

CMPT 475 Assignment 1

Spring 2021

In this assignment you will practice requirement elicitation. Assume you are part of an Agile development team using *User Stories* for the requirements of a project to build a live music concert steaming software. Most people are familiar with the concept of a live music concert, having attended such events themselves. The software is supposed to allow such concerts to be attended virtually. Imagine your favorite music artist is touring, but no where near where you live. How cool would it be to attend one of their concerts virtually, if it provided the same exciting experience as a real concert, and then some? Software can do almost anything, so let's make this happen!

Interview 4 people (you cannot use your CMPT 475 classmates) covering different age and gender demographic, and find out what they would expect such a software to provide. What are the minimum features, less than which the interviewee would not attend virtually? What are some cool *breakthrough* features that even physical concerts cannot provide, but we can provide them virtually? That would surely give the software an edge over physical attendance.

Working with each of the 4 people, capture the user stories. Remember that the customer must write the user story, not you, although you are allowed to help them clarify the user story. Once the list is ready, the customer must rank them in terms of importance (ordering user stories). Include this ranked list for each interviewee in an Appendix to your solution. You must keep the people anonymous but include each person's age, gender, and approximately how many concerts they have attended (physically and virtually). Do not include any other personal info.

You shall then analyze all user stories by all 4 people, and come up with a list of top 20 user stories that are based on the most common user stories among the interviewees. Some user stories by the different interviewees might be very similar, although each interviewee might write it differently or rank it differently. Merge such similar user stories into your own single user story in the top 20.

Finally, order the top 20 list based on the average ordering of the interviewees, and estimate each user story for development time. If a user story is estimated to take less than a week or more than 3 weeks, follow what we learned in the course to bring it within that range. User Stories must be multiples of 0.5-week units, and no smaller. Include this ranked and estimated top 20 list as your final answer. The list should be traceable to the lists in the Appendix, showing which interviewee user stories have led to a user story in the final top 20 list. Here is a sample template for this top 20 list:

ID	User Story	Estimate (weeks)	Traceability
1	As a virtual concert attendee, I want to choose whose concert to attend, so I can attend the type of music/artist that I like.	0.5	User 1 Story 5 User 3 Story 10 User 4 Story 2