Individual Report

**1. About Use Story Confirmation**

To assure the quality of our requirements, I followed a systematic process that involved several steps:

1. Stakeholder Interviews: I conducted interviews with stakeholders, including currency exchange users and experts, to understand their needs, expectations, and pain points related to currency conversion. This helped me gather valuable insights and ensure that our requirements aligned with their requirements.

2. **Requirement Documentation**: I have documented the requirements in a clear manner, ensuring that they were well-defined and understandable by all team members. We used a consistent format and included relevant details such as user roles, goals, and descriptions.

3. **Requirement Review**: I conducted peer reviews and walkthroughs of the requirements document to gather feedback, identify potential issues or gaps, and make necessary revisions. This helped me and us of course, improve the quality of the requirements and ensure their accuracy and completeness.

One of the user stories, "Retrieve Real-Time Exchange Rates," meets the quality criteria based on the following arguments:

**Entirety**: The user story addresses the requirement of being able to retrieve real-time exchange rates between different currencies. It captures the need for accurate and up-to-date exchange rates, which is crucial for users to perform currency conversions accurately.

**Clarity**: The user story clearly describes the objective of retrieving real-time exchange rates, leaving no room for ambiguity or misunderstanding. It states the specific user goal and the desired outcome, providing a clear understanding of the functionality required.

**Testability:** The user story is testable by creating test cases to verify that the system can successfully retrieve real-time exchange rates and present them to the user in a timely and accurate manner. This ensures that the system functions as intended and meets the user's expectations.

By following the process of requirements elicitation, documentation, review, and validation, we have ensured that the "Retrieve Real-Time Exchange Rates" user story meets the quality criteria and is aligned with the needs of our stakeholders.

2. About Low/High Fidelity Design

When designing interfaces for our currency converter project, we experimented with both low-fidelity and high-fidelity prototyping tools. Here's a reflection on the advantages and disadvantages of each:

**Low-Fidelity Prototyping**:

Low-fidelity prototyping involves creating rough, simplified representations of the interface. We used tools like paper sketches and wireframing software to create low-fidelity prototypes.

**Advantages:**

**Quick and Easy**: Low-fidelity prototypes are quick to create, allowing us to iterate and explore multiple design ideas in a short time.

**Cost-effective**: Since low-fidelity prototypes are created using simple tools, they are cost-effective and require minimal resources.

**Focus on Structure and Functionality**: With low-fidelity prototypes, we could focus on defining the layout, structure, and overall functionality of the interface without getting distracted by visual details.

**Encourages Feedback:** Low-fidelity prototypes are less polished, which encourages stakeholders and users to provide feedback early in the design process.

**Disadvantages:**

**Lack of Visual Details**: Low-fidelity prototypes lack visual details, making it challenging to convey the final look and feel of the interface.

**Limited Interactivity**: Interaction and user flow cannot be fully demonstrated in low-fidelity prototypes, which may hinder the evaluation of user interactions and experience.

**Limited Stakeholder Understanding**: Stakeholders who are not familiar with low-fidelity prototypes may find it difficult to visualize the final product, leading to potential misunderstandings.

**High-Fidelity Prototyping:**

High-fidelity prototyping involves creating more detailed and realistic representations of the interface. We used tools like graphic design software and interactive prototyping tools to create high-fidelity prototypes.

**Advantages:**

**Visual Realism**: High-fidelity prototypes provide a more accurate representation of the final product's visual design, allowing stakeholders to better understand the aesthetics and branding of the interface.

**Detailed Interactions:** High-fidelity prototypes enable us to demonstrate and test detailed interactions, animations, and transitions, providing a more immersive experience.

**Improved User Testing**: With high-fidelity prototypes, we can conduct more realistic user testing sessions, gathering more meaningful feedback and insights.

**Effective Communication:** High-fidelity prototypes are useful for effectively communicating design concepts to stakeholders and developers, minimizing misunderstandings.

**Disadvantages:**

**Time-consuming**: Creating high-fidelity prototypes requires more time and effort due to the level of detail and complexity involved.

**Potential Scope Creep**: The focus on visual design and interactivity in high-fidelity prototypes may lead to scope creep, with stakeholders focusing more on cosmetic details rather than core functionality.

**Higher Cost**: High-fidelity prototyping tools and resources can be more expensive compared to low-fidelity options.

In our project, we found that both low-fidelity and high-fidelity prototyping had their merits. We initially started with low-fidelity prototypes to quickly iterate on the interface's structure and functionality. As we progressed and finalized the design direction, we transitioned to high-fidelity prototypes to better communicate the visual design and interactions to stakeholders and developers.

3. Individual Peer Review

Strength:

One strength of our group report is the clear identification of functional requirements through the use of user stories. This approach helps us capture the needs and expectations of the stakeholders in a concise and understandable format. It allows us to focus our development efforts and ensure alignment with the desired outcomes.

Weaknesses:

Ambiguity:

In some of our user stories, there is ambiguity regarding specific details and acceptance criteria. For example, in the user story "Convert Between Various Currencies," we could provide more information about the required precision and the specific conversion rates to be used. This ambiguity could lead to misunderstandings during development and affect the accuracy of currency conversions. To improve this, we should consider including more explicit criteria and examples in our user stories.

Inconsistency:

There are instances where we use inconsistent terminology and naming conventions throughout the report. For instance, in one section, we refer to "exchange rates," while in another section, we mention "currency rates." This inconsistency may cause confusion and make it challenging to understand and interpret the requirements consistently. To address this, we should establish a standardized glossary or naming conventions at the beginning of the report and ensure consistent usage throughout.