CS 410 Software Engineering Software Development Project

<u>Part 3: Requirements Elicitation</u>

Activity 1: Meeting (Time and date: 10:00AM, 2/16/2023)
- Write up the meeting agenda
- Keep the meeting minutes; team members should rotate to be the minute keeper

<u>Goals:</u>
- Revise the problem statement
- Start requirement elicitation

<u>Tasks:</u>
- Incorporate collected feedback into the problem statement
- Plan for requirement elicitation that include the following steps:
  - Identify actors
  - Develop scenarios
  - Identify use cases
  - Develop UML use case diagrams
  - Develop use cases in the textual format that includes the following sections:
    - Use case name
    - Description
    - Participating actor(s) (indicate which actor primary if more than one)
    - Flow of events (with numbered steps)
    - Entry conditions
    - Exit conditions
    - Alternative flows (with numbered steps)
    - Exceptions flows (with numbered steps)
  - Organize use cases as appropriate
- Revise requirements in the problem statement as needed.

Activity 2: Outside-of-class group work

Activity 3: Presentation (Time and date: 10:00AM, 2/23/2023)
- Give a presentation of
  - Revised problem statement, with revised parts highlighted
  - Use case model using UML use case diagrams

<u>Deliverables (One submission per team)</u>
- Submit **one single zip file** that contains the following items to Assignments Project Part 3 folder by 11:00PM 2/22/2023.
  - Meeting agenda and meeting minutes of the meeting held on 2/16
  - Revised problem statement
  - UML use case diagrams
  - Scenarios and use cases (with detailed textual descriptions)