

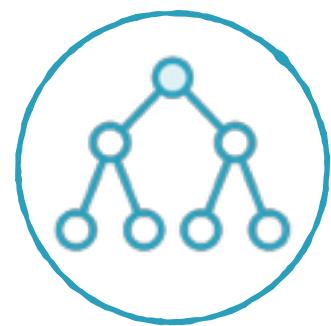
Documenting Solution Requirements



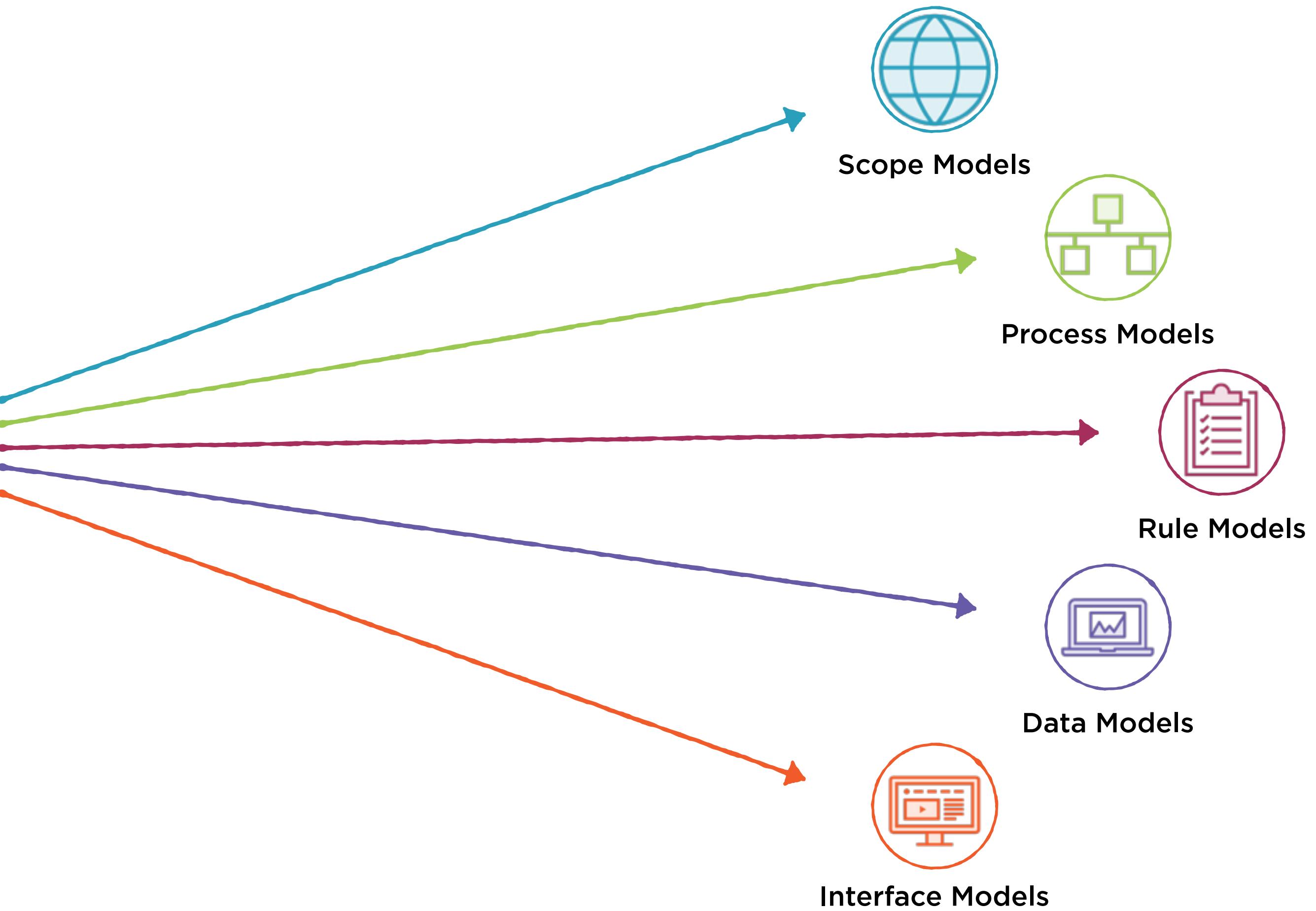
Casey Ayers

MBA • PMP®

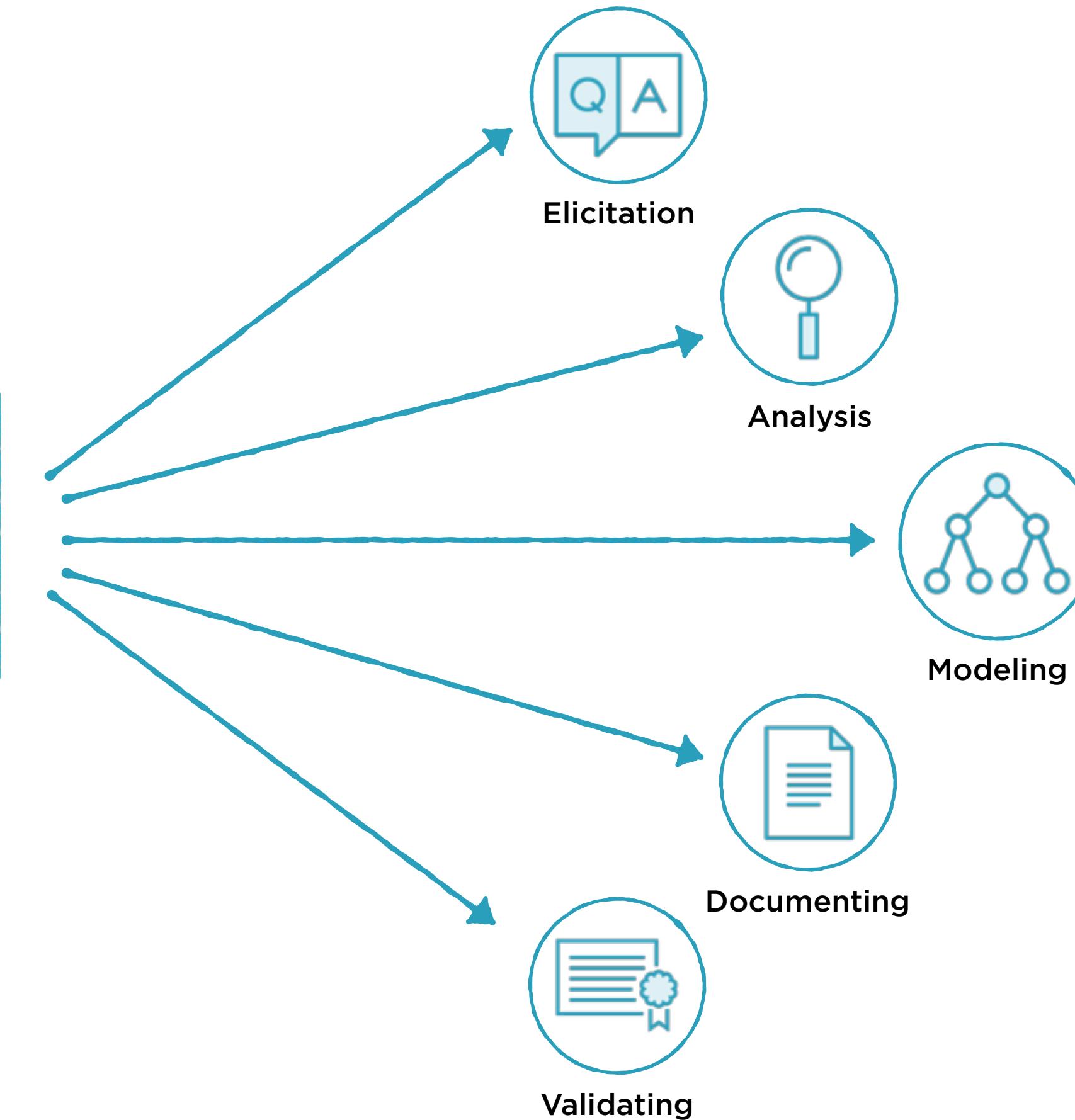
CaseyAyers.com | @caseyayers
linkedin.com/in/caseyayers



