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# Course 6

# Requirements Analysis and

# Design Definition

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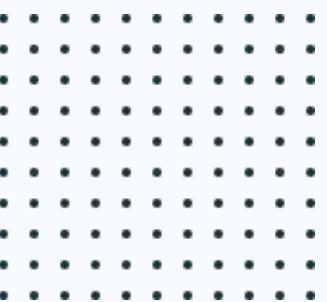


# Agenda

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Functional Decomposition

User Stories





# Functional decomposition

Definition and scope

Inputs of functional decomposition

Key points

Outputs of functional decomposition



## Definition and scope of functional decomposition

Functional decomposition "helps manage complexity and reduce uncertainty by breaking down processes, systems, **functional** areas, or deliverables into their simpler constituent parts and allowing each part to be analyzed independently."

*"A Guide to the Business Analysis Body of Knowledge (BABOK® Guide) v3."*

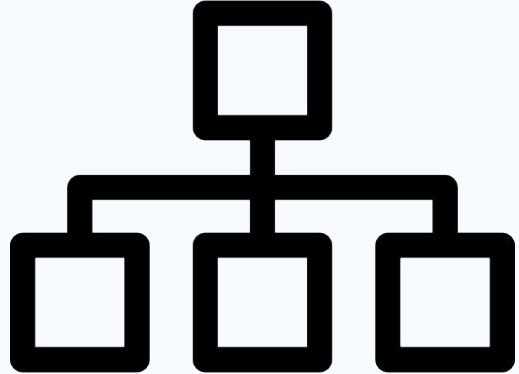
Conceptual model of the full work to deliver a new business solution

Provides a consistent view of the **functional scope**, but not necessarily the entire scope of work

Assists **estimating** in that estimates can be made for smaller chunks of work



## The inputs of functional decomposition



Tender documentation / Project brief



Market/Domain research



Interface / document analysis



Interviews and Requirements workshops



## Key points of functional decomposition

*Goals and objectives*

*Features and Functionalities*

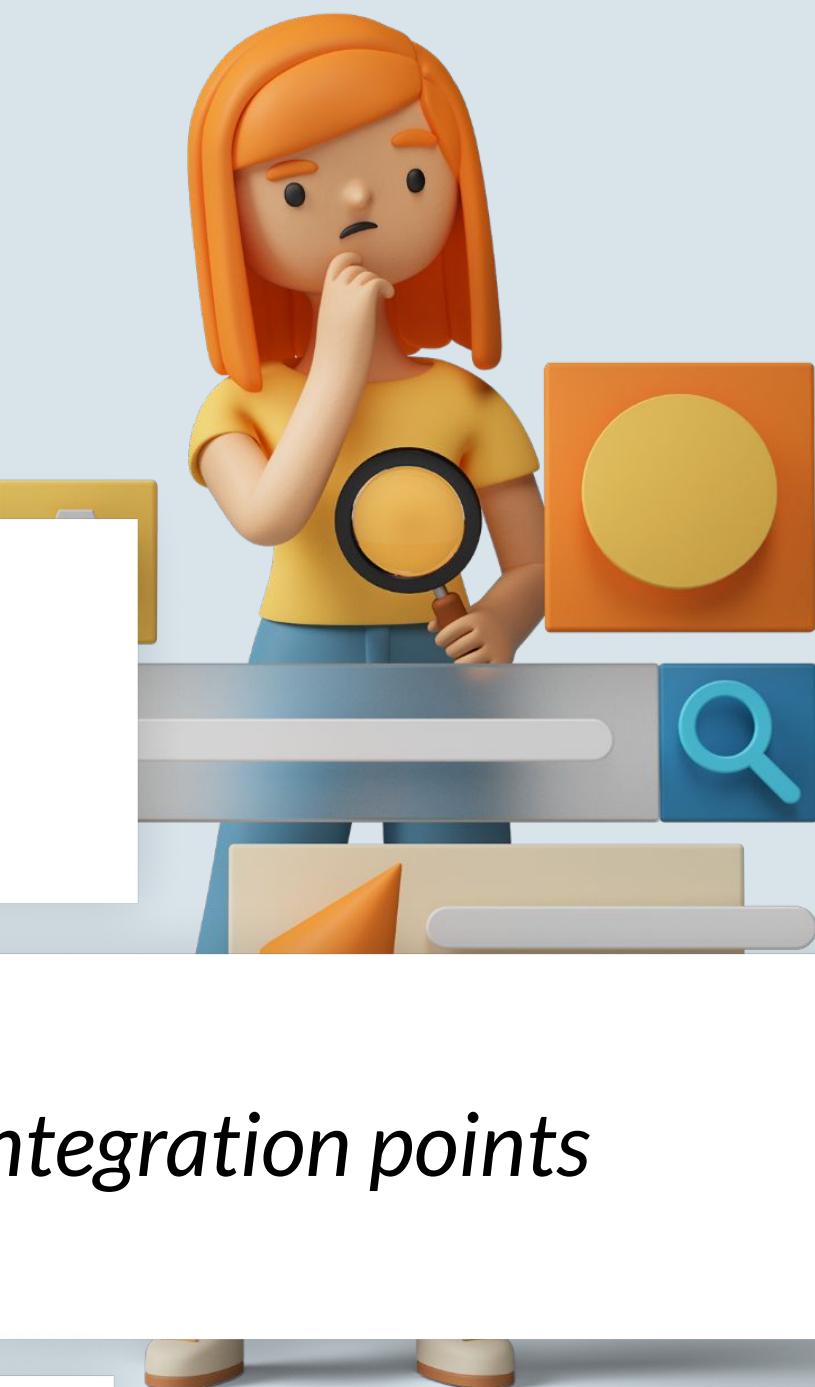
*Identifying Roles*

*Identifying Entities*

*Integration points*

*Reports*

*Implied features*





## Set the goals and objectives

The first thing to do is set the goals and objectives:

- ✓ identify and set up what are the **expected goals and the objectives**.
- ✓ align the audience expectations
- ✓ focus the effort for functional breakdown and building the roadmap towards these goals



Usually, these are stated as opportunities or problems for the company:

**Problem:** it's hard for Romanian workers to find jobs abroad

**Goal:** publish job openings across Europe in a manner that makes them easy to access & comprehend



## Set the goals and objectives

Here are a few example questions to get you started in setting the goals of your functional decomposition:

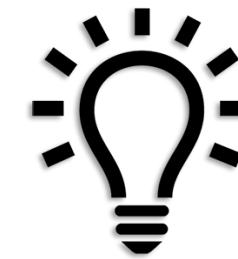
-  What do you expect to achieve with launching this app/system?
-  What do you want your customers to remember the app for?
-  Do you have some specific requirements for this app, specific capabilities or characteristics other apps don't have?
-  What is the desired launch date of the first version?
-  What devices do you want to support for your users?
-  Who will you target with the new app? Will only private persons use the app or will you have business users?



