جامعة مصر للمعلوماتية
EGYPT UNIVERSITY OF INFORMATICS

FACULTY OF COMPUTING & INFORMATION SCIENCES

C-SW312: Introduction to Software Engineering
Fall 2014

Guidelines for project deliverables

1. For all diagrams, be **creative and rationale** on your assumptions about the information required, and try to include everything that is *important* for your model to be explanatory.
2. For EACH deliverable, each group must submit a well-written and organized **Technical Report document** containing ALL diagrams and also describing your solutions and rationales to the assignment, together with the respective UML project (based on the deliverable requirements, preferably zipped or otherwise compressed). **Any assumptions you made during your work must be explicitly mentioned either in the Technical Report and (optionally) on the diagrams in the form of comments**.
3. Submit your **Technical Report document** in PDF format and No Handwriting will be accepted
4. **Plagiarism will be treated strictly**
5. **NO LATE Submission will be accepted, and NO EXCEUSES**
6. **Any late submission will take ZERO**
7. Please bear in mind that submission at the last minute might cause a network problem, and that would not be taken as an excuse. Therefore, you need to submit as early as possible on the submission day
8. Discussions will be scheduled after the submission. Eng. Shereen will return the submitted reports to each group with feedback highlighted inline (in the form of embedded comments).

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Guidelines for Deliverable#1: User Stories and Use Cases

The technical report of deliverable#1 is expected to include:

I. **One page "System vision document"**

II. **User Stories**

a. Divide your team into two groups: (i) group#1: play the role of system analysts, (ii) group#2: play the role of users/stakeholders

b. Relevant to your selected case study, for each type of user, construct user stories that describe work-related tasks done by the user to achieve some goal of result

c. The template for a user story description is:
"As a <role> I want to <goal> so that <benefit>

d. For each user story, identify and list the "Acceptance Criteria"

III. **Use cases: Event Decomposition Technique**

1. **Step-by-step** application of the **Event-decomposition technique** to the assigned case study to "Define Requirements", by considering the checklists in each step. This includes:
   - Consider the external events in the system environment that require a response from the system by using the checklist shown below:

     External events to look for include:
     √ External agent wants something resulting in a transaction
     √ External agent wants some information
     √ Data changed and needs to be updated
     √ Management wants some information

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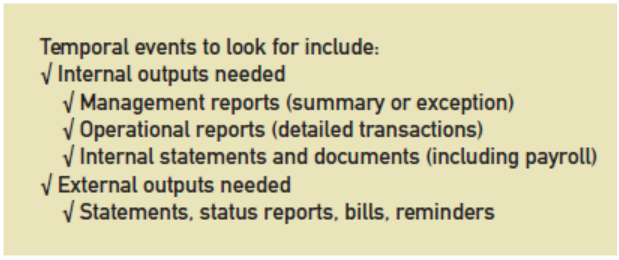
   - For each external event, identify and name the use case that the system requires
   - Consider the temporal events that require a response from the system by using the checklist shown below:



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- For each temporal event, identify and name the use case that the system requires and then establish the point of time that will trigger the use case
- Consider the state events that the system might respond to
- For each state event, identify and name the use case that the system requires and then define the state change
- When events and use cases are defined, check to see if they are required by using the **perfect technology assumption**. That's: **Do not** include events that involve such system controls as login, logout, change password, and backup or restore the database, as these are put in later.

2. Construct a table that lists the identified events categorized based on event types, users and corresponding use cases
3. Model the identified use cases using a "Brief use case description" table
4. Graphically model the identified use cases using UML use case Diagram by using a UML tool