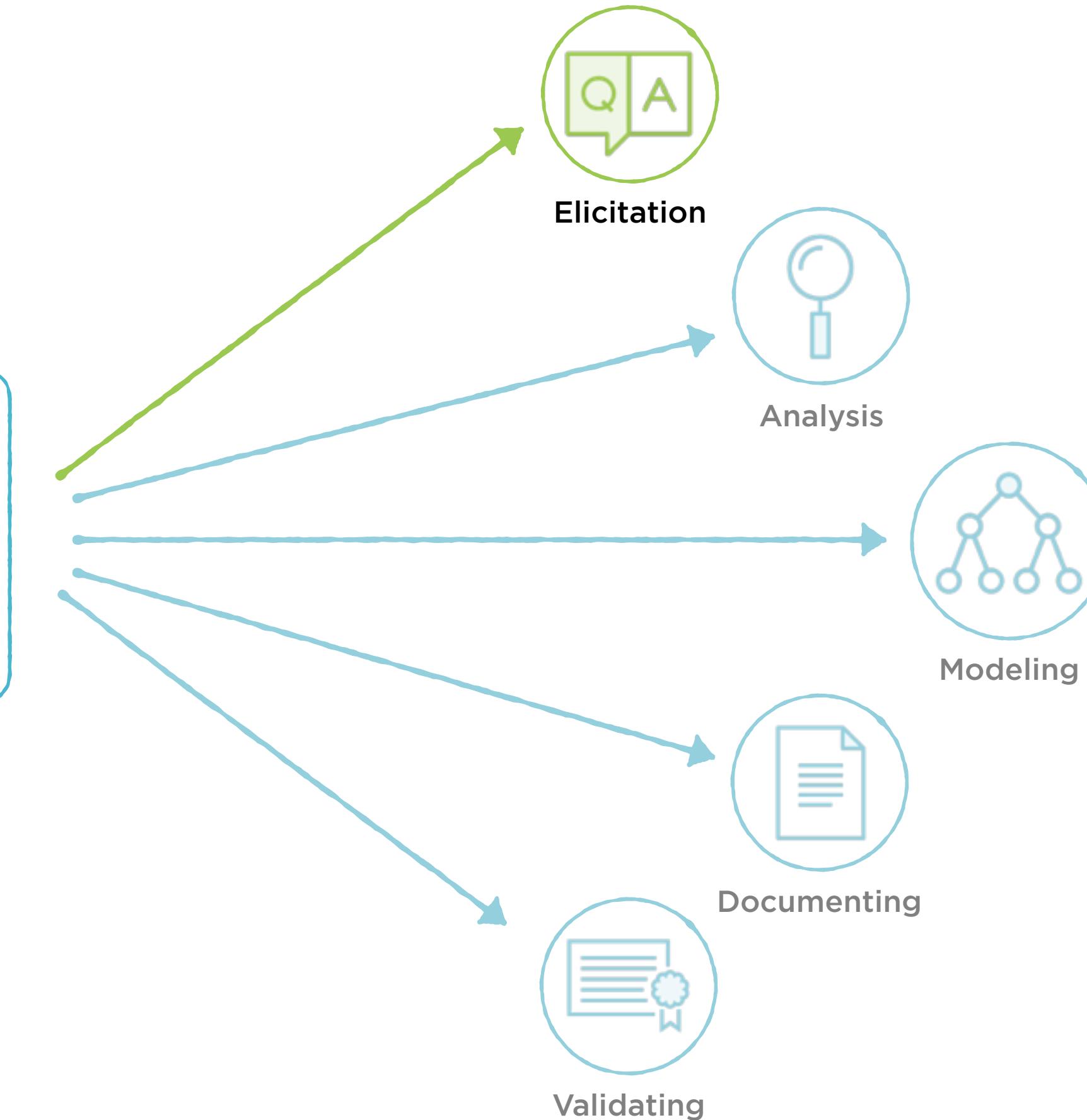
Modeling



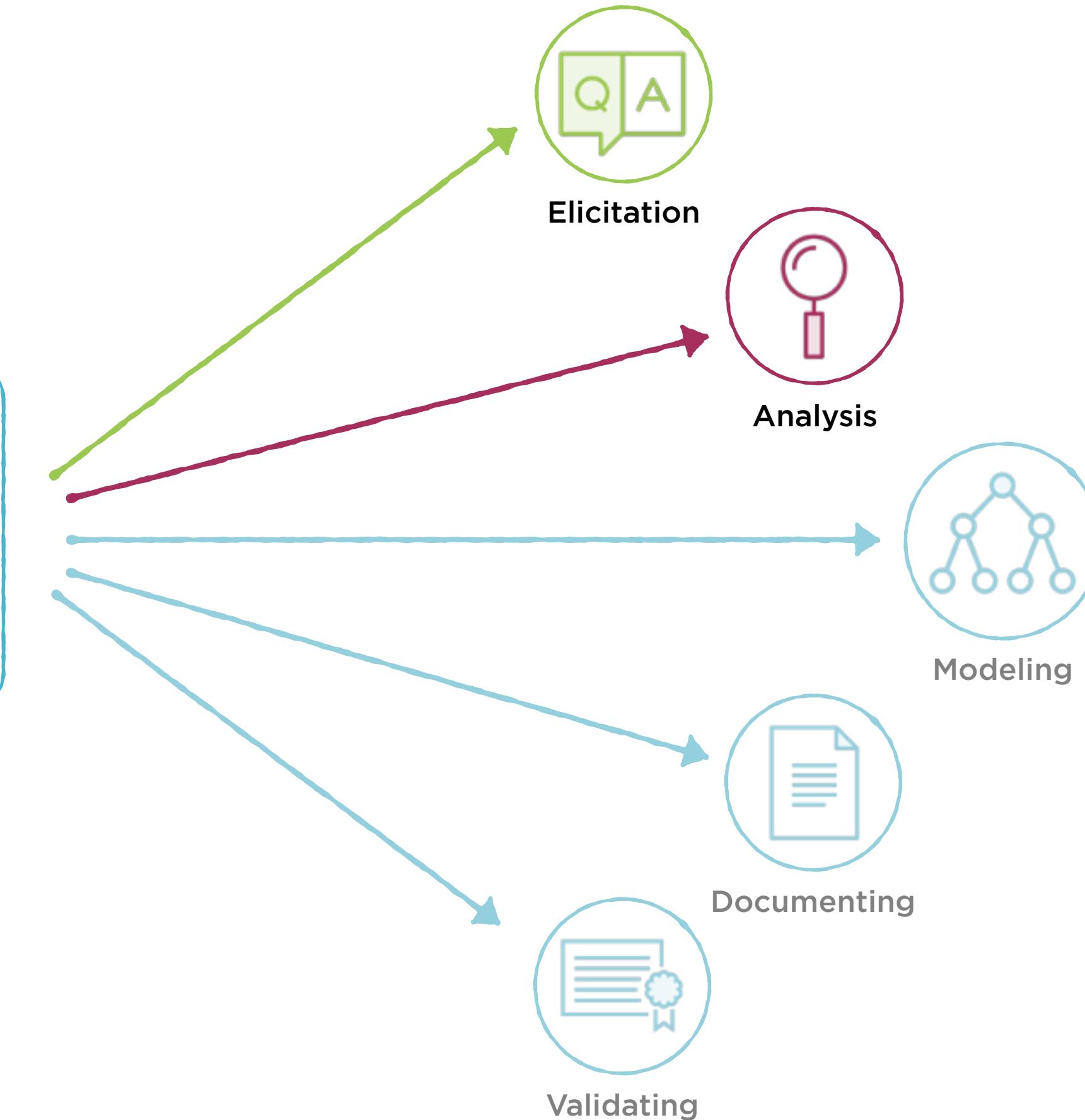
Elicit, document and manage stakeholder requirements to meet business and project objectives



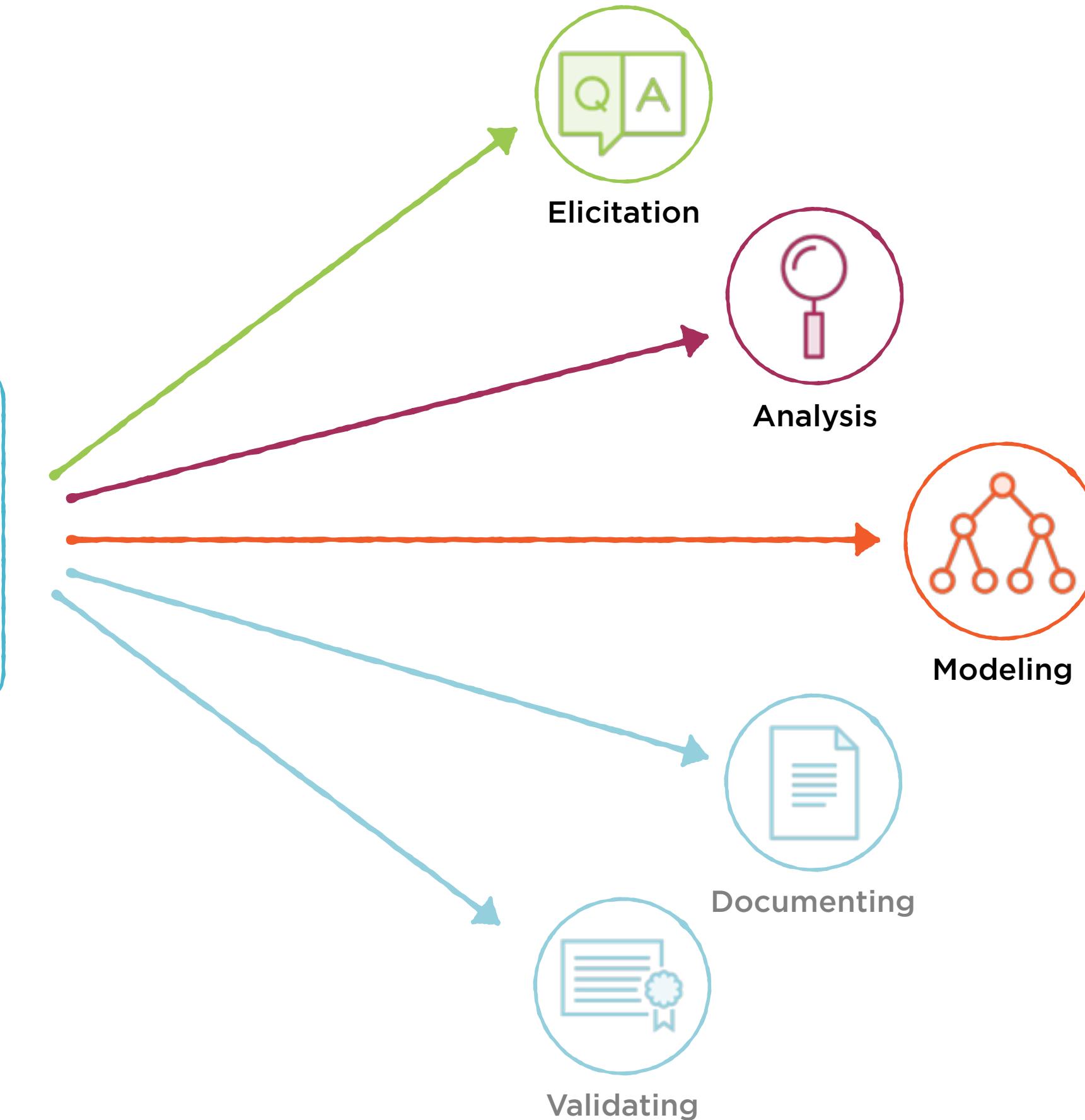
Elicit, document and manage stakeholder requirements to meet business and project objectives