## Identify the features and functionalities

**Features** are the “tools” used within a system, by the users of the system to enable them to complete a set of tasks or actions.

**Functionalities** are how those features actually work to provide you with a desired outcome.



*When identifying features consider*

Different perspectives:

- *Process driven*
- *Data driven*

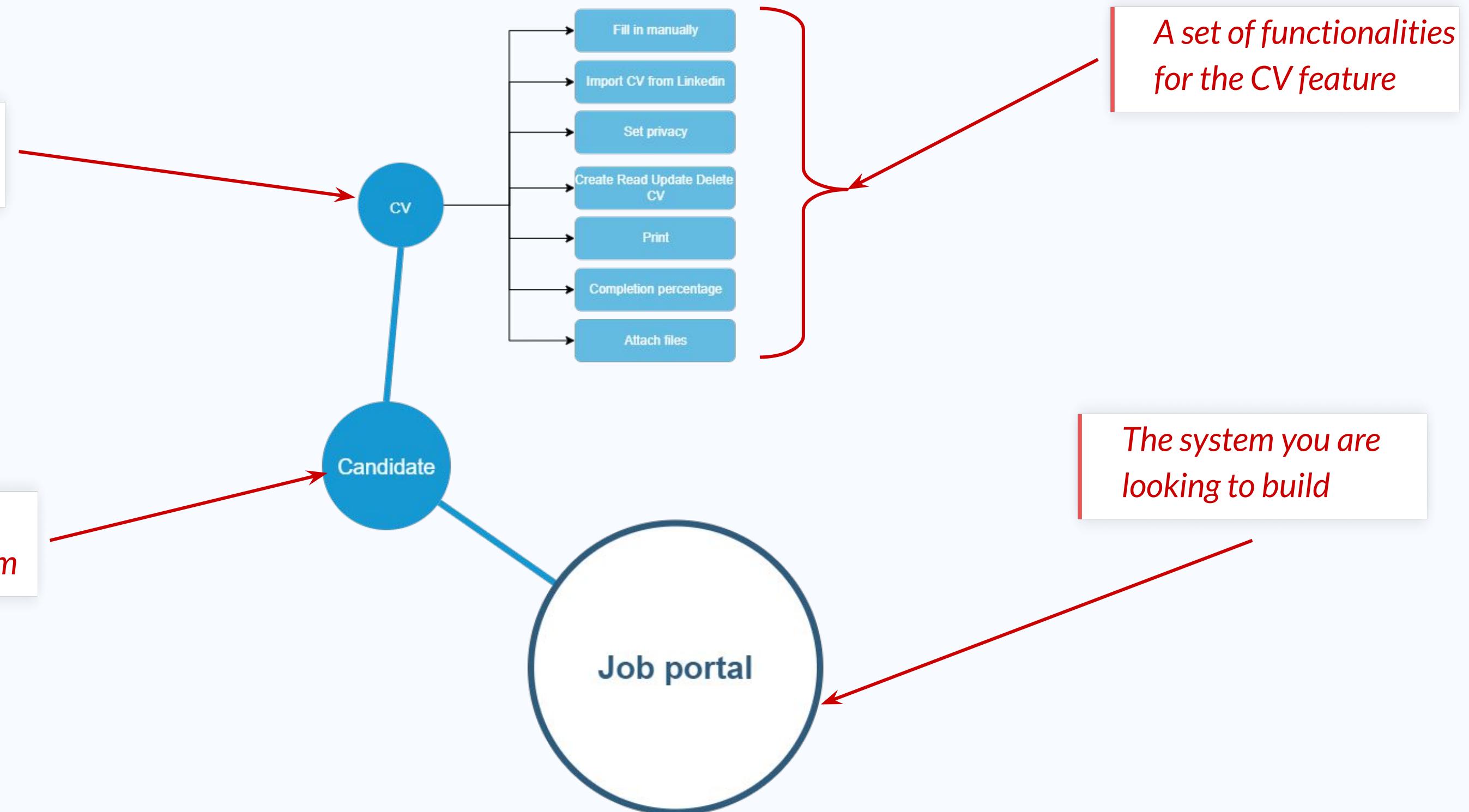
Use questions like:

- *What does the business need?*
- *What does each user need in order to use the system properly?*



