CSET-115 Technical Requirements



How the customer explained it



How the project leader understood it



How the engineer designed it



How the programmer wrote it



How the sales executive described it



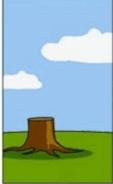
How the project was documented



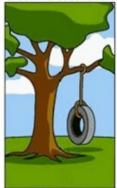
What operations installed



How the customer was billed



How the helpdesk supported it



What the customer really needed

All Projects Need A Plan

Aspects of a Project

- Agency vs. Product
- Start-up vs. Enterprise
- Freelancer vs. Employee

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Each combination will employ some sort of Project Methodology.

Project Methodology

The process by which a project is managed and developed.

Here's a list:

- Waterfall
- Agile
- Scrum
- Kanban
- Scrumban
- Lean
- eXtreme
- Six Sigma
- PMBOK

The list, unfortunately, goes on.

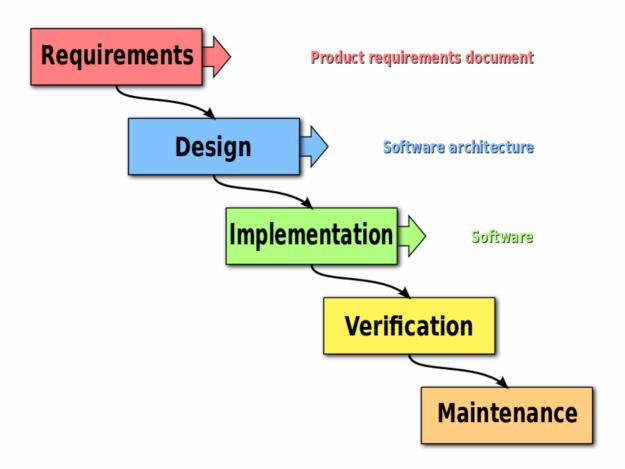
Common Terminology

- Requirement: A capability for a user to solve a problem, or a condition that must be satisfied
- Features: A distinguishing characteristic, or aspect of the solution
- Scope: All the work required and the time needed to do it

Common Roles

- Client / Client Manager
- Project Manager
- Business Analyst
- Architect
- Designer
- Developer
- Quality Assurance

Waterfall Method



Exercise: Requirements Gathering

With a partner, try to make a list of all the requirements and features needed to build a web-based email client.

Architecture Design

Given these requirements, we need to decide:

- What languages we need to write the code
- What frameworks we could use to write less code
- What paradigms/styles we should use to keep our code consistent
- What platforms or hardware our code will run on
- How we'll deliver the code to customers
- How we'll maintain the service over time

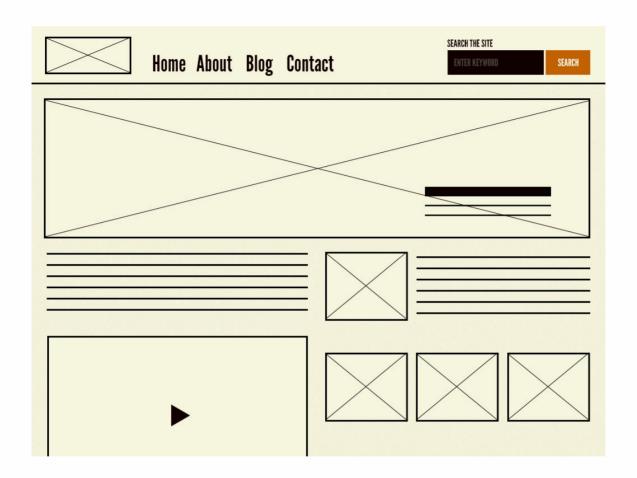
Architecture Design

We aren't experienced enough to be making these decisions yet, but this is when we'd do it.

Visual Design

Visual Design

- wireframing
- mocks / comps
- prototyping





How to Scope Work