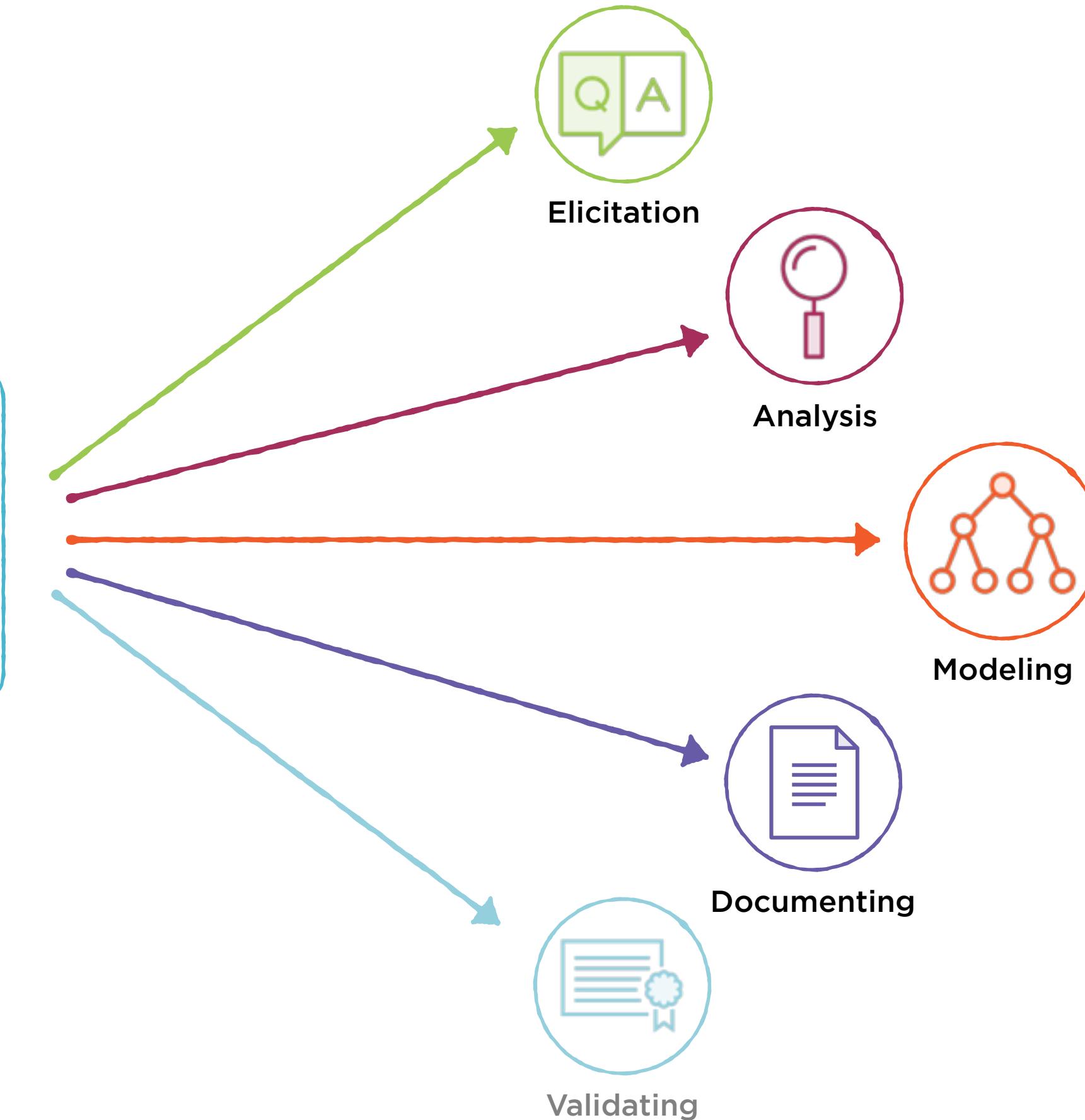
Elicit, document and manage stakeholder requirements to meet business and project objectives

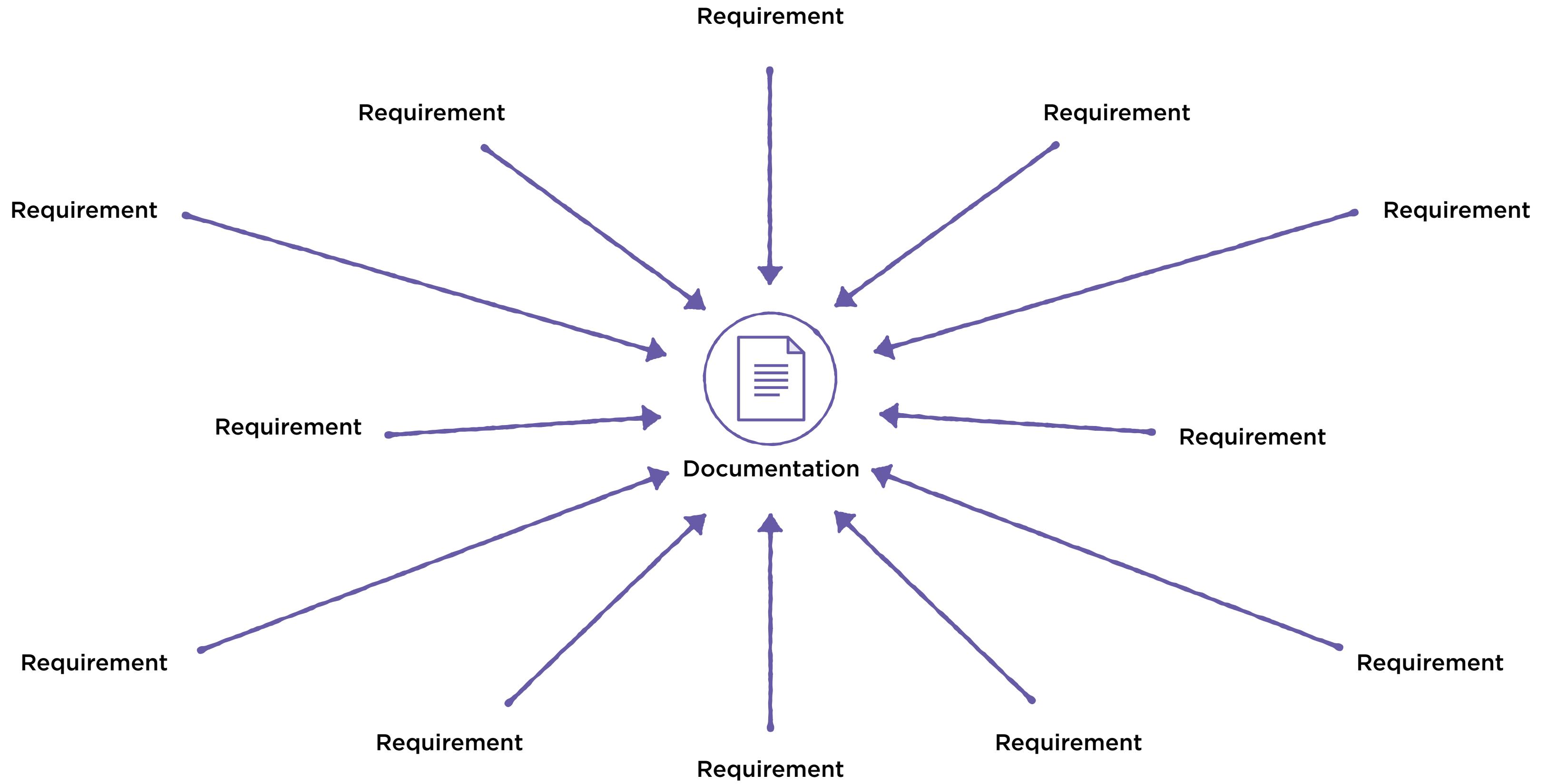


Elicit, document and manage stakeholder requirements to meet business and project objectives



Elicit, document and manage stakeholder requirements to meet business and project objectives







Documentation

Documented requirements represent the full scope of solution to address business objectives

Solution and requirements may evolve or gain detail over time, especially in adaptive environments



Documentation

Level of formality, form of documentation varies based on project needs

Models may be used both to better understand requirements and to represent them



What's Ahead

Importance of Documentation
Documenting Solutions
Documenting Requirements
Categorizing and Filtering Requirements



What's Ahead

Documenting Assumptions &
Constraints

Writing Effective Requirements

Prioritizing Requirements

Importance of Documentation



Importance of Documentation

Baseline for the Project

Outlines what qualifies as success

Allows for more genuine sign-off,
greater stakeholder buy-in

Provides a reference useful in
validating stakeholder needs are met



Importance of Documentation

Baseline for the Project

Traceable point from which solution may evolve to better meet needs

May serve legal, regulatory, or contractual purpose as a baseline for certain projects



Importance of Documentation

Fundamental Point of Reference

Used by designers, developers, testers, and QA staff to understand what requirements must be met

