Project Experiences

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ETSN15 Requirements Engineering

Group Gamma - EasyTrip

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1 Elicitation Reflection

1.1 Context diagram

Firstly we created a context diagram from our understanding which we later discovered lacked important entities. This work broadened our knowledge of context diagram and view on work in requirements engineering. We discovered that we didn't know exactly how the product could earn money. After some discussion we came to the conclusion that there will be two separate sources; ads and referrals to airline companies. We also had a healthy discussion about which actors were in direct contact with the product. We decided that travel agencies may want to use our product but that it would not be our main target user. It was also concluded that we should offer support and that they would be a stakeholder as well.

From our discussions with our supervisor we learned that there are more stakeholders we need to take into consideration compared to what we previously had listed. This certainly helped the product develop even further and enhance its project description to formulate a clearer goal view.

We decided to create a context diagram because of two main reasons, firstly it helps us create an architecture for the project that we can later use to describe our different features and relations. Secondly the technique helps narrow down what actors are involved with the product and who the stakeholders are.

One challenge we discovered was that the team was not unified on what entities or actors are supposed to be placed in a certain state. Such as that our ad provider is supposed to be inside or outside of the inner domain.

What we recommend for others to do is firstly shorten down your thought process and focus on one aspect at a time. For example, firstly look at direct actors inside the inner domain, and then move on one step at a time to minimize risk of missing components or misplacing entities.

Overall we thought that the method used was very useful in an early stage for elicitation, requirement generation and to get everyone involved on the same page.

1.2 Elicitation

1.2.1 Stakeholder Analysis

The first and main elicitation made was the stakeholder analysis where we identified the stakeholders and their interests. This was done by brainstorming and discussing with the team during exercises in school. We later moved on letter two of the group members to write and deeply analyse the stakeholders.

1.2.2 Traveller Interviews

The second elicitation was of the stakeholder traveller where we interviewed two persons who travels frequently. This was done by two group members and the results were later summarised. We felt that it was a good way of getting a deeper understanding of the user and their needs.

1.2.3 Email Questions - Airlines and Travel Agencies

The third elicitation was the sending of questions by email to the stakeholders airlines and travel agencies. This was done by two group members and the results were later summarised. Happiliy we got a response from one of the airlines, easyJet, which gave us some details but not as much as we hoped for. Although, we felt that the answers were still useful and validated reflections from the stakeholder analysis that was alreadty done. We did ask for a meeting but they declined. The full email can be found in the elicitation folder.

1.2.4 Prototype Feedback

The fourth elicitation was the prototype feedback where we asked for feedback on our prototype from a potential users, also the same users from the second elicitation. ... to-do ... we have only

prepared for the tests.

2 Specification Reflection

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3 Initial Challenges Reflection

Individual Contributions

Group Member	Contributions
Jonathan Ahlström	?
Ossian Gewert	?
Jacob Jönsson	?
Simon Persson	?
André Roxhage	?
Felix Sundholm	?