

Client Needs and Software Requirements

Client Needs and Software Requirements

Three goals in making better software:

- the right product,
 - done right,
 - and managed right.
- » understand the **needs** of your clients and users, not just the **wants**.

To achieve done right and managed right,

software development must start with a clear set of software requirements, which are later

- » planned,
- » designed,
- » implemented,
- » and tested.

Client Needs and Software Requirements

Questions to answer in order to build the right product with the development team:

- What is a problem they need to solve?
- What are the tasks they need to do?
- Who will use this software?
- How will the user interact with it?

Client Needs and Software Requirements

Learn:

- how to elicit the needs from your clients and users.
- how to express these needs as a set of requirements to initiate software development and plan activities.

On requirements:

- types of software requirements
- how to handle changes in requirements,
- ways to avoid scope creep
- requirements vs design

Client Needs and Software Requirements

On techniques:

- issues when making products for people, effective ways to elicit their needs.
- how to apply use cases to capture the tasks the product will need to support.
- two visual design techniques: wire frames and storyboards (in early discussions about the product)

Client Needs and Software Requirements

Agile requirements techniques

- user stories (for expressing requirements)
- use acceptance tests to verify
- use a product backlog to prioritize them
- use storymaps to organize them

Criteria of effective:

- software requirements
- user stories