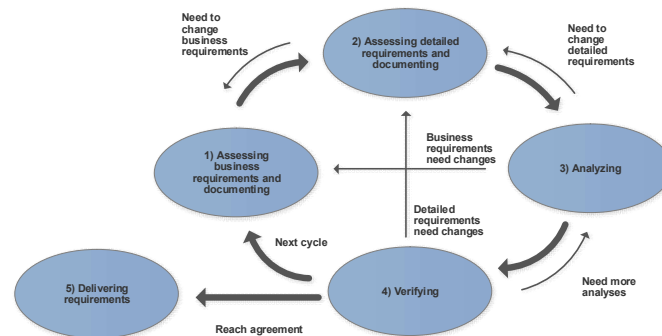


Even though the core concept of my design process is very similar with the one presented in the class, it is still worth stating here.



- 1) Collect the information about business level (high-level) requirements, and gather documents and relevant information resources, then documenting.
- 2) Use the previous-phase outcome to derive the detailed requirements then documenting.
- 3) Perform analyzing for all the requirements, and all the relevant teams need to participate.
- 4) Verify all the requirements to make sure that these documents satisfy customers' need and confirm with customers.
- 5) Once teams and customers reach agreement, it's the time to deliver the requirement documents, then manage them during the project life cycle.

This development processes are aligned with agility. Consequently, it must be performed in an iterative cycle.

In my design process, I think there should always have an option of going back to the previous phase(s) except "Delivering requirements". Sometimes people probably encounter the situation in which not all the business and detailed requirements are collected or documented during the first two phases or these documents need to update in the latter two phases. These backward paths can help eliminate the gaps timely, and it is an efficient way not to wait until next iteration.

As to the requirement development process mentioned in the class, with the same idea, I think there could be a path from "Specification" to "Elicitation". Sometimes when people translate the requirements into written documents, they are facing the situations in which find something missing or unclarified. Currently, it is necessary to gather requirements again. Directly going back from "Specification" to "Elicitation" is required and helps eliminate the gaps efficiently.

In my design process, one weeks could be an appropriate timeframe. Because the requirement development process should be an intensive activity, it should be done within a short period with full concentration. Moreover, inviting teams and customers to join meetings and preparation for meetings take time, so it is difficult to arrange these events within less than three days. Consequently, I suggest five business days per cycle is appropriate.