



**UNIVERSITY OF ALBERTA**  
DEPARTMENT OF COMPUTING SCIENCE

# **CLIENT NEEDS AND SOFTWARE REQUIREMENTS**

**GLOSSARY**

## Glossary

Word	Definition
<b>Acceptance Criteria</b>	Simple and specific conditions used to check if a user story has been implemented correctly.
<b>Acceptance Test</b>	A test that verifies that a requirement has been satisfied. These can be automated or a script for a human to conduct.
<b>Actor</b>	See Participating Actor.
<b>Alternate Flow</b>	A sequence of events that is different than the basic flow but results in the same outcome.
<b>Ambiguous Requirement</b>	A requirement that can be interpreted in more than one way or does not provide all necessary details.
<b>Analysis, Requirements</b>	An activity to examine the requirements of a product to ensure, for example, that they are clear, complete, and consistent.
<b>Basic Flow</b>	The sequence of events that occur during a use case.
<b>Boundary of the System</b>	All the functionalities of a product or system.
<b>Business Requirement</b>	Those requirements that involve the purpose of the project.
<b>Business Rule</b>	Constraints on how the project will function.
<b>Clear, User Story</b>	The requirement is free of ambiguities.
<b>Client</b>	The person or organization engaging the professional services of the product manager and development team, in order to create a product.
<b>Client Interactions</b>	Interactions between the software project manager and the development team with clients and users, in active collaboration. Also known as client interactions.
<b>Cognitive Limitations</b>	A limitation imposed by human memory or thinking.
<b>Complete, User Story</b>	There are no requirements missing from the backlog.
<b>Consistent, User Story</b>	There are no requirements that contradict.
<b>Correct, User Story</b>	A requirement that accurately represents what the product is

	intended to do.
<b>Cultural Limitations</b>	A difference in cultural meanings.
<b>Customer Interactions</b>	See Client Interactions.
<b>Development Constraints</b>	Requirements which add context for design and implementation of the product.
<b>Elicitation, Requirements</b>	An activity to discover requirements, by interacting with users, clients, and other stakeholders, investigating their needs, and exploring the ideas and features of a potential product.
<b>End-User</b>	A person who is going to be directly using a product.
<b>Epic User Story</b>	A user story which contains descriptions that are too vague or broad, rendering it difficult to estimate how long it will take to finish or how it can be done.
<b>Exception</b>	Some alternate scenario to the basic flow in which alternate steps are followed.
<b>External Interface Requirements</b>	Requirements related to how the product is situated within a larger system.
<b>Feasible, User Story</b>	The requirement can realistically be made with the available resources.
<b>Functional Requirement</b>	Behaviours that the developed product should do or support. Often expressed as inputs and outputs of the product, or description of the behaviour itself.
<b>Gathering, Requirements</b>	The passive approach of simply asking the client what they would like done, without discussion or collaboration from the software development team.
<b>Glossary</b>	A list of terms with definitions that relate to a specific software product.
<b>Goal, Use Case</b>	The desired outcome once the flow of a use case is complete.
<b>Human Computer Interaction (HCI)</b>	The science of how end-users interact with technology products.
<b>Information Flow Diagram</b>	A diagram that depicts how components of a system interact, and the information that is passed among them.

<b>Involving the User</b>	See Customer Interactions.
<b>Limitations</b>	Circumstances that restrict the way a person is able to interact with a product.
<b>Manageable, User Story</b>	The requirement is expressed in such a way that it can be changed without excessive impact on other items.
<b>Managing Expectations</b>	Making clear to the client what to expect from the product, and not to over-promise what the development team can realistically deliver in the product. Involves defining scope.
<b>Non-functional Requirement</b>	Requirements which describe how well a product must perform.
<b>Participating Actor</b>	A role that is involved in the task for a use case.
<b>Perceptual Limitations</b>	A limitation imposed by the human senses.
<b>Physical Limitations</b>	A limitation imposed by the way a person physically interacts with a product.
<b>Physical Product Setting Requirements</b>	Requirements which refer to how the product needs to be designed in order to function in its physical environment.
<b>Post-Condition</b>	Some condition that is the result of the flow of a use case.
<b>Pre-Condition</b>	Some condition that needs to occur or exist before the flow of a use case can occur.
<b>Primary User</b>	A person who is going to be directly using a product. Also known as the end-user.
<b>Prioritization, Requirements</b>	An activity to organize the list of requirements based upon what is of higher value and should be completed earlier.
<b>Product Backlog</b>	A set or list of user stories for the product.
<b>Product Vision</b>	What outlines the value of a product to the client, and its place within the wider market.
<b>Project Scope</b>	What the project can realistically achieve.
<b>Quality, Use Case</b>	An expectation of quality that should be met by a use case.

<b>Realistic</b>	What is achievable considering resources such as time, budget, and technology.
<b>Requirement</b>	A specific description of a need, such as a desired capability to be implemented in the product.
<b>Requirements Technical Review and Repair</b>	An exercise where others, preferably outsiders to the project, review the requirements for all of the criteria of user stories.
<b>Secondary User</b>	A person who will occasionally use a product or who uses it through an intermediary.
<b>Sensory Limitations</b>	See: Perceptual Limitations
<b>Simple, User Story</b>	The requirement is free of unnecessary design details and not obscured by proposed solutions to the problem.
<b>Stakeholder</b>	A person who is affected by or has an effect on the success of a product.
<b>Story Map</b>	A technique used to organize requirements and help structure a project, by presenting product backlogs in a visual manner, with user stories grouped and prioritized within specific functional categories.
<b>Storyboard</b>	A sequential, visual representation of interacting with a product.
<b>Sunny-Day Scenario</b>	The best-case scenario, or a scenario in which everything works as it is supposed to.
<b>Tertiary User</b>	A person who will be affected by the use of the product or makes decisions about the product.
<b>Traceable, User Story</b>	The requirement is connected to associated design and implementation artifacts.
<b>Trigger</b>	An event that triggers the flow of a use case to occur.
<b>Use Case</b>	A description of a task that an actor performs with the product to achieve a certain goal.
<b>User Friendly</b>	Describes a product that is easy to use for the primary user.
<b>User Interface (UI)</b>	Any part of a product that the end-user interacts with.

<b>User Requirement</b>	Tasks that end-users can accomplish with the product, or what the product can do for the user.
<b>User Story</b>	A short, structured description of a product requirement that outlines who wants the requirement, what the requirement is, and why the requirement has value.
<b>Verifiable, User Story</b>	The requirement is testable (can be tested).
<b>Wireframe</b>	A simple visual representation of the user interface elements of a product.

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