Referred to by project manager when developing project plans and schedule



Importance of Documentation

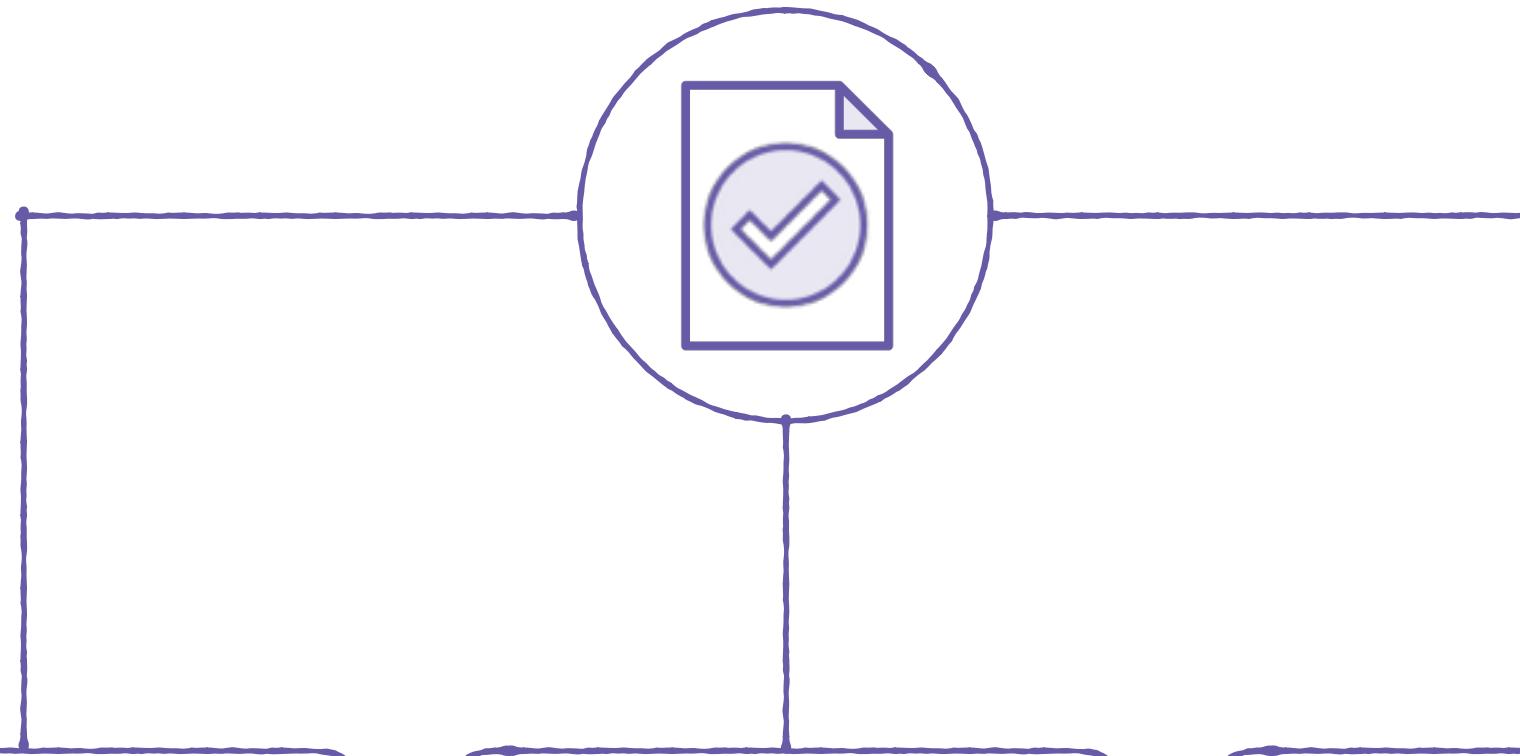
Fundamental Point of Reference

Contractual agreements, vendor requirements typically based on documentation

Materials may be referenced or adapted when creating user documentation

Documenting Solutions

Solution Documentation



Features

Functions

Characteristics

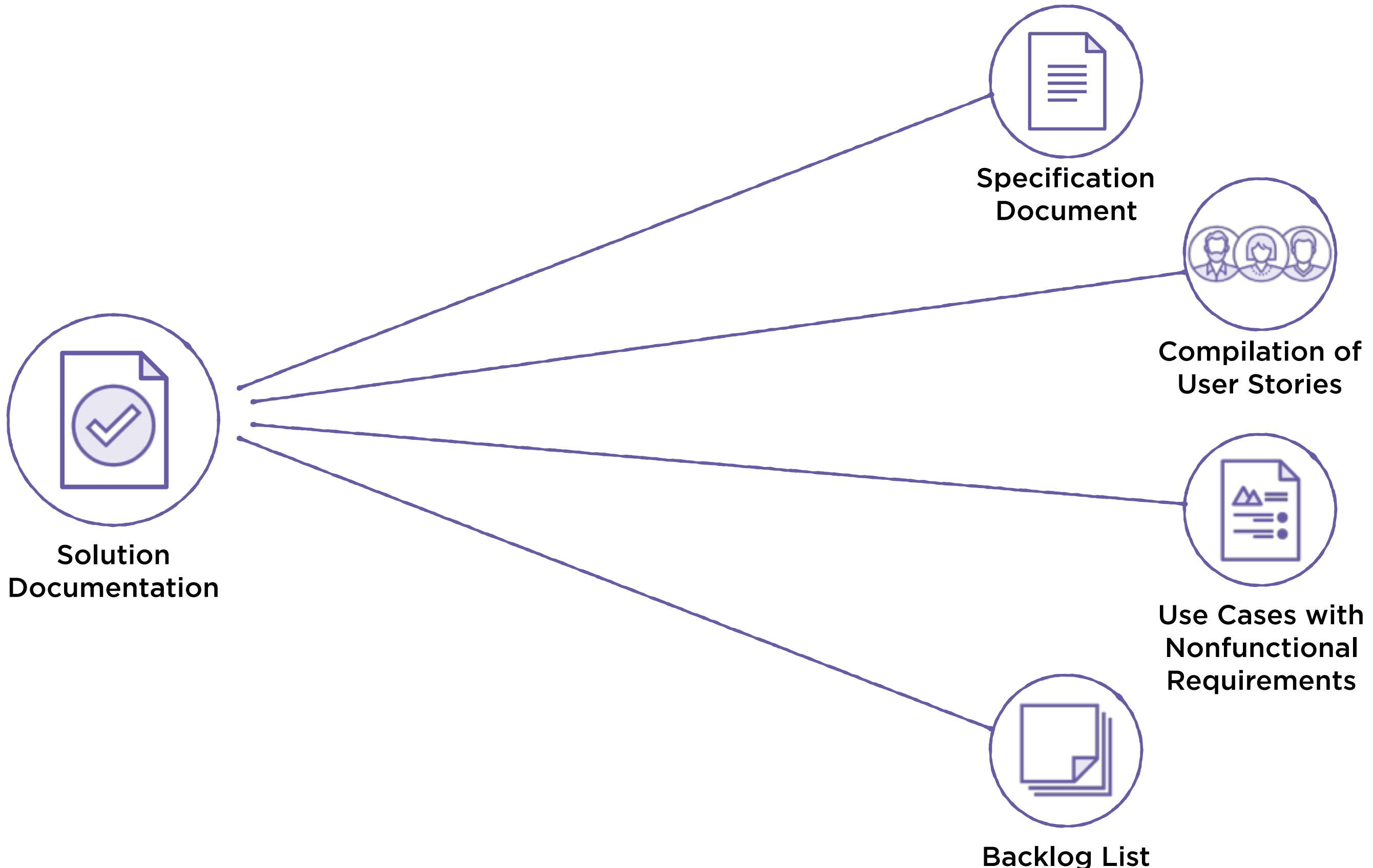


Documenting Solutions

Implementation teams rely on solutions documentation to do their work

Especially true where vendors and outside contractors are involved

Informal, internal knowledge rarely can be relied upon in successful projects





Documenting Solutions

Format to be used should be determined during analysis planning

Best format will vary based on...

Project scope

Project complexity

Organizational norms

Audience

Documentation should capture all requirements



Documenting Solutions

Specification documentation should attempt to anticipate the...

- Conditions
- Actions and reactions
- Results
- Errors and conflicts

...that may arise as part of the solution



Documenting Solutions

The best solutions documentation describes how to create the solution in full, and how to address issues that arise



Documenting Solutions

Solution Requirements may be *functional* or *nonfunctional* in nature

Functional requirements: Describe *what* a solution does

Nonfunctional requirements: Describe *how* a solution does what it does



Documenting
Solutions

Product requirements: Describe the end result that meets business needs

Project requirements: Describe mandatory conditions to create the end product



Documenting
Solutions

Business requirements: Describe the high-level needs and objectives that lead to project work being undertaken

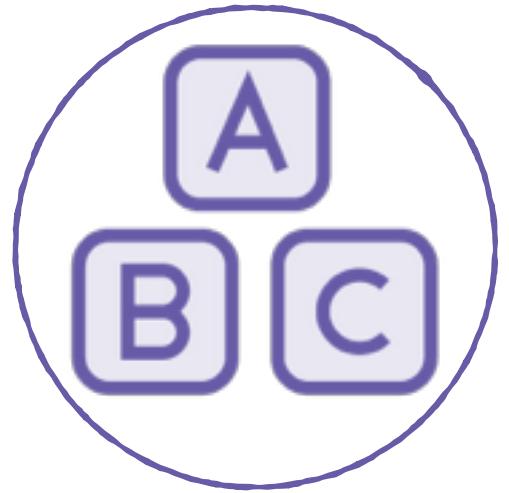
Stakeholder requirements: Describe the needs of those impacted by, or that have an impact on, the project



Documenting Solutions

Transition requirements: Describe the systems, processes, and resources necessary to successfully arrive at the desired state

