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# Introduction (Michael)

This case will investigate the initial processes from the INCOSE Systems Engineering Handbook (1). It has the purpose to educate the attendees in applying the technical processes be using them in a real life case with unreal companies involved. The case work will furthermore train the attendees in the art of systems engineering in general.

# Vision (Peter)

# Scope (Peter)

# Stakeholder needs

## Identify legitimate stakeholders (Anders)

## Elicit requirements (Michael)

## Use cases / Build scenarios (David)

Build scenarios to define the concept documents; the range of anticipated uses of system products; the intended operational environment; and interfacing systems, platforms, or products.

# System solution constraints (Christian)

## Define constraints

Define constraints imposed by agreements or interfaces with Legacy enabling systems.

## ?

## (Main output from: Stakeholder Requirements Definition Process)

# Concept documents (David)

## Concept of production

## Concept of deployment

## Concept of operation

## Concept of support

# Requirements specification

## Functional requirements

## Non-functional requirements

## Performance requirements

# Architectural constraints

# Verification strategy

# Bibliography

(1) **International Council on Systems Engineering**. *INCOSE Systems Engineering Handbook v. 3.2a*. INCOSE, 2010.

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