

Project v1.1

CS2901 Software Engineering I

1 Project Milestone: Inception

It is time to set an overall direction for your project.

- **Set up a weekly project meeting time/venue with your team members (if you haven't done it yet)**

We recommend at least one face-to-face project meeting per week. The project meeting time can be used to discuss project related things, but also, can be used as a time for team members to work on the project tasks individually (having all members in the same place will facilitate easier collaboration and more peer-learning).

- **Decide project direction, target user profile, and problem addressed**

Rethink and decide your project direction, target user profile, and the value proposition of the product.

2 Project Milestone: Requirements

2.1 Brainstorm user stories

Get together with your team members and brainstorm for user stories

- It is ok to have more user stories than you can deliver in the project. Aim to create **at least 30 user stories**. Include all 'obvious' ones you can think of but also look for 'non obvious' ones.
- You should write each user story in a online tool. You can use GitHub issue tracker to manage user stories, but for that you need to set up your team's GitHub organization, project fork, and issue tracker first. Instructions for doing those steps are given in the coming days.

2.2 Prioritize the user stories

- Take one user story at a time and get team member opinions about it.
- Based on the team consensus, put the story (i.e. the piece of paper) onto one of these three categories:
 - *Must-Have*: The product will be practically useless to the target user without this feature.

- *Nice-To-Have*: The target user can benefit from this user story significantly but you are not certain if you'll have time to implement it.
- *Not-Useful*: No significant benefit to the target user, or does not fit into the product vision.

2.3 Document requirements of the product

Based on your user story categorization in the step above, given module requirements/constraints for the project, and the current state of the product, select which user stories you are likely to include in the next version.

Document the following items using a convenient format (e.g., a GoogleDoc). Do not spend time on formatting the content nicely; reason: these will be ported to the actual Developer Guide in your project repo later.

- **Target user profile, value proposition, and user stories:** Update the target user profile and value proposition to match the project direction you have selected. Give a list of the user stories (and update/delete existing ones, if applicable), including priorities.
- **Use cases:** Give use cases (textual form) for a few representative user stories that need multiple steps to complete. Consider five use cases for project.
- **Non-functional requirements:** Many of the project constraints mentioned above are NFRs. You can add more. e.g. performance requirements, usability requirements, scalability requirements, etc. List NFRs of your project.
- **Glossary:** Define terms that are worth defining.
- **Product survey:** Explore a similar/related products and describe your findings i.e. Pros, cons, (from the target user's point of view). Report your population, consider level, all findings.

3 Deadlines

3.1 Mock-up Presentation: Friday, 26th April

You should consider into your presentation the following items:

- Four must-have user stories and three nice-to-have user stories.
- Select one of the must-have user stories and present its corresponding use case.
- Include some UI mock-ups (they can be hand-drawn or created using a tool such as PowerPoint or Balsamiq).

3.2 Documentation v1.1: Monday, 29th April

You should submit all items from Section 2.3 in your project repo.