

requirements & summery

definition of a requirement

a specific description of your client's needs

five requirement's activities

- eliciting requirements
- expressing requirements
- prioritizing requirements
- analyzing requirements
- managing requirements

types of requirements

- business requirements
- business rules
- user requirements
- functional requirements
- non-functional requirements
- external interface requirements
- physical setting requirements
- developer constraints

- changing in scope in software development
- difference between requirements and design

different types of users

- Primary users were users that explicitly interact with the product
- Secondary users are users who occasionