**Who’s presenting:**

Oleg

Eric

Emily

Emmanuel

Marcin → Master of the Google slides presentation

Bo → show off UI model

With other group:

Dusty

Geoffrey

## Topics:

Intro: ourselves, (30 seconds)

**(Bo) UI presentation**

1.Evolution of a requirement to a use case to a functionality

**(Emily) Store locator** → how feature appears out of nowhere… axed barcode scanner, implemented store locator when realized that there was more than 1 store …...based on wait time estimator

Client interaction

*5.Client elliciations/communications (goes into search and store locator)*

*Learning to communicate with Client to achieve accurate requirements*

*Client and Designer miscommunication*

*Evolution of elicitation process*

*How our understanding changed of RE*

**(Adebayo) Comparison** → feature added late, potential feature that seemed out of scope but then had to be reintroduced ….. … also talk about colour matching

Meeting notes\

**(Eric) - Search** → from keyword search, colour matching .. to search by serial number

demonstrate how a requirement can be reformed

Client elicitation, tacit knowledge ->

Impracticality of listing non-paint products (# stores, varying inventory)

Did not want search to be powerful - customers don’t know what they want - encourage use of selection guide.

*Communicating with the Client/ negotiation?*

**(Oleg) SELECTION GUIDE** → full journey ---> from catalogue and recommendation thing to selection guide

*Reducing ambiguity*

*Being consistent in wording*

negotiations

Discussion on questions, starting with a potential 1-20 questions with some potentially optional, leading to a 5 question guide after elicitation

*4.Document read through/editing process (goes into selection guide)*

*based off reading through other groups doc*

*how we integrated our work*

*how we eliminated inconsistencies*

*how we became more efficient and effective*

**Team work progression**→>>>>> group dynamics, adapting to roles, meetings, deciding on all major MODELS??

*Improving on efficiency and quality of product through editing strategies, group work, corporate culture etc..*

*Letting group roles become more fluid (ex UI expert turned out to be BO who wasn’t originally given the UI expert role)*

*group communication inside of class time → assigning work to be completed for next lab or next week ….*

*group communication outside of class time → planning meetings organizing work roles*

**Conclusion:** why RE is the hardest part of software engineering from **both perspectives** (Dusty’s input) similar headspaces (we’re all software student), who knows what], actual talk with Titan boats. LArge group project vs. individual school projects.

Why we’re happy we did it → make it funny

**Some talking points (we bolded what people liked best)**

* **So we made some mistakes…**
* **When I think about designing and building software, I think of building something I already understand…**
* **Unless you work for Rockstar or Microsoft, it just doesn’t work that way (because they just make a product the way they want, and people buy it!).**
* Solution: Implement an RE process. What could possibly go wrong?
* Well, I have a few ideas...
* **Consider the scope of our project. Mobile ordering app. Something you’ve probably used ordering pizza. Well understood, reasonably simple...**
* And yet… We still had some major miscommunications
* **Now try to imagine the difficulty of doing this process for a real project, something that scopes months or years and involves 10’s or 100’s of people!**
* **Also consider, although we roleplayed as clients/designers, we are all CSC/SENG students. (same headspace). In industry, this is not the case at all.**
* *When I think of the RE process, and the reliance of projects on it, SENG starts to take the form of a large airplane in my mind. Amazing that it flies at all, and only through deliberate and considerable efforts does it remain in the sky!*
* *Much like airplanes, redundancy is a VERY good idea.*
* *Don’t just express an idea once. Submit it in a document, discuss it in person, and get feedback on the implementation of the concept. Expect that most details presented are missed, not because the other party is being lazy, but because there are a LOT of details!*
* **It is easy to spot things that should not be there, such as a feature that serves no purpose. It is much more difficult to spot something that is NOT there (A missing feature!).**

<FINAL THOUGHTS>

Coming into this course I expected to be taught how to write a series of documents. It sounded like ‘contract writing for software’. Now having been through this process, I understand the material to be more about communication, and ensuring that the client and designers are on the same page. And I’ve also become acutely aware of what a monumental task that can be. Whether you want to be involved in the process of RE or not, I think it’s an easy sell to say “I want to work in a place that does it.”

**With other group (BSPC):**

Reasons for changes

How meetings went

Discussion

Miscommunication → #stores, english/french