## Feature & functionalities example

A feature of the system  
for a type of user



A set of functionalities  
for the CV feature

The system you are  
looking to build



## Discover the users and their roles

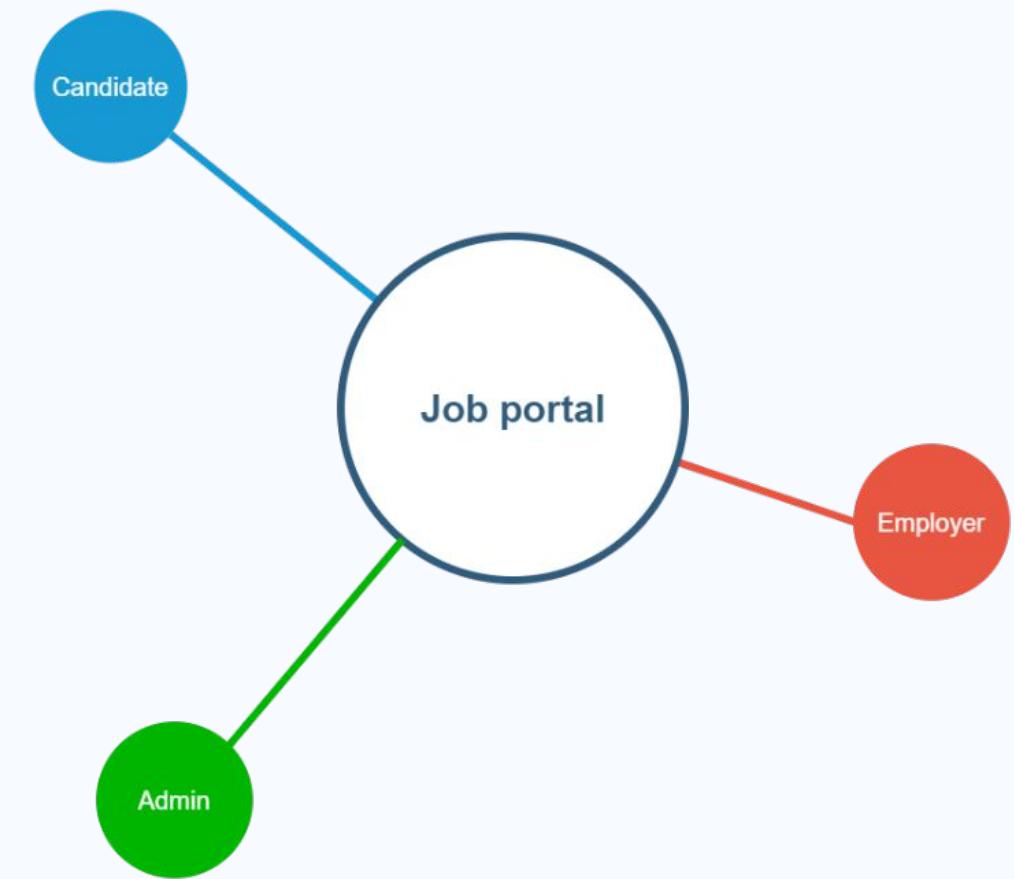
The **roles, permissions and end users** that will interact with the system determine to a large extent the level of complexity that will govern the system you are building.



*It's important to know from the beginning an estimation for:*

- *Number of users*
- *Geographical position*
- *Working hours*

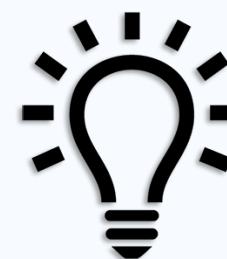
- *Different roles*
- *Permissions in the system*





## Determine the entities

Any singular, identifiable and separate object in your system's domain is considered an entity of that system. While working on functional decomposition, consider the types of people (users), places, things and concepts, attributes and relationships, important for business.



*The CRUD pattern can help you identify your entities:*



CREATE



READ



UPDATE



DELETE

**C**

**R**

**U**

**D**



## Determine the entities

### CREATE

*From external systems  
Manually*

### READ

*Each user may have  
different views of data*

### UPDATE

*Flow updates, entity lifecycle  
Automatic updates*

### DELETE

*Logical delete  
Physical delete*

	Create	Read	Update	Delete
Department	Manually	List view Detail view Organizational chart	Manually	Physical
Employee	Who and How?	Who and How?	Who and How?	Who and How?
Project	Who and How?	Who and How?	Who and How?	Who and How?



## Identify the integration points

Integration points are points at which information or documents are exchanged between your system and other systems.

Here are some clues to identify integration points:

- Internal systems that the client is currently using and might be communicating with the new one
- External systems
- Different types of data sources that might be integrated using e.g. an API, excel/csv file; an initial database that should incorporated into the system, feeds, etc.



## Discuss required reports

Represent aggregation of data in different shapes.

- Does the client need reports?
- If yes, how many and what's their complexity?

Consider the following when determining reports complexity:

- Do they imply data aggregation or are just a simple export?
- Number of records present in database



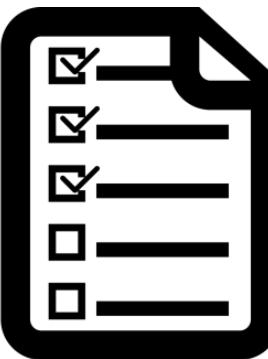
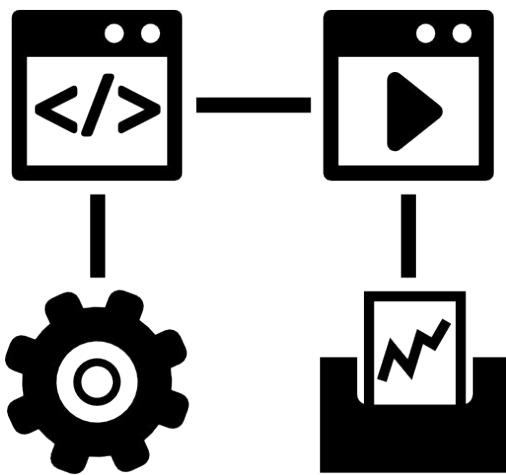
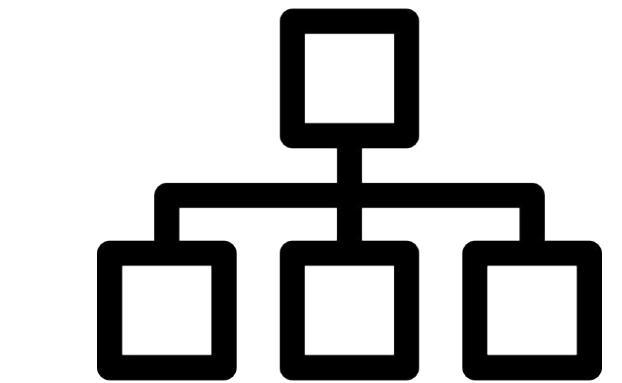


## The outputs of functional decomposition

The main outputs of this process might be:



- Functionalities list (mind maps, diagrams, tables)
- Assumptions and limitations

