EDITH COWAN UNIVERSITY
CSG3101: APPLIED PROJECT

Project #1 – The Requirements Elicitation Game

User Manual

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1. INTRODUCTION

The Requirements Elicitation Game is an educational software prototype designed to teach students how to elicit and document software requirements. It simulates real-world project scenarios where players interact with stakeholder personas, gather requirements, and receive feedback from a Senior Software Engineer (SSE).

2. SYSTEM REQUIREMENTS

Operating System: Windows 10 or later
RAM: Minimum 8 GB (16 GB recommended for smooth LLM responses)
LLM Models: Local .gguf models (Gemma) – selected automatically based on available memory

3. INSTALLATION

1. Download the application package from your course/instructor.
2. Extract the contents to a chosen folder.
3. Double-click RequirementsElicitationGame.exe to launch.

4. NAVIGATION AND GAME FLOW

4.1 Game Flow Overview

- Scenario Selection: Choose a case study (e.g., Online Room Booking System).
- Stakeholder Introductions: Read background, scenario descriptions, and goals.
- Interview Chat: Ask open-ended questions; stakeholders respond dynamically.
- Requirements Drafting: Record elicited requirements in the editable table.
- Feedback Stage: A Senior Software Engineer reviews your drafts and provides feedback.

4.2 Manage Scenarios Guide

The Manage Scenarios feature allows all users to create new project scenarios or edit existing ones. A scenario contains background information, stakeholders, and optional requirements. This feature is useful for customizing learning experiences or practicing with different contexts.

4.2.1 Accessing Manage Scenarios

1. From the Home Screen, click Play.
2. Select Manage Scenarios from the navigation menu.
3. The Scenario Editor opens, displaying input fields and options for creating or editing a scenario.

4.2.2 Scenario Information

Provide a title and description so players understand the project context

- Scenario Name: Enter a short, descriptive name (e.g. Rooms Booking System).
- Description: Provide a few sentences about the project background.

4.2.3 Stakeholders

Define the characters who represent different perspectives in the project. Each stakeholder has a name, role, and personality.

- Name: Type the stakeholder's name (e.g., Sarah Johnson).
- Role: Enter their role (e.g. Manager, Admin Staff).
- Personality: Select from the dropdown:
  - Neutral – Straightforward answers
  - Friendly – Cooperative and encouraging
  - Formal – Polite and provides structured responses
  - Challenging – Pushes back and tests the player's questioning skills
  - Skeptical – Doubts players and requires persuasion
- Adding More Stakeholders
  - Click + Add Stakeholder to add new rows.
  - Fill in their Name, Role, and Personality.
  - Repeat until all relevant stakeholders are added.

4.2.4 Requirements (Optional)

Provide pre-defined requirements that shape how stakeholders respond and how the SSE gives feedback.

4.2.5 Create or Save

At the bottom of the editor, you'll find the Create/Save button:

- Create – When making a new scenario.
- Save – When editing an existing scenario.

The scenario is added (or updated) in the system.

You are returned to the Manage Scenarios menu, where your scenario now appears in the list.

4.2.6 Example

- Enter Scenario Name: Online Appointment Booking System.
- Add a Description: A clinic needs an online system for patients to book, reschedule, and cancel appointments.
- Add two Stakeholders:

  - Sarah (Clinic Manager, Friendly)
  - David (Receiption Staff, Skeptical)
- Add an FR: System must allow patients to cancel bookings up to 24 hours before appointment.
- Add an NFR: System must handle 100 concurrent users without failure.
- Click Create.
- The scenario is now available to play in the Scenario Selection screen.

4.2.7 Tips

- Mix personalities to challenge questioning strategies.
- Use requirements only if you want to guide or constrain the learning experience.

5. TROUBLESHOOTING

Issues	Possible Cause	Solution
LLM responses are slow	Insufficient RAM	Close background apps