Requirements Elicitation Techniques

Questionnaire

A structured questionnaire was used to collect feedback from potential users and testers.

The questionnaire focused on:

- Frequency of feature usage (search, playback, playlists)
- User experience issues such as delays or playback failures
- Interface usability and overall satisfaction
- Suggestions for feature improvements

Responses helped validate system needs and highlighted priorities, including:

- Fast music playback without interruptions
- Easy to manage playlists
- Improved shuffle functionality
- clear and intuitive interface design

Interviews

Interviews were conducted with both Internal Executive stakeholders (such as project owners and decision-makers) and Internal Operational stakeholders (such as developers and testers).

The goal was to identify:

- The main objective of the FreeBeats system
- Essential system features and priorities
- Expected performance and usability standards
- Challenges that may occur during development and usage

These interviews helped define important features such as:

- Simple and user-friendly interface
- Free and ad-free streaming experience
- Accurate search by song or artist

- Smooth playback and playlist management
- Most played songs feature

Observation and Brainstorming

Observation and brainstorming meetings were conducted among the development team during design and testing phases

Observation and brainstorming focused on :

- Observing user behavior during playback, search and playlist creation
- Discussing design ideas to improve usability and performance
- Identifying possible risks such as search inaccuracy or playback delays

These meetings helped the team to:

- Simplify the overall interface design
- Enhance playback stability and system responsiveness
- Ensure the app remained simple and easy to use across devices

Document Analysis

Document analysis was used to review existing music streaming platforms and related documentation to understand industry standards and user expectations

The analysis focused on:

- Common features provided by other music apps
- Performance standards for audio quality and speed
- Industry standards and design patterns for playlist and search functionality
- Challenges users face with complex interface

Findings from this analysis helped in:

- Making sure the platform provides high quality music streaming
- Designing a simple and user friendly interface
- Identifying the most important features while keeping the system simple