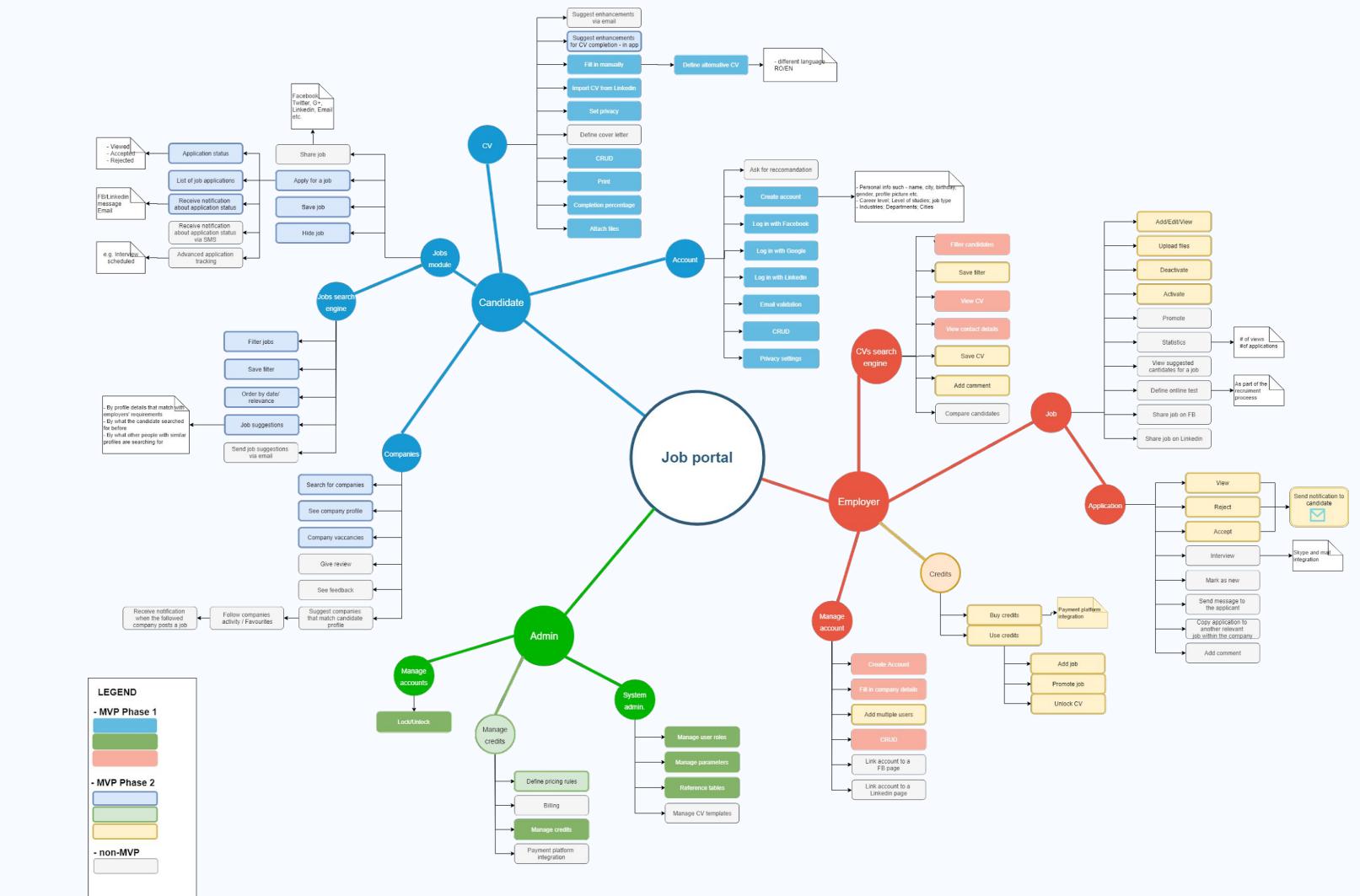


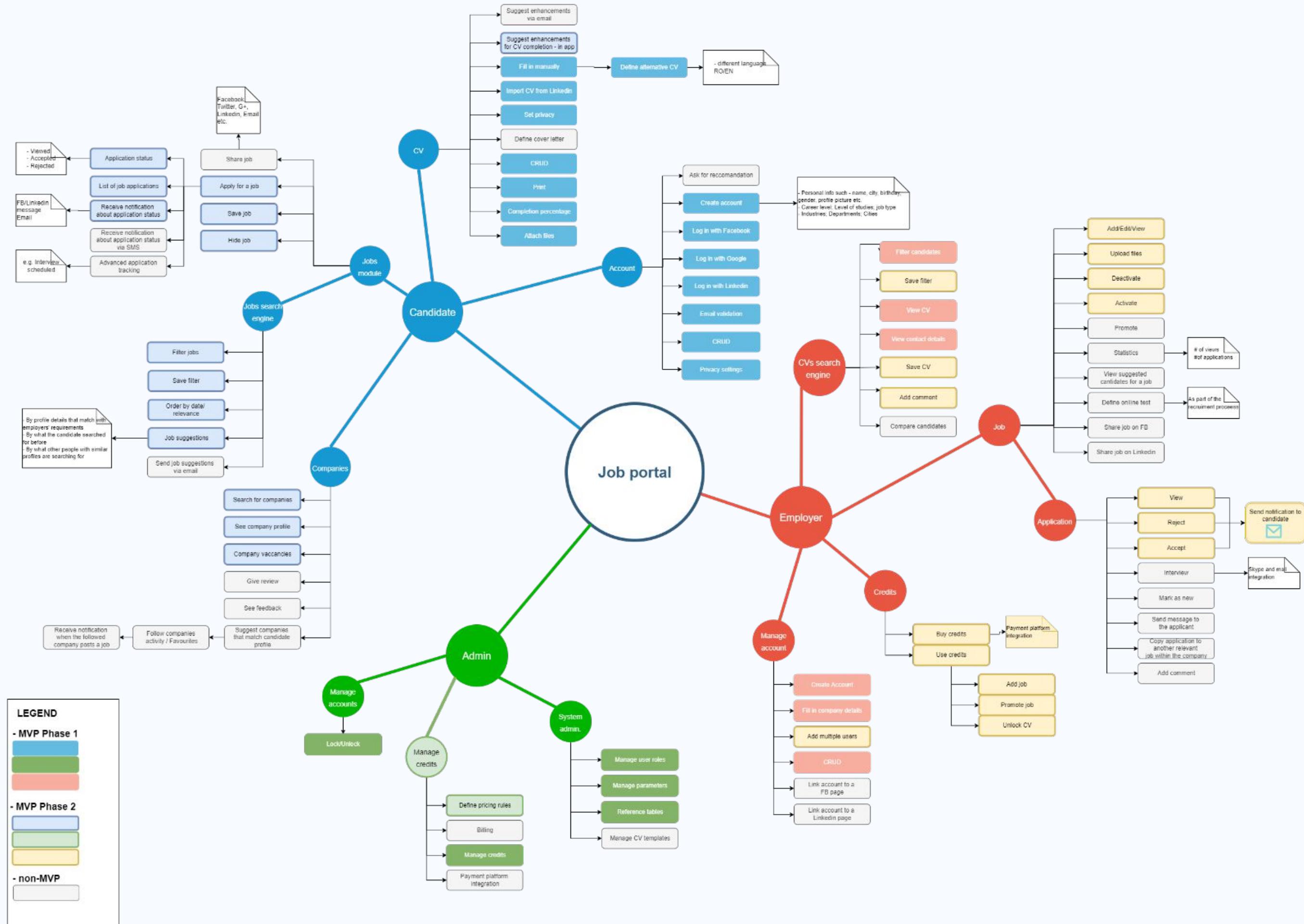


## Functionalities list

One of the most used outputs after a functional decomposition is the Functionalities list. It can be presented in a visual format (e.g. using a mind map or other suitable diagram format) or listed as a table.

Perspective	Module	Description	Functionality	Implementation priority
Candidate	Candidate account	First focus of the project is for the candidates to create accounts on the platform, so that a solid database can be built. By creating an account, a candidate can build a CV and get in touch with employers, so this is the first step in finding a job.	Create an account using a valid email address For this kind of authentication, an email validation is required	Phase 1
			Log in with Facebook At the log in, the candidate will have the option to import some details from the Facebook account	Phase 1
			Log in with Google At the log in, the candidate will have the option to import some details from the Google account	Phase 1
			Log in with LinkedIn At the log in, the candidate will have the option to import some details from the LinkedIn account	Phase 1
			Email validation	Phase 1
			Edit profile	Phase 1
			View profile	Phase 1







# User stories

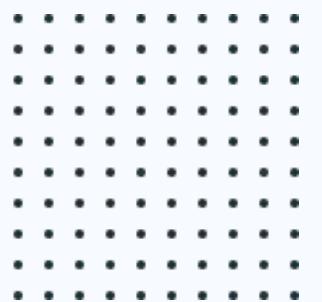
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What is a user story ?

What is a story's lifecycle?

What makes a good story?

Quiz





# What is a user story?

What is a user story?

Why are user stories used?

What is the anatomy of a user story?