Categorizing and Filtering Requirements

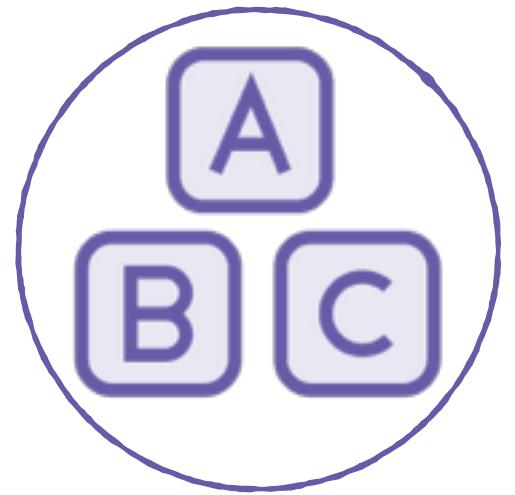


Categorizing Requirements

Used to make requirements easier to organize and reference

Variety of methods may be valid depending on requirements documented

Filters helpful in eliminating unnecessary or poorly structured requirements



Categorizing Requirements

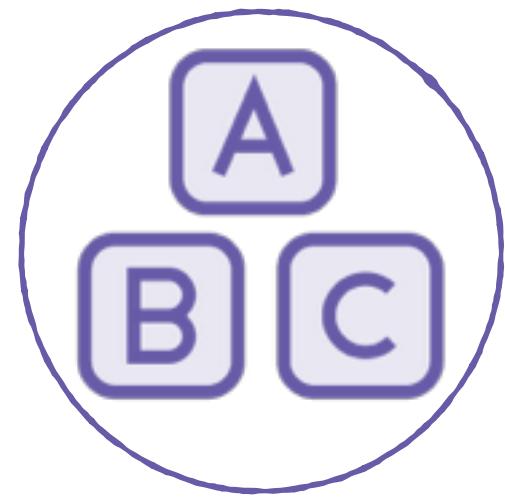
Filter by scope: Verify that all documented requirements are in scope.
Remove or revise those that are out of scope or not clearly in scope



Categorizing Requirements

Filter by function: Ensure all requirements fit into a functional category

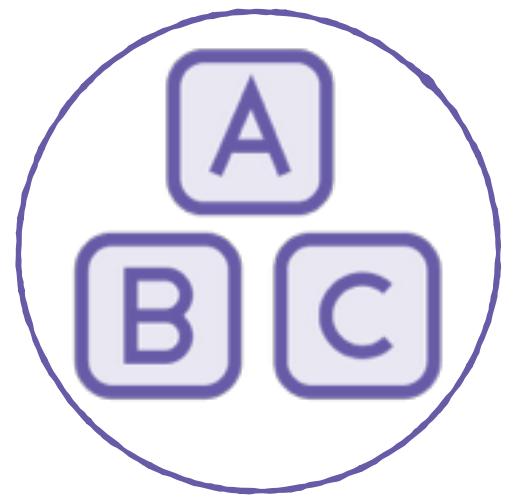
Functional categories determined based on project specifics



Categorizing Requirements

Filter by priority: Determine which requirements are most critical to meeting business and stakeholder needs

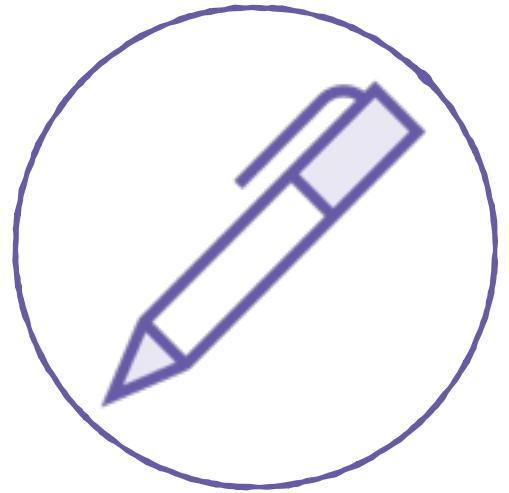
Consider removing requirements that are low priority when scope creep is an issue



Categorizing Requirements

Filter by testability: Remove requirements that cannot be independently verified or tested based on predetermined criteria

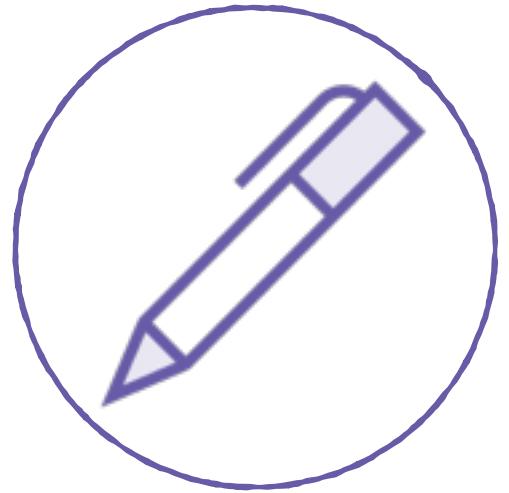
Documenting Assumptions



Documenting Assumptions

Every project and every set of requirements rests on assumptions

Identifying what is assumed, and what is fact, is key to risk management



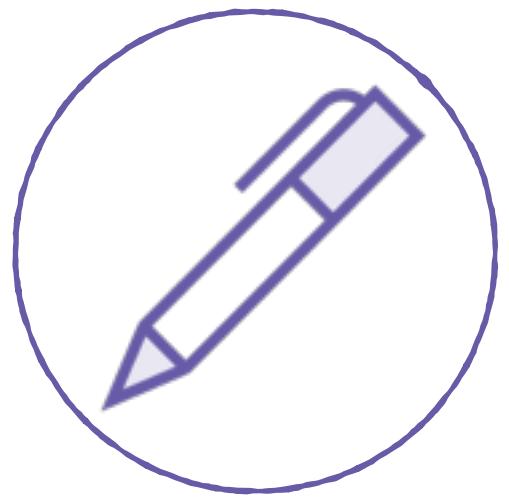
Documenting Assumptions

Triggers for assumptions:

Incomplete information

Projections about future changes

Projections about future constants



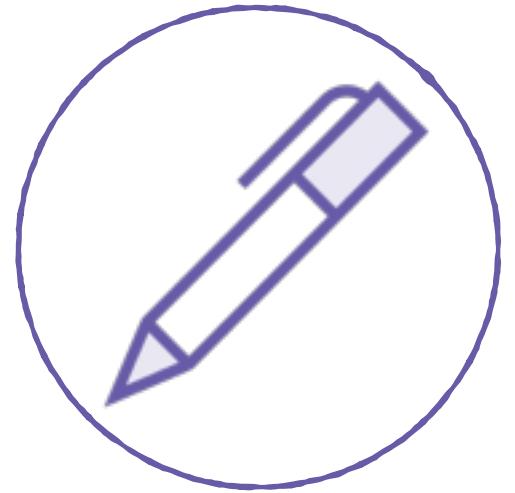
Documenting Assumptions

Assumptions that influence requirements

“We expect 102,000 ads to be served per day to players.”

“We'll be profitable in six months if current growth trends continue.”

“The team will be able to finish work on the new mission pack in four months.”



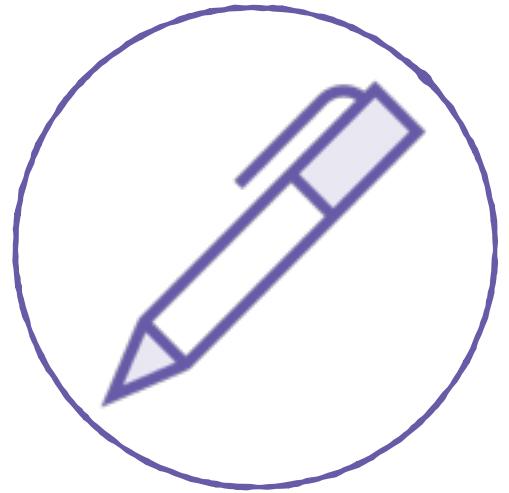
Documenting Assumptions

Requirements influenced by assumptions

“We need enough server capacity to handle 30,000 simultaneous players.”

“We need to develop three new item packs to sustain IAP revenue.”

“We need to add the ability to level above Lv. 50 to the game.”

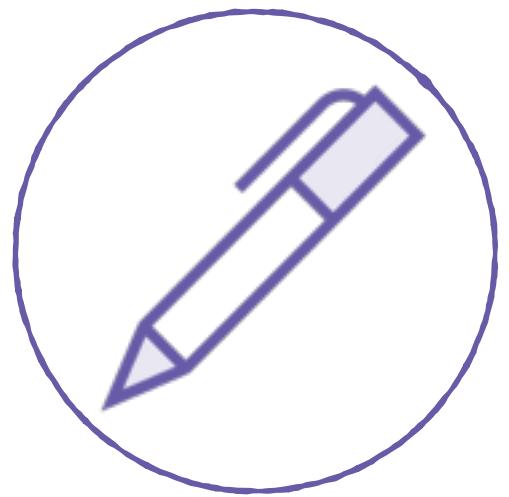


Documenting Assumptions

Important to analyze requirements to determine which are based on, influenced by, or exist due to assumptions

Assumptions should be cataloged and reassessed regularly as analysis and project work proceed

