Requirements

Workshop 4

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Today's Workshop

- Requirements case study (30mins)

- Discussion (10mins)

- Requirements for your game (60mins)

Running app – brief from SittingPlace Enc. CEO

The SittingPlace office group wants to encourage its employees to be more physically active. In an interview, the company CEO said:

"*The company will provide bonus points to those who use this jogging app, as it will reduce our costs from the employee sickness and stress. The app will allow the employees to jog to work instead of driving, so we will encourage jogging to and from work, if our employees want to.*

We also hear that our employees (as they live at various locations and distances away from the company) are worried that they will not have safe running path to take part in the program or that the distance is too long for them.

So, the app needs to help with this. Where the distance is too long, maybe they can take a ride on bus or tram and then run. That's all fine, as long as they run some distance, we are happy. Obviously the longer they run the healthier it is for

I myself have tried this idea out. I run 3 days a week. So, I have planned several run paths for good days (good with weather and time, I mean) I run the whole distance from home and back. But on wet days my driver picks me up in the mornings and I take bus to the park halfway home and run back only part of the distance. But it works. So, we want to have an app like that."

Requirements Case Study:

Working in your group:

1. Identify the stakeholders for this app
   (5 min)

2. Write 3 user stories for this app (5 min)

3. Select one User Story and write a Use Case specification (use case steps) for it
   (10 min)

4. Discuss with another peer group: Why you may wish to use (or not to use) use cases, user stories, or their combinations (15 min).

5. *Homework: draw a Use Case diagram for this app*

Note, for models you can use this online tool:

https://www.umletino.com/umlLetino

UMLet

Requirements for your game

Working in your group:

1. Identify the **stakeholders** for your game (5 min)

2. Assign stakeholder roles within the team and write **user stories** for your game from these stakeholders' perspectives (**2 per team member**). Discuss the user stories (15 min)

3. Choose **one** user story and write a **use case specification** for it (10 min)

4. **Discuss with another team** what roles/user stories each team has, what can you learn from each other and what is the utility of user stories/use cases? (15 min)

5. Commit the **stakeholder list** and **Use Case specification** to your **git** repository under a Requirements section (5 min)

homework / groupwork

- Add a requirements section to your Github repo that includes:

    ○ Stakeholders

    ○ Add your user stories to the Kanban board

    ○ The worked through use case specification

    ○ A Use Case diagram for your game

    ○ A brief (up to 300 words) **Reflection** on what your team learned on user story/use case use
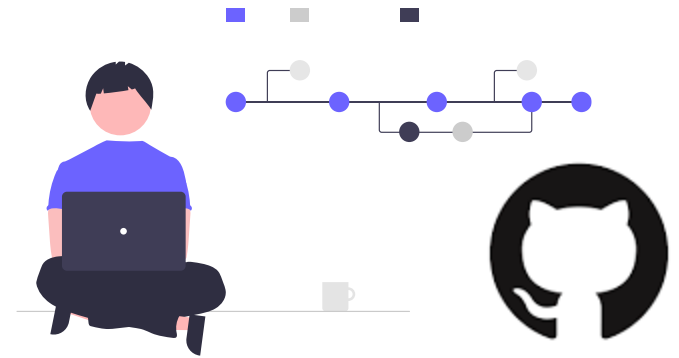
Summer Project Drop-in

- **Tomorrow!**
Tuesday 13th February 1pm – 2pm,
Ivy Gate G01

- Also, next week:
Tuesday 20th February 1pm – 2pm,
Ivy Gate G01

- Come along to discuss group formation, individual supervisor choice, find team-mates or if you have general questions.