# Definition



A user story is a short, explicit expression stating **what a specific user needs** from a system in order **to achieve some goal**.

*It is a way to specify requirements keeping in mind:*



**who the user is**



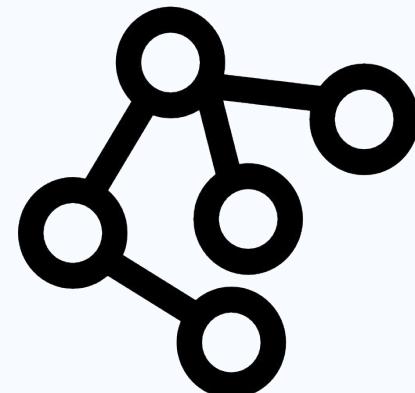
**what the user needs**



**why the user needs that specific system function**



# The anatomy of a story



User stories are generally written using a handful of simple patterns.  
Here is the most popular pattern.

As a <*type of user*> I want <*some feature, capability of the system*> so that <*I achieve some goal*>.



A specific type of user  
with a specific,  
identifiable job

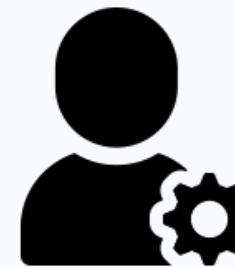
A capability, function or feature that  
is required for the system to support  
the user

The goal the user is  
looking to achieve, or the  
value they are looking to  
derive using the system



## A few story examples

### For a company's presentation website



**As a content administrator, ...**

... I want to control all content that is published on the site so that we are sure of the quality & correctness of the information presented to our visitors.



**As a content editor, ...**

... I can add new content on the site & update existing one so that our visitors are engaged by the accuracy & freshness of the information available to them.



**As website visitor, ...**

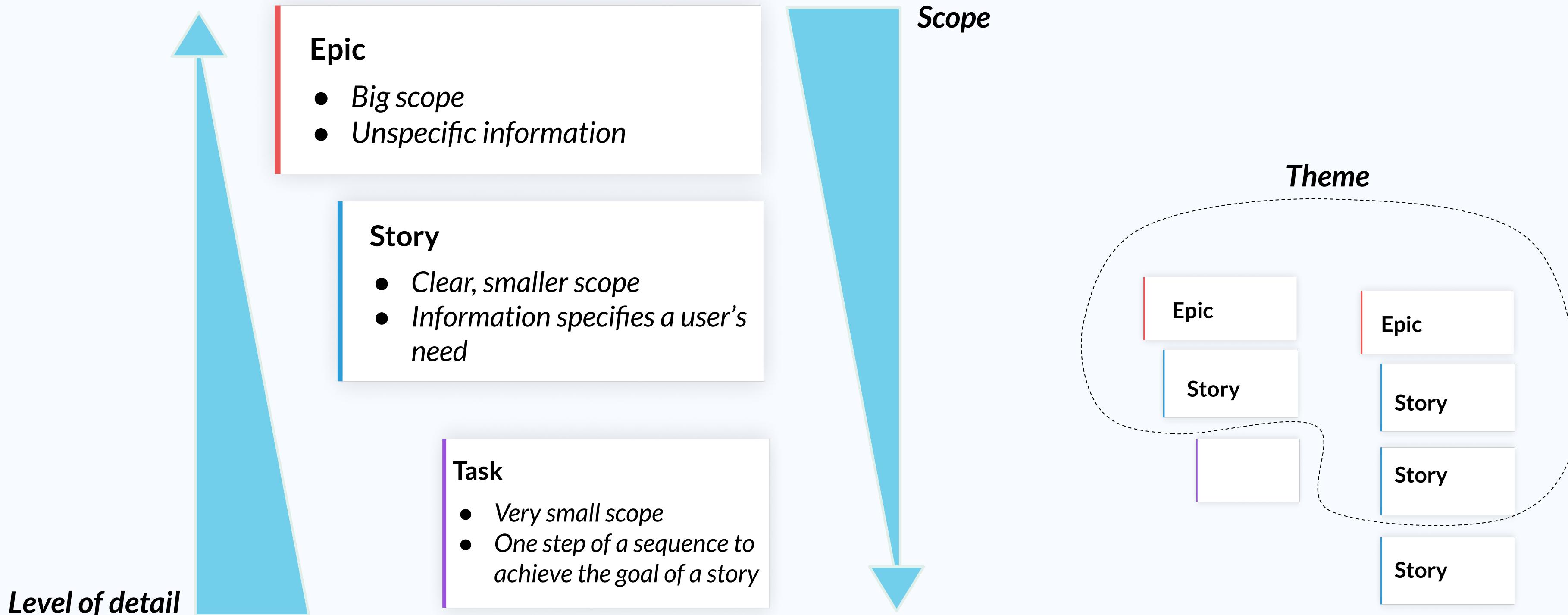
... I can quickly and easily find the specific content I am looking for, so I don't get lost in the site, get frustrated & leave soonest.