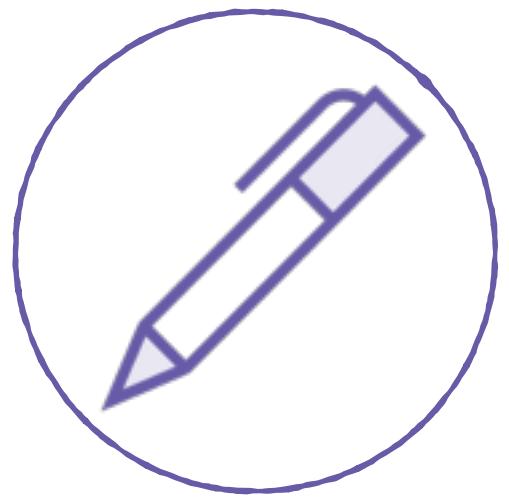
Documenting Constraints



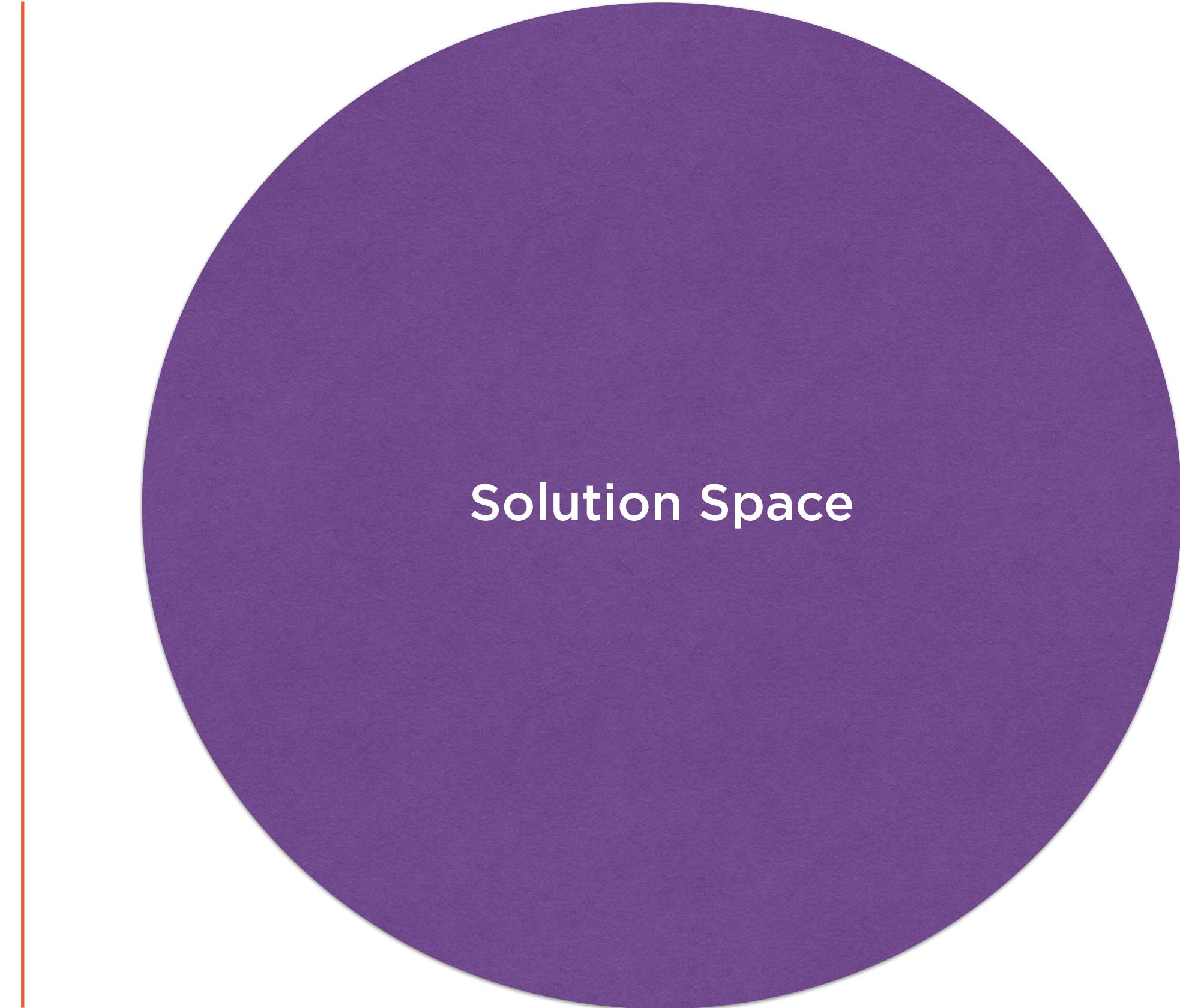
Documenting Constraints

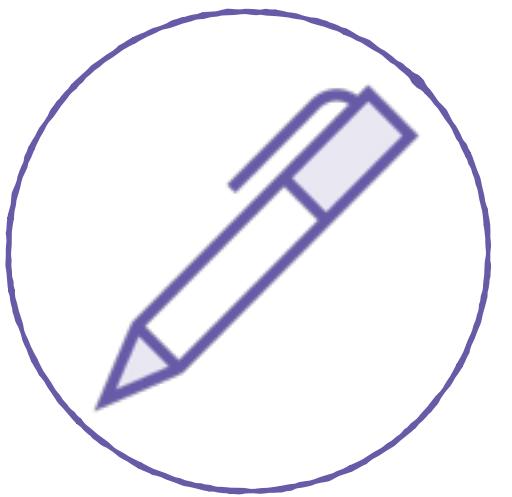
Product constraints: Limitations on how a solution can accomplish its goals

