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brms index
cards

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more on requirements

each req should be a single thing
the system needs to do,
usually, for the user

cards with title & description
- show multiple size cards

gaps in understanding what
customer wants
- talk to customer

brainstorm / bluesky
include as many stakeholders
as possible

what's a "stakeholder"?
- ideas??
-
-

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techniques for eliciting requirements

role playing - pretend to be the SW
interacting w/ user

observation - how does SW fit
into business workflow?
may find previously unmentioned
constraints & details

functional vs. non-functional requirements
example non-functional??

- max # users
- platform

must be customer-oriented
red flag req that customer
doesn't understand
→ couldn't have asked for

"user story" - story about how
users interact w/ the SW

describe ONE thing
no more than 3 sentences
NO technical jargon
NO specific technologies (design decisions)

maybe?

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repeat req. process at beginning
of each iteration, not just upfront

- keep refining the stack of index cards

we'll discuss user stories \rightarrow use cases
next time

user stories capture WHAT
estimates WHEN

estimates cover not just coding time, but
design, testing & delivery
(remember great SW developers SHIP)

what assumptions are you making
to determine estimates?

1 day, 2 days, $\frac{1}{2}$ day

either one
developer or
pair

different developers likely to produce
different estimates

- possibly due to making
different assumptions,

should have NO assumptions
ask customer

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estimates - need to consider overhead
such as researching a topic, installing
special sw, think in terms of tasks

planning poker

1. put user story in middle of table
2. everyone given deck of 13 cards
with estimate pre-written on it

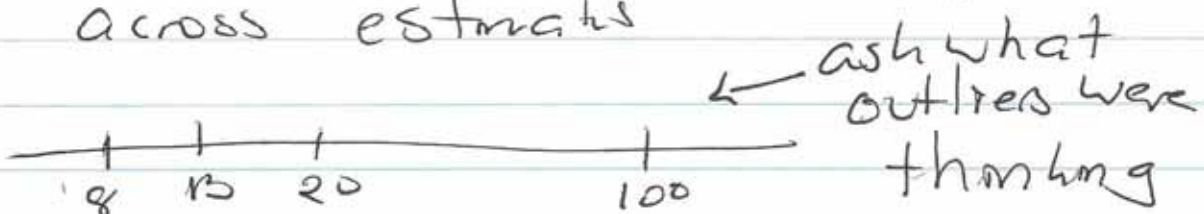
done →

0 days	1/2 day	1	2	3	5
8	13	20	40	100	
?					
↑	↑ need to take break				

don't have enough info to estimate

3. everyone places card w/ their estimate
face down on table how long they think
personally would take
4. everyone turns their card over at same time
- almost never all match up

5. dealer writes down the spread
across estimates



the larger the difference, the less confidence

- maybe assumptions
- maybe misunderstandings

discuss assumptions, document
get clarification from customer
but customer doesn't always know
→ RISK

associate risks w/ user stories

- value customer's time
group assumptions together
to ask at same time, don't
keep bothering

repeat planning poker after clarifications

alternative approach to days
is "points", relative not
absolute time periods

why 40 days → long time

why 100 days → something really wrong

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some people may always be outliers -
find out why, & try to fix

15-day rule - break down user stories
(or 7-day, etc)

AND rule - if user story says do
this AND that, split up

goal is convergence, finalise on
estimates reaching consensus
(but record best & worst case)

estimates are a promise to customer
about how long it will take to deliver

do not involve customer in estimates,
this will make unreasonably low estimates

total duration of project - add
up estimates for all user stories

may be way too long!!