# What is the lifecycle of a user story?



# Themes, Epics, Stories





## Epics, stories, themes - an example



As a **content administrator**, I want to **control all content** that is published on the site so that we **are sure of the quality & correctness of the information** presented to our visitors.

-  As a content administrator, I want to have a list of content items awaiting publication, so that I can review them.
-  As a content administrator, I want to be notified when a new content item has been submitted for publication, so I know when I have a new review task.
-  As a content administrator, I want to be able to refer a content item back to the creator for revision.
-  As a content administrator, I publish in bulk content items that I've reviewed.
-  As a content administrator, I want recurring & standardized types of content to be automatically published without me having to personally review them since they present little risk.
-  As a content administrator, I want to be able to rate authors, so that in time, my reviewing process becomes more efficient.



# From epics to stories & tasks



**Product owner/Business Analyst**

*Defines epics*



**Product owner/Business Analyst**

*Drafts stories*



**The team, the BA & PO, system analyst**

*Discuss, split & detail stories*



**The team**

*Implements functionality required by the stories*





# What makes a story a good user story?

INVEST in good user stories

Splitting user stories

Acceptance criteria

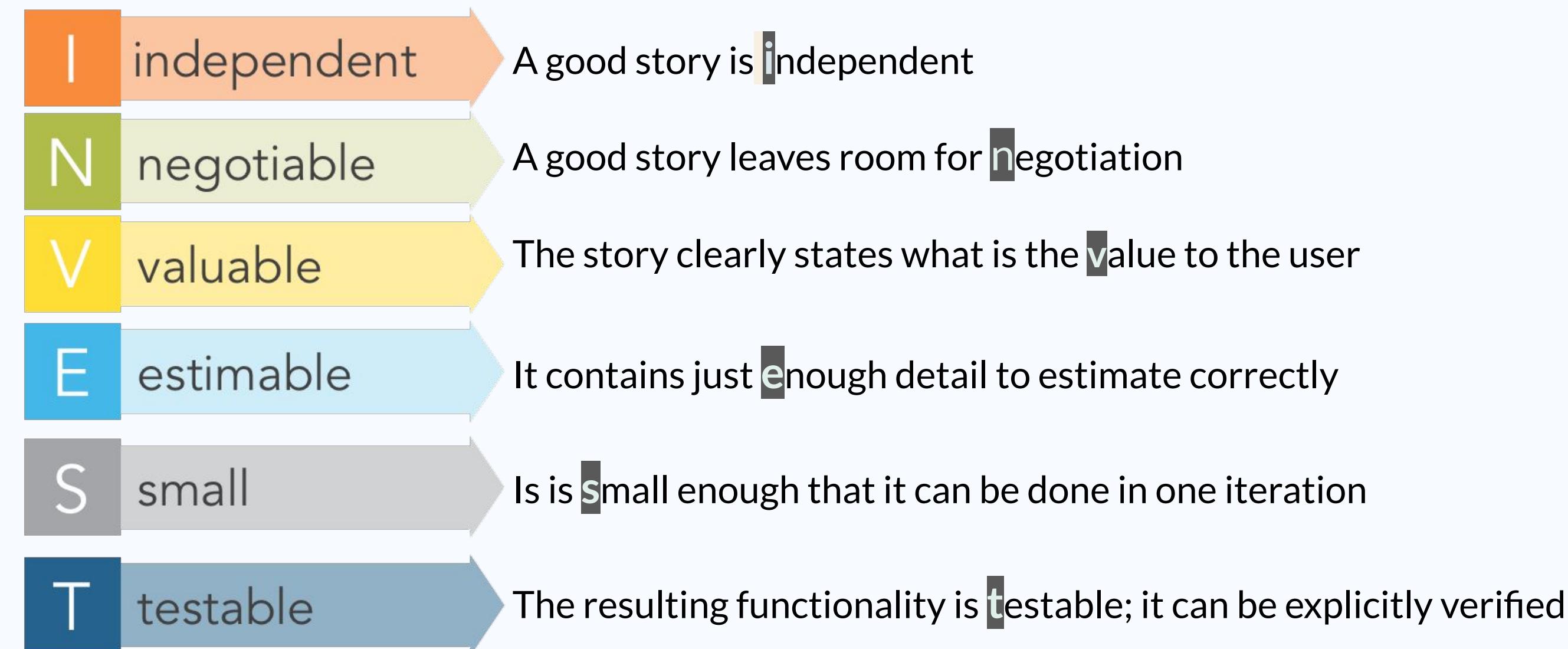


# INVEST in user stories



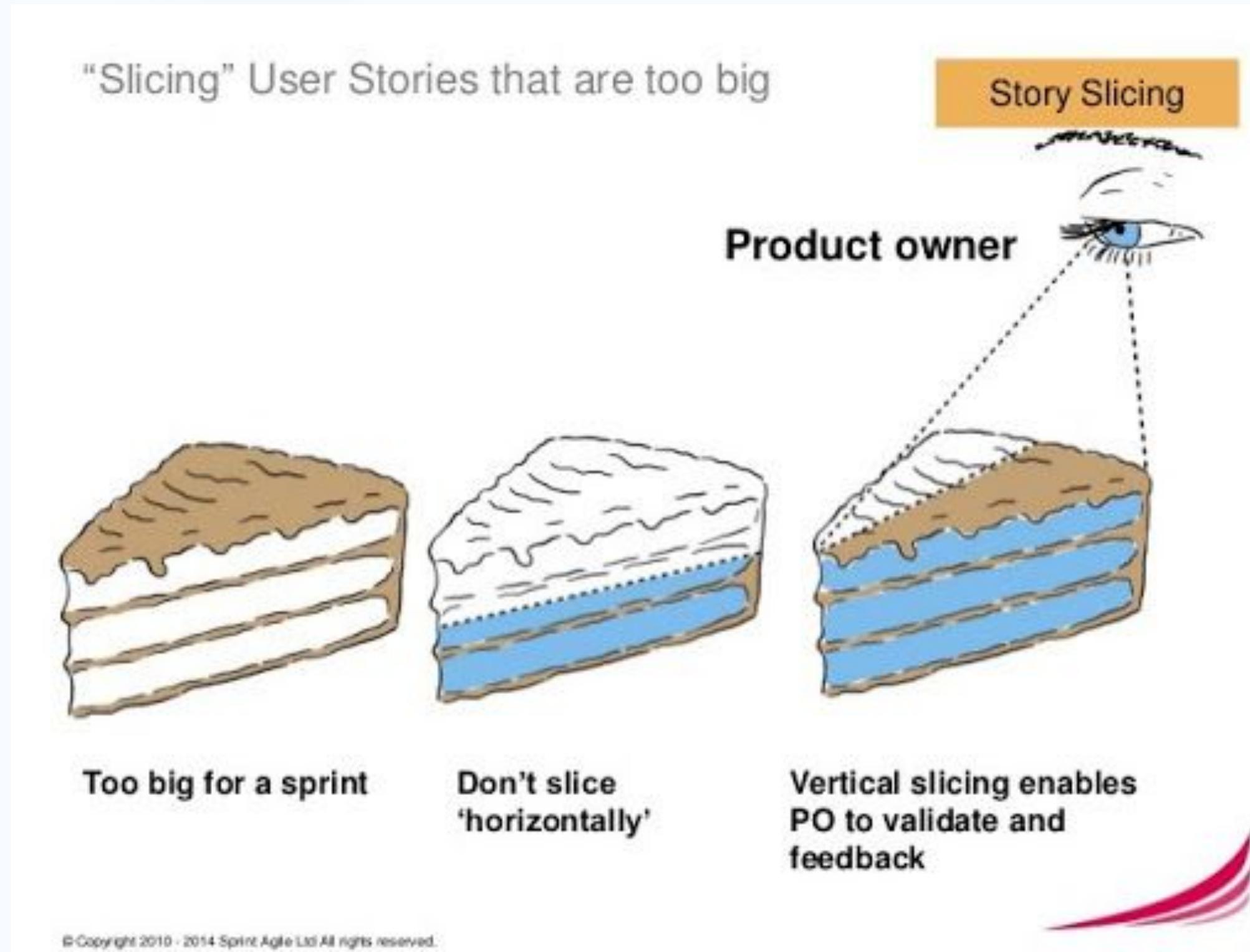
A pidgin language is a **simplified language**, usually used for trade, that allows people who can't communicate in their native language to nonetheless work together. **User stories act like this.**

*Bill Wake -INVEST in Good Stories, and SMART Tasks*