Project constraints: Limitations on how a solution can be developed

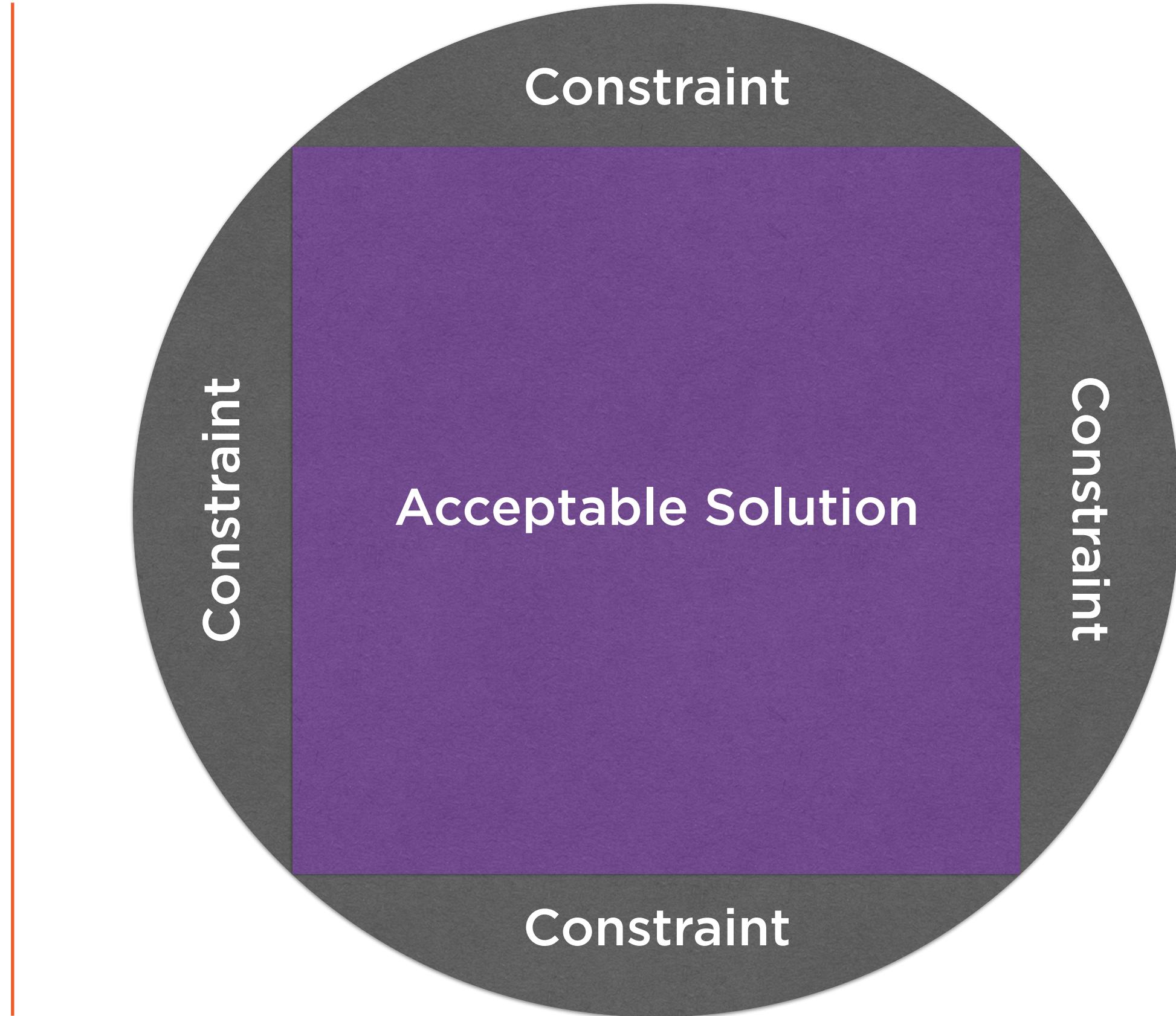


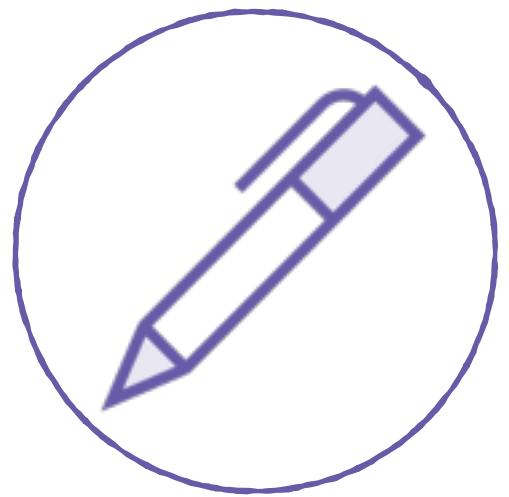
**Documenting
Constraints**





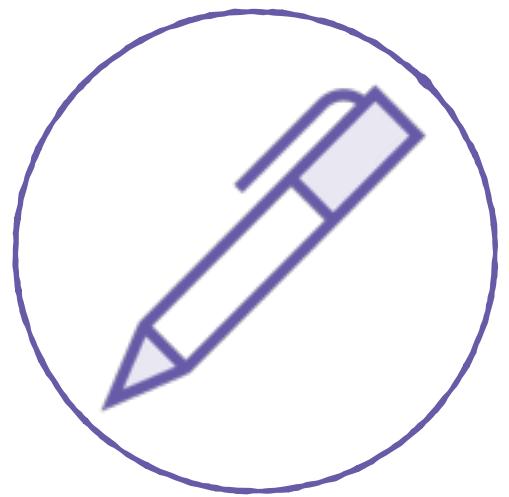
**Documenting
Constraints**



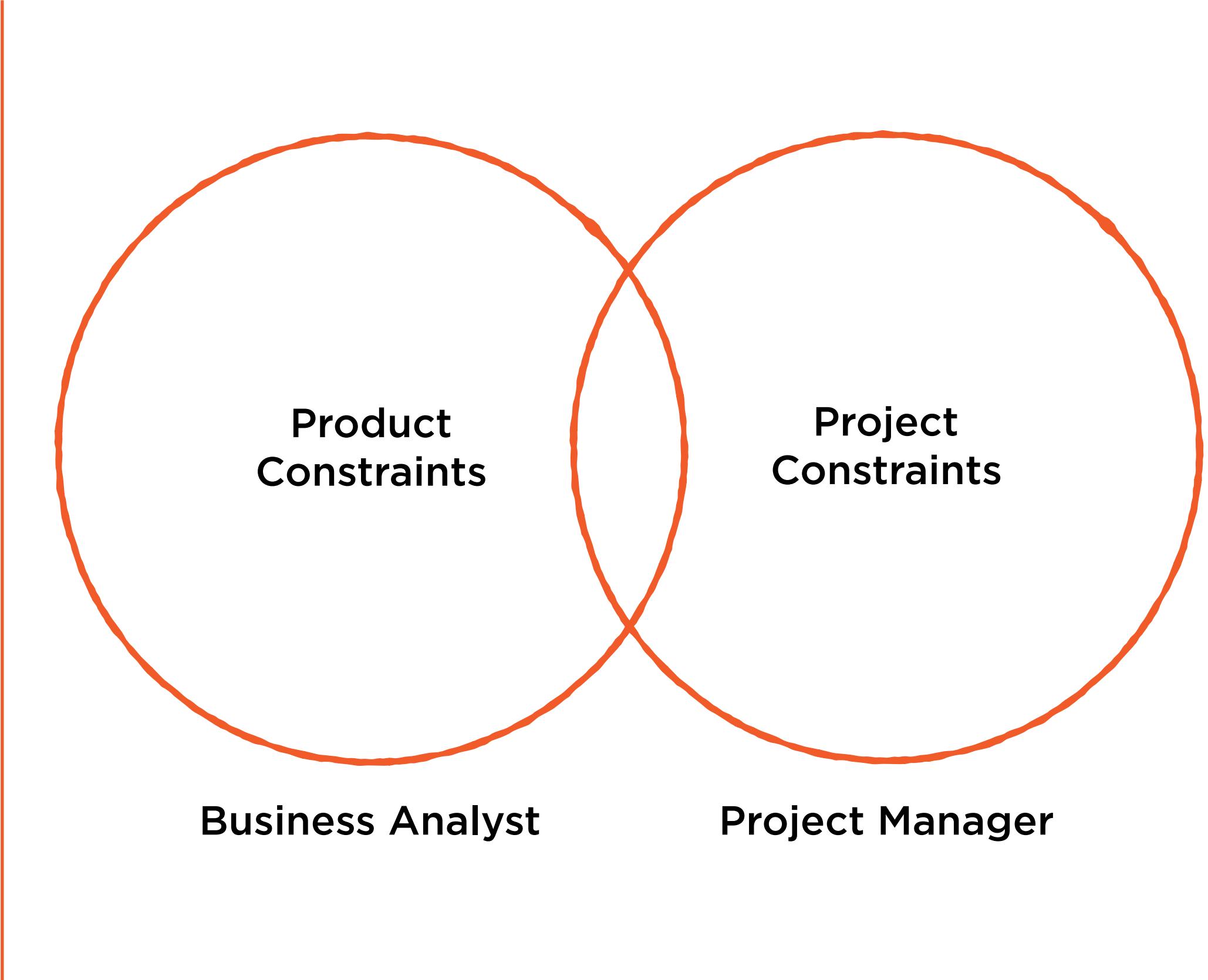


**Documenting
Constraints**





**Documenting
Constraints**

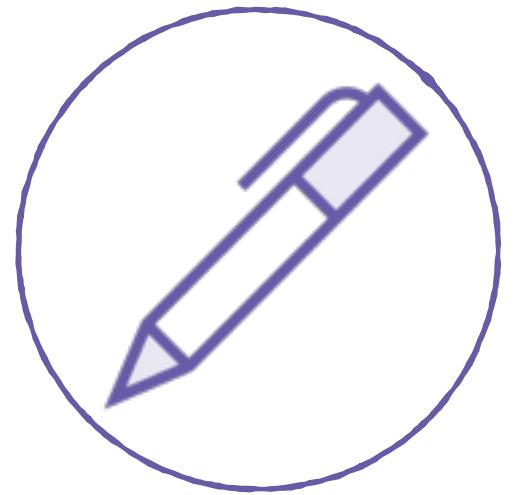


**Product
Constraints**

**Project
Constraints**

Business Analyst

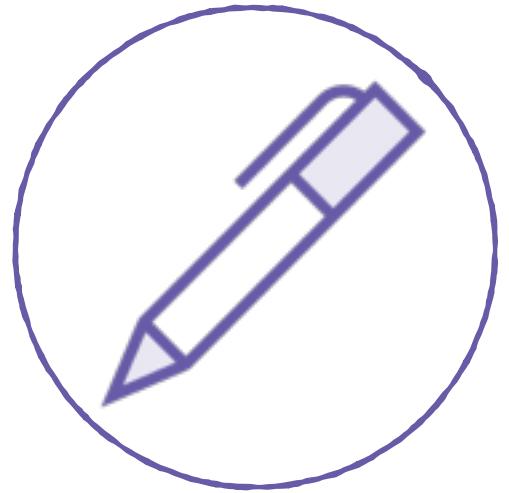
Project Manager



Documenting Constraints

Constraints often viewed as a type of nonfunctional requirement

Requirements indicate what *should* be done, while constraints indicate what *should not* be done



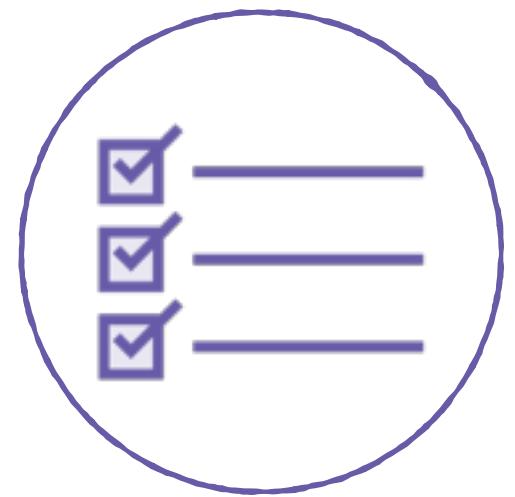
Documenting Constraints

Constraints may emerge from a variety of sources

Geography, organizational culture and policy, and the legal/regulatory environment may all lead to constraints

Particular attention to where assumptions and constraints intertwine can be valuable

Writing Effective Requirements



Writing Effective Requirements

All business analysis is futile if resulting requirements are unclear, conflicting, or confusing

Strongly written requirements guarantee common understanding

Accurate baselines

Correct implementation

Optimal integration



Writing Effective Requirements

Well-written requirements exhibit...

Clarity

Precision

Consistency

Correctness

Completeness

Measurability

Feasibility

Traceability

Testability



Writing Effective Requirements

Well-written requirements include...

Condition

Subject

Imperative

Active verb

Object

Business rule*

Outcome*

**Optional*



Writing Effective Requirements

SAMPLE REQUIREMENT

When the player presses the “Attack!” button, the game will present the attack screen, allowing players to select troops to deploy and powers to use to initiate a battle.



Writing Effective Requirements

When the player presses the “Attack!” button, the game will present the attack screen, allowing players to select troops and powers to use to initiate a battle.

The diagram illustrates the structure of the requirement sentence with colored arrows:

- Condition:** A red curved arrow points from the word "When" to the start of the sentence.
- Subject:** A magenta curved arrow points from the word "game" to "the game".
- Imperative:** A blue straight arrow points from the word "will" to the verb "present".
- Active Verb:** A green straight arrow points from the verb "present" to the word "attack".
- Object:** A purple curved arrow points from the word "attack" to the word "screen".
- Outcome:** A black curved arrow points from the word "initiate" to the end of the sentence.



Writing Effective Requirements

CLARITY

Meaning of requirement should not be subject to interpretation or debate

PRECISION

Requirements should use carefully select words to describe the solution specifically



Writing Effective Requirements

Gauging Clarity

The game will allow players to add people they know to a list of friends

The game will obtain social graph information from integrated social accounts, and use this data to populate a list of others the player may then add to a friends list.

