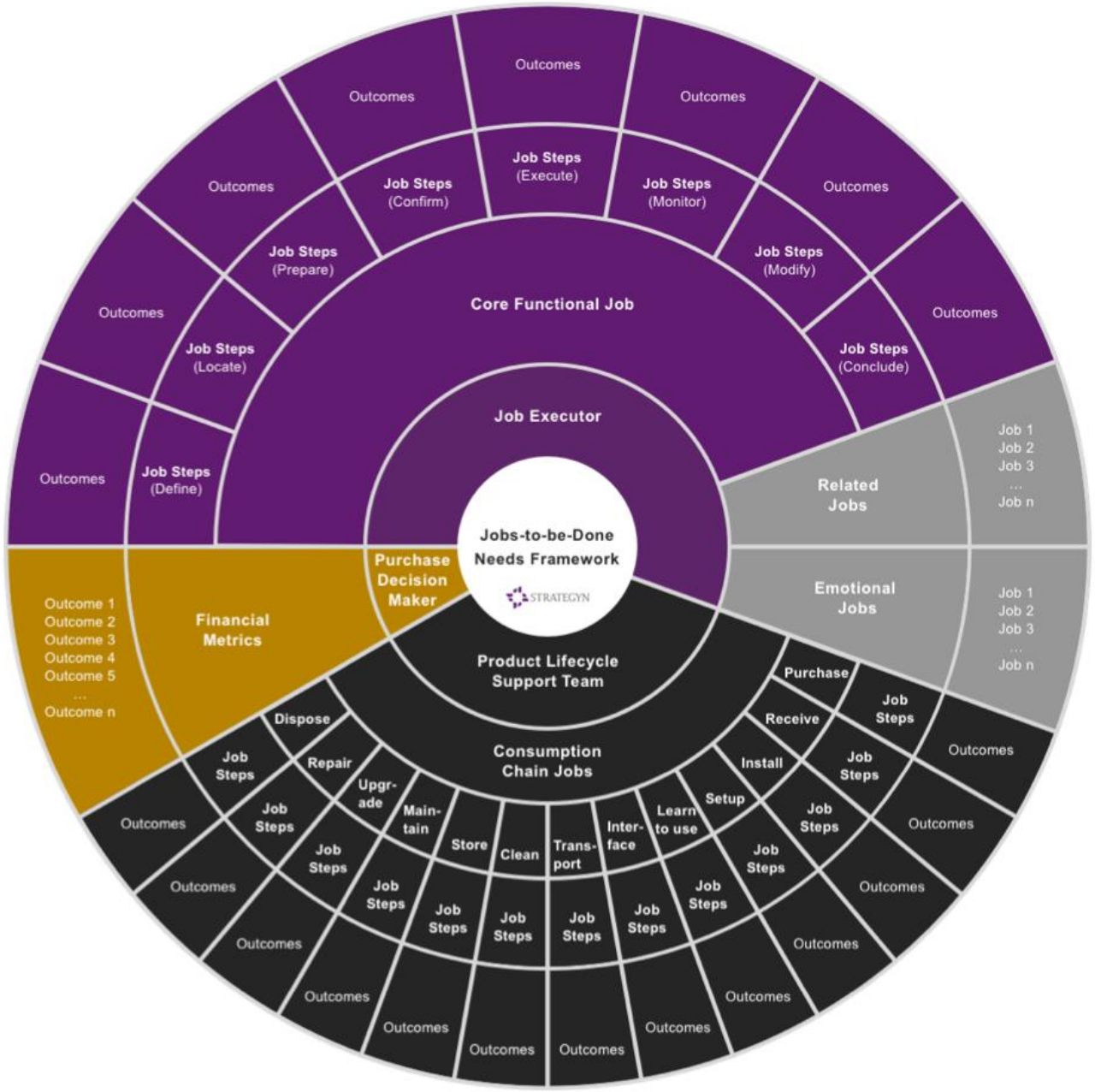
Appendix

Discover

Design Thinking



Outcome-Driven Innovation – Jobs to be done



The Scrum Framework At a Glance

Version 5.0

The Product Backlog is an emergent, ordered list of what is needed to improve the product and includes the Product Goal.

Product Backlog
(owned by PO)

Product Owner

Refinement

Refinement is a continuous activity used to add detail, estimates, and order to items in the Product Backlog.

Sprint Planning establishes the Sprint Goal, what can be done, and how the chosen work will be completed.

Sprint Planning

Sprint Backlog
(owned by the Developers)

The Sprint Backlog is the set of Product Backlog items selected for the Sprint by the Developers, plus a plan for delivering the product Increment and realizing the Sprint Goal.

ScrumMaster

Daily Scrum

The purpose of the Daily Scrum is to inspect progress toward the Sprint Goal and adapt the Sprint Backlog as necessary, adjusting the upcoming planned work.

***Sprint of 1 month or less**
(the heartbeat of Scrum)

Each Sprint should bring the product closer to the overall Product Goal.

Sprint Review

The purpose of the Sprint Review is to inspect the outcome of the Sprint with stakeholders and determine future adaptations.

Increment

A sum of usable Sprint Backlog items completed by the Developers in the Sprint that meets the Definition of Done, plus the value of all of the increments that came before.