# Vertical vs. horizontal splitting



**Vertical slice** is a shorthand for “a work item that delivers a valuable change in system behavior such that you’ll probably have to touch multiple architectural layers to implement the change.” When you call the slice “done,” the system is observably more valuable to a user.

This is in contrast with a **horizontal slice**, which refers to a work item representing changes to one component or architectural layer that will need to be combined with changes to other components or layers to have observable value to users.



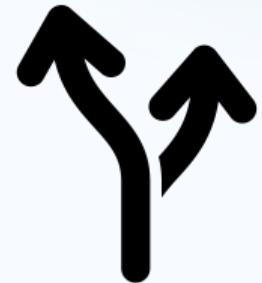
# Splitting steps



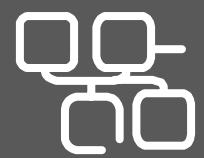
1. Understand **why the input story is not satisfactory** in order to prepare for splitting
  
2. Choose and **apply a Splitting Pattern** depending on workflows/operations/ infrastructure/business rules/complexity and others
  
3. **Evaluate the split** to make sure all the new stories are satisfactory



# How can you split?



Once you've decided your story is too big and should be split, there are a few patterns that can help you do a proper vertical slice.



## WORKFLOW

Your story describes a complex workflow

1. Do a **simple version** as a **1<sup>st</sup> story**; enhance in next stories.
2. Define the first story to cover **the beginning & end of the flow**; enhance in next stories.



## OPERATIONS

Your story hides operations in wording like 'manage...', 'configure...' etc.

- Create **1 story for every action** included in 'manage':
- 'Create...'
  - 'Read...'
  - 'Update...'
  - 'Delete ...'



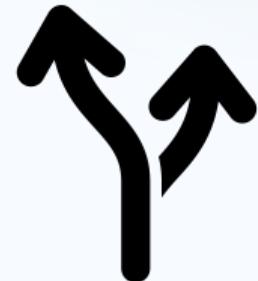
## INTERFACE

Your story describes a complex user interface

Define the **simplest possible version** of the UI & create the **1<sup>st</sup> story**; add stories to enhance the simple UI.



# How can you split?



And three more patterns ...



## RULES

Your story achieves one goal using different business rules

1. Group business rules; create **1 story per rule group**
2. Create **1 story per business rule**



## DATA

Your story does the same kind of thing for different kinds of data

- Split the story across **data boundaries** & prioritize.  
Start with one data set & enhance in next stories.