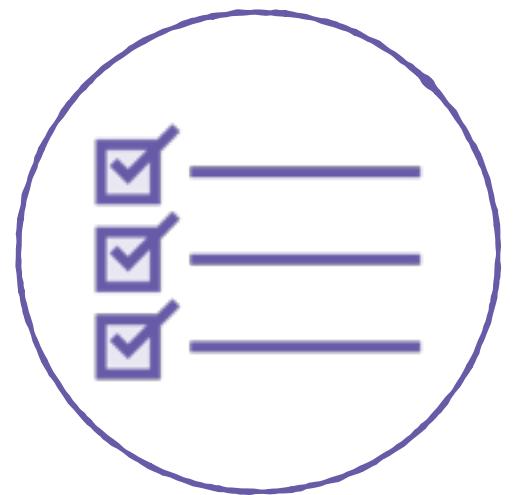


Writing Effective Requirements

Gauging Clarity

The game will allow players to add people they know to a list of friends

The game will obtain social graph information from integrated social accounts, and use this data to populate a list of others the player may then add to a friends list.



Writing Effective Requirements

Gauging Precision

If players do not have an active internet connection, an error message will appear

If players do not have an active internet connection, an error message reading, “Avast! Your connection to the server is down, matey...” will appear



Writing Effective Requirements

Gauging Precision

If players do not have an active internet connection, an error message will appear

If players do not have an active internet connection, an error message reading, “Avast! Your connection to the server is down, matey...” will appear



Writing Effective Requirements

CONSISTENCY

Requirements should only be included once in a list of requirements, and should not conflict with one another

Traceability can help ensure requirements remain consistent with known information and business needs

Consistency is important, even at the risk of repetition



Writing Effective Requirements

Gauging Consistency

Missions

Battles

Conquests

Incursions



Writing Effective Requirements

Gauging Consistency

Missions

Missions

Missions

Missions



Writing Effective Requirements

CONSISTENCY

Referencing back to requirements, rather than rewriting them, is one way to help ensure consistency

Similar to use of pointers and variables in programming



Writing Effective Requirements

CORRECTNESS

Requirements should align with known facts and running assumptions

Should facts or assumptions change, important to revise requirements

All requirements should be vetted and validated by stakeholders with relevant knowledge



Writing Effective Requirements

COMPLETENESS

Not all information often known when requirements are written

Write requirements that actively acknowledge this, rather than obscure it

Good requirements are self-contained, including all known and unknown factors



Writing Effective Requirements

Gauging Completeness

Approved new items will be added to the game marketplace

All items approved (number TBD) by the Content Director by the deadline (TBD) will be added to the game marketplace



Writing Effective Requirements

Gauging Completeness

Approved new items will be added to the game marketplace

All items approved (number TBD) by the Content Director by the deadline (TBD) will be added to the game marketplace

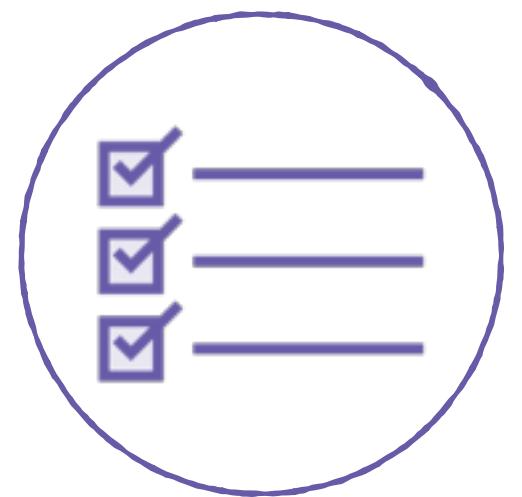


Writing Effective Requirements

MEASURABILITY

Requirements cannot be verified if they cannot be measured

Measurements should be possible independent of other requirements



Writing Effective Requirements

Gauging Measurability

Updates will lead to an increase in average session play time

Updates will lead to an increase in average session play time by 10-20%



Writing Effective Requirements

Gauging Measurability

Updates will lead to an increase in average session play time

Updates will lead to an increase in average session play time by 10-20%



Writing Effective Requirements

FEASIBILITY

Requirements that cannot be met harm long-term buy-in and impede progress

Important to ensure requirements are realistic given...

Organizational capabilities

Available resources

Risk tolerance

Level of commitment



Writing Effective Requirements

FEASIBILITY

Operational: Will solution have necessary stakeholder support and adoption to succeed?

Technical: Can the requirement actually be met with available technology?

Cost-effectiveness: Is the requirement worth meeting given the cost vs. benefit?

Time: Can the solution be created in a useful and reasonable amount of time?

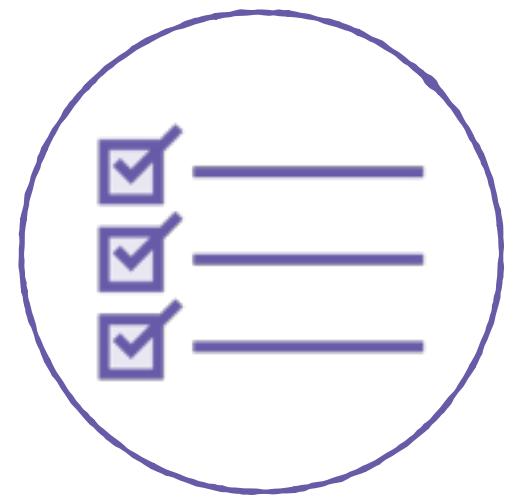


Writing Effective Requirements

TRACEABILITY

Requirements that can't be traced back to business needs are invalid

Changes and new information may often render some requirements invalid, or result in a revision being necessary



Writing Effective Requirements

TESTABILITY

Similar to measurability in most cases

Some requirements may be subjected to a pass/fail examination, rather than be measured on a more descriptive scale

Testability must be confirmed, but a test need not necessarily be made upfront

Prioritizing Requirements



Prioritizing Requirements

Resources are always limited

Prioritizing requirements can be difficult

Different perspectives are accompanied by differing priorities

Methods for arriving at an objective consensus can help in prioritization



Prioritizing Requirements

PRIORITIZATION METHODS

MoSCoW

Multivoting

Time-Boxing

Weighted Ranking



**Prioritizing
Requirements**

M
O
S
C
O
W



Prioritizing
Requirements

Must haves

*Fundamental
success factors*

Should haves

*Valuable, but not
mission critical*

Could haves

*Easily left out with
minimal impact*

Won't haves

*Definitely not being
addressed, for now*



Prioritizing Requirements

MULTIVOTING

Participants may award votes to each item, based on an established set of rules

Different voting ranks may be used to create a points-based system

Cumulative results of voting lead to a prioritized set of requirements



Prioritizing Requirements

- Develop new missions
- Develop new items
- Develop new social features
- Develop new cooperative mode
- Develop seasonal bonuses





Prioritizing Requirements

- Develop new missions ● ●
- Develop new items ● ●
- Develop new social features ● ●
- Develop new cooperative mode ● ● ●
- Develop seasonal bonuses ● ● ●





Prioritizing Requirements

TIME-BOXING

Considers the duration of requirements, and how limited time available can be best maximized

Similar method may be used for budgetary consideration



Prioritizing Requirements

Project Timeline

Cooperative Mode

New Items

Social Features

Missions

Seasonal Bonuses



Prioritizing Requirements



New Items



Prioritizing Requirements

WEIGHTED RANKING

Ranking factors and weights should be predetermined, to ensure results are as objective as possible

Score thresholds often used to gauge whether a requirement is important enough to merit commitment



Prioritizing Requirements

	Cost-Effectiveness 35% Weight	Technical Feasibility 40% Weight	Operational Feasibility 25% Weight	Total Score	Final Rank
New Missions	$(3*.35) = 1.05$	$(5*.40) = 2.00$	$(3*.25) = 1.05$	4.10	1
New Items	$(5*.35) = 1.75$	$(2*.40) = 0.80$	$(5*.25) = 1.05$	3.60	2
New Social Features	$(1*.35) = 0.35$	$(3*.40) = 1.20$	$(2*.25) = 1.05$	2.60	5
Cooperative Mode	$(2*.35) = 0.70$	$(4*.40) = 1.60$	$(1*.25) = 1.05$	3.35	3
Seasonal Bonuses	$(4*.35) = 1.40$	$(1*.40) = 0.40$	$(3*.25) = 1.05$	2.85	4



Takeaways

IMPORTANCE OF DOCUMENTATION

Serves as a baseline for the project

Fundamental point of reference for those signing off on – and those building – the solution

Pivotal for project management



Takeaways

DOCUMENTING SOLUTIONS

Solution requirements may be functional or nonfunctional in nature

Product requirements describe the end result that meets business needs

Project requirements describe conditions related to how the product is created



Takeaways

CATEGORIZING REQUIREMENTS

Requirements may be filtered by scope, function, priority or testability to ensure they are valid, align with business needs, and aren't duplicative or poorly written



Takeaways

DOCUMENTING ASSUMPTIONS & CONSTRAINTS

Assumptions may be made when incomplete information is available, when projecting the future, or extrapolating the present

Constraints may apply to either the product or project, and may be geographical, political, cultural, technical, or legal in nature



Takeaways

WRITING EFFECTIVE REQUIREMENTS

Requirements must exhibit clarity, precision, consistency, correctness and completeness

Requirements should be measurable, feasible, traceable, and testable

Well-written requirements include a condition, subject, imperative, action and object



Takeaways

PRIORITIZING REQUIREMENTS

Resources are always limited, and priorities are rarely clear and unified

MoSCoW, multivoting, time-boxing, and weighted ranking are methods of prioritization



What's Next

Validating, Verifying &
Approving Requirements