Developers

Sprint Retrospective

The Sprint Retrospective is when the Scrum Team inspects how the last Sprint went with regards to individuals, interactions, processes, tools, and Definition of Done. The Team identifies improvements to make the next Sprint more effective and enjoyable. This event concludes the Sprint.

Who should participate and for how long?

SPRINT PLANNING:

Who: *The entire Scrum Team*

Timebox: *Maximum of 8 hours for a month-long Sprint. Shorter timebox for shorter Sprints.*

DAILY SCRUM:

Who: *The Developers, but if the Product Owner or Scrum Master are actively working on items in the Sprint Backlog, they participate as Developers.*

Timebox: *Maximum of 15 minutes.*

SPRINT REVIEW:

Who: *The entire Scrum Team. Stakeholders are invited to provide feedback on the increment.*

Timebox: *Maximum of 4 hours for a month-long Sprint. Shorter timebox for shorter Sprints.*

SPRINT RETROSPECTIVE:

Who: *The entire Scrum Team.*

Timebox: *Maximum of 3 hours meeting for a month-long Sprint. Shorter timebox for shorter Sprints.*

Scrum Alliance®

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= Scrum artifacts that help manage the work

= Events or ceremonies that occur inside each Sprint

= Ongoing activity

Image credits: scrumalliance.org

SAFE

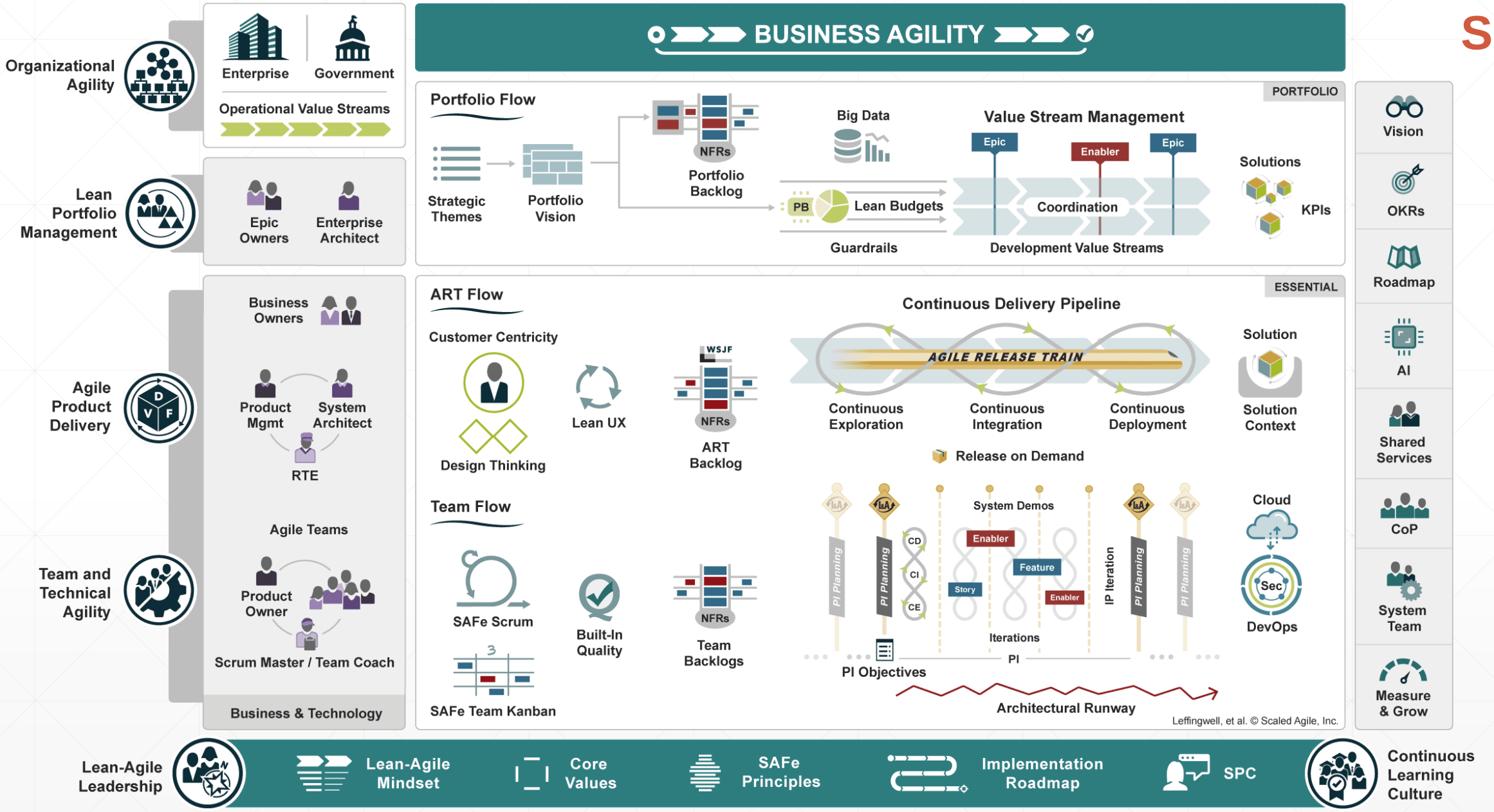

Image credits: scaledagileframework.com/

Disclaimer

Discover

Disclamer

1. Depending on the product maturity there are some processes that makes more sense than others
2. Depending on the product/company this processes can potentially need to suffer mutations.