## PERFORMANCE

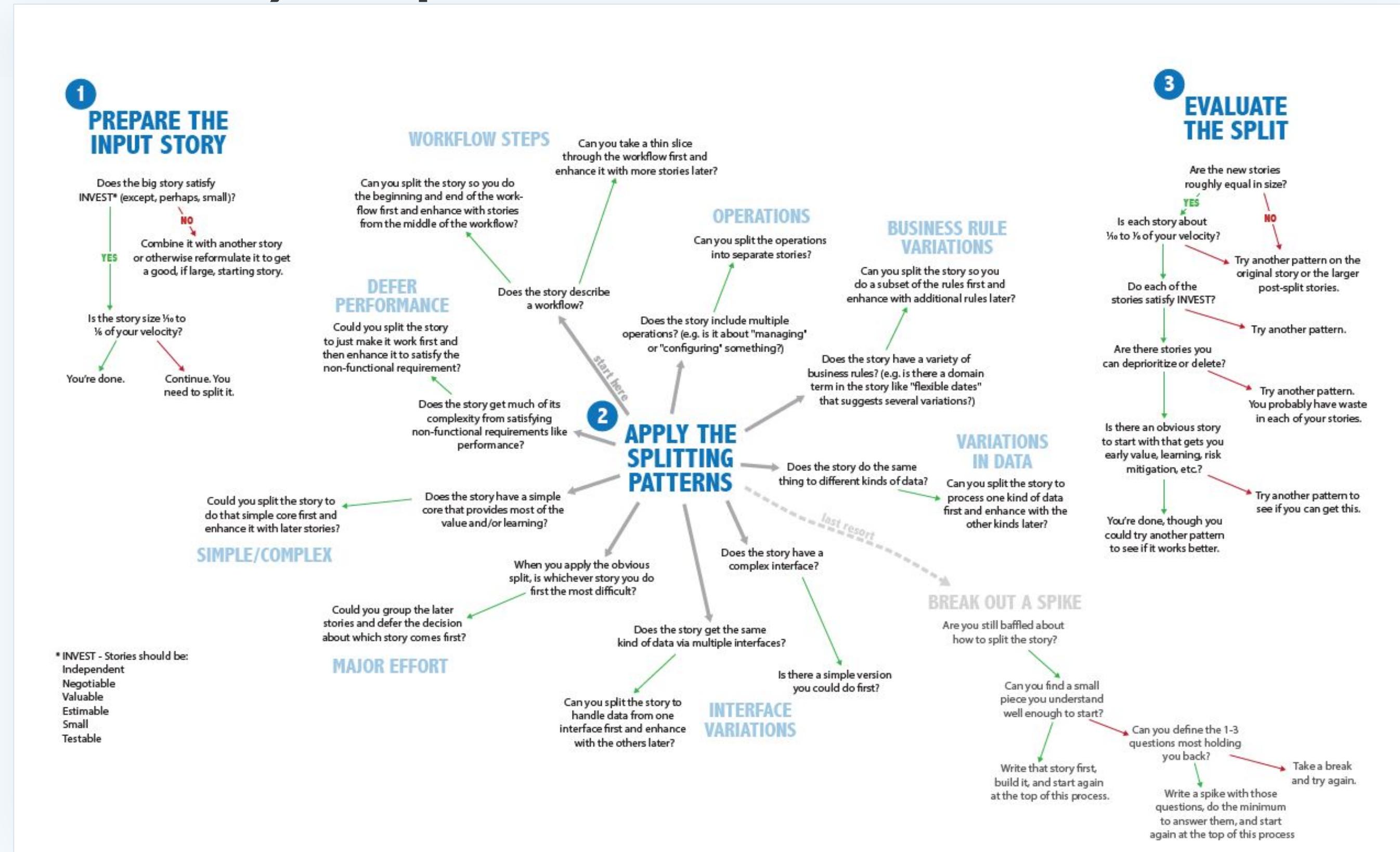
Your story requires great performance

Split into: '**make it work**' & '**make it fast**' stories.



# How can you split?

Richard Lawrence & Peter Green





# What are acceptance criteria?



Acceptance criteria are the **conditions** that a software product or **a functionality of the product must meet in order to be accepted by the user**, or in order to bring the desired value to that user.

*Acceptance criteria must:*

- ✓ *have clear **pass or fail** results*
- ✓ *convey the intent but not the final solution; ‘what’ not ‘how’*
- ✓ *be **independent** of the implementation*
- ✓ *have the right granularity: provide **just enough detail** to be useful*
- ✓ *describe the system’s reaction to both proper (**positive**) & improper use (**negative**)*



# Positive and negative acceptance criteria



Acceptance criteria must describe what the interactions between the user & system should be both when everything goes according to plan, and when something goes wrong



## Positive scenarios for acceptance criteria

Positive scenarios describe positive, expected actions the user takes to achieve their goal. They are the correct actions to take as a user so that you would obtain the desired results from your interaction with the system.



## Negative scenarios for acceptance criteria

Negative scenarios describe how the system should react, how it should help the user take corrective action when they use the system in unexpected or incorrect ways. For example, when the data the user provides is incomplete or incorrect.



# Acceptance criteria vs. Test cases



Acceptance criteria must NOT be formulated as test cases. Be careful to describe how the system and user interact so the user is able to achieve their goal.

Acceptance criteria = **what** needs to be done to achieve the user's goal

Test cases = **how** it should be done to meet the user's expectations



**Test cases** are developed later, during the development stage.



They are **scenarios** which are derived from acceptance criteria.



Each acceptance criteria can have one or more acceptance tests.



# Gherkin language for acceptance criteria

Gherkin is a domain specific language that provides a recognizable pattern for writing structured acceptance criteria.



*Gherkin acceptance criteria are structured in 5 main elements:*

- ✓ A **SCENARIO** that provides a label for the behaviour you are about to describe
- ✓ A **GIVEN** statement that describes the initial state - the starting point for your scenario
- ✓ A **WHEN** statement that introduces a specific action the user takes
- ✓ A **THEN** statement that describes the result obtained by performing the action (or the final state)
- ✓ An **AND** (or **BUT**) statement that allows you to add more conditions to describe the initial or final states



# An example of a story with acceptance criteria



As a **content administrator**, I want to have a **list of content items awaiting publication**, so that **I know what I need to review and in what order**.

