# Effective/Agile Requirements Gathering

CHEAT SHEET



### Requirements Planning

- Prepare Yourself (skills)
- Identify Stakeholders
- Understand Problem Domain, GO-SEE
- Design the Approach
- Schedule Sessions

## Requirements Visioning

- Product Vision
- · Conditions of Satisfaction
- Profile Users/Personas
- Stakeholder Analysis
- Context Diagram
- Use Case Diagrams
- Business Processe Diagrams
- UI Sitemap/Strawman
- Themes/Features List
- · Prioritize Roadmap

# Requirements Brainstorming & Breakdown

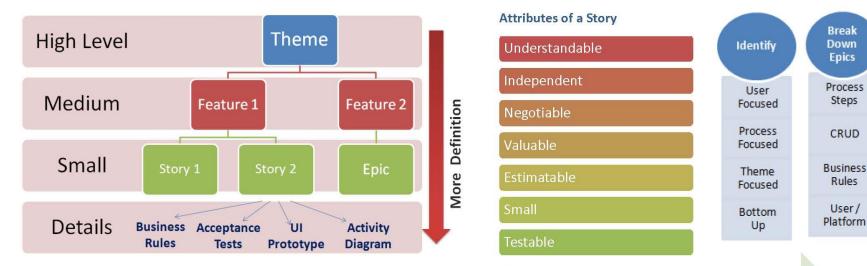
- Post-it Note Brainstorming
- Story Mapping
- Break Down EPICS
- Follow U-INVEST
- Non-Functional Requirements
- Identify Dependencies
- Identify Proof of Concept
- Prioritize Next Release
- Plan Next Release

#### Requirements Deep Dive

- Acceptance Tests
- Test Examples
- Business Rules
- User Interface Prototypes
- Detailed Activity Diagrams

## Requirement Testing

- Plan for Testing
- · Test Early, Test Often
- Test a Little at a Time
- Automate Testing
- Get Users to do User Acceptance Testing
- Setup Test Data
- Collaborate Closely with Developers and Users



**Requirements Gathering Process** 

Requirements Visioning Requirements Brainstorming Requirements Breakdown Requirements Prioritization Non-Functional Brainstorming Requirements Deep-Dive Requirements Testing

Active Stakeholder Participation | Use Simple Visual Models | Use Simple Tools | Model with Others | Model with a Purpose | Just Enough