

Lab 2 – Activities

Objectives: Understanding user requirements

- Review your project
- Discuss and revise the product backlog of your project. Each item in the product backlog is a user story following a simple template, as follows [1]:

*As a <type of user>,
I want <to perform some task>
so that I can <achieve some goal/benefit/value>.*

- Each member selects TWO items in the product backlog and designs prototypes for the items [2]. You can use any design tools, such as, MS Visio, Visual Studio, Eclipse, or Weebly.com.
- Interview: ask a member in different group to get feedback and improve your prototypes, write down what you need to change.
- Each member describes the use cases of the prototyped items following the provided template.

Students need to show documents: Product backlog in group, prototypes (before and after interviewing) in individual, and use case descriptions in individual.

References

[1] <https://www.scrumalliance.org/community/articles/2013/september/agile-user-stories>

[2] http://www.tutorialspoint.com/software_engineering/software_user_interface_design.htm