Arbeidskrav guidelines for PG3402 – Microservices

The point of this arbeidskrav is to allow discussions and feedback on the proposed project. It should allow you to better figure out what you are aiming for, and give the teacher a sense of what you are aiming for. It gives you the chance to discuss the topic, the architecture you are proposing, and the structure of your microservices for the exam.

Overview – description of the project – about half a page

A short description of the project you want to prepare for the exam, focusing on the most important or interesting elements. Similar to an "elevator pitch" – what is the context and domain, and what are the key elements that you want to bring.

Priority user stories – 2-3 user stories that are central to your system

User stories are descriptions of a system, from the perspective of an end user. They describe goals that the system is meant to achieve, and demonstrate how the system will deliver value to the customer.

This section will contain a few of the most interesting/important/defining user stories. What is the key element that an end-user will be able to accomplish with the help of the system being developed.

Requirements – a few requirements that flow from the user stories above

Once you have a set of key user stories, you should focus on writing up the requirements that those user stories imply from your system. What functionality does your system need to have to successfully accomplish those user stories.

Architecture overview – a small diagram of how your system will be structured

How would a minimum viable product be structured such that:
- it fulfills the user stories that you've identified as the most important or informative
- it accomplished the requirements you've set out
- it uses, to the extent to which that is relevant, the architectural patterns and concepts we've discussed in class.

Final notes:

I advise that you think in terms of three sets of requirements:

- The product prototype – this contains the user stories and requirements that you think would be necessary for a working prototype. Focus on functionality, but all the requirements are accomplished.

- The minimal project – this would only contain the user stories that are absolutely essential to showcasing your project. This is an emergency minimal option, should you find that you

are running out of time and cannot complete the product prototype. Think of this as aiming for an "E" grade.

- The "best case scenario" – a description of the systems with additional requirements (added to the prototype above) that showcase your intention and the key requirements of your project. You can use those additional requirements to prototype future requirements.