
Lab 2. Requirements & Prototyping

Agenda

- Recap questions
- Requirements engineering
- User stories
- Activity 1 (User Stories)
- Activity 2 (Design)

Questions

- What is Requirements Engineering?
- What are the phases of RE?
- What is a Use Case diagram?
- What is a User Story?
- What is prototyping?
- What is API, how to design it?
- What is a DEEP product backlog?

Phases of Requirement Engineering



User stories

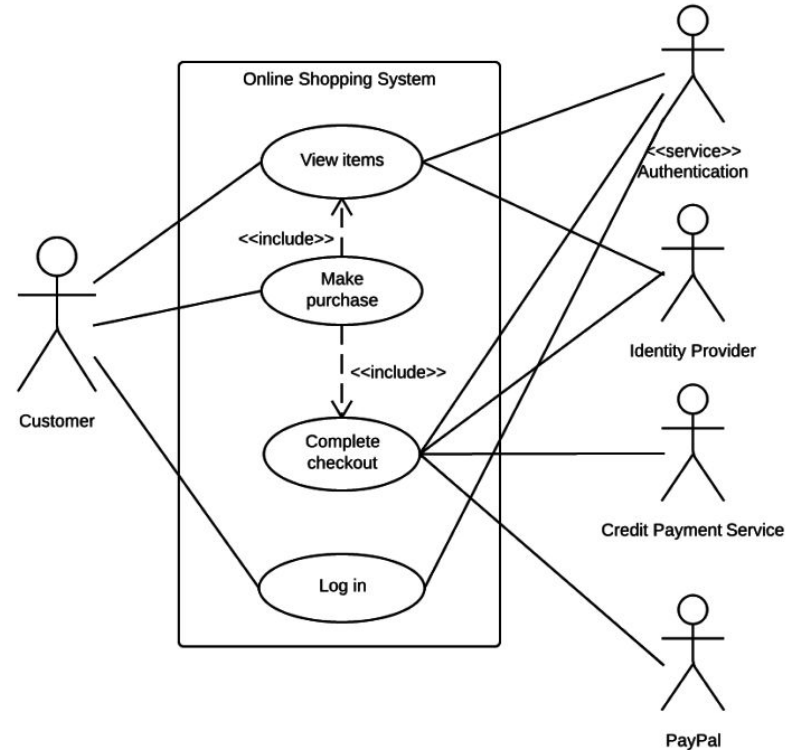
“As a [persona], I [want to], [so that].”

User stories example

Fetures list	User story ID	User story
Login	CV-1	As a user I want login in order to save my History
	CV-2	As user I want to logging using Google login to save time
	CV-3	user story ...
	CV-4	user story ...
Upload Pdf	CV-5	As a user I want to select multiple pdf from my device in order to parse them all at once
	CV-6	As a user I want to have the abilty to remove some uploded files to avoid errors and have a claen list
	CV-7	user story ...

Activity 1

- Compose a Use Case diagram.
- Write 10 User Stories for your project.
- Work with your team.
- Copy [this template](#) or use any other template you want.
- Show your work to your TA and get feedback.



Activity 2: Sketch your product (for GUI Projects)

- Produce a low/high fidelity design of 2-3 screens of the project that you are assigned to do.
- Turn it into a **clickable prototype**.
- Design **MUST** be simple and usable.
- Use [Figma](#) to create the design.
- Use **styles and components** to make your design more Flexible.
- Show your TA your Prototype.

Activity 2: Design your API (for non-GUI projects)

- Design the API show the following:
 - URL
 - Name of the API
 - Type
 - Request parameter / Body
 - Response type
 - Example of the Response
 - Mention the status code that the API will return
 - Design the errors that the API might have
 - Write any obligatory headers the API have
 - Description of the API

Now you can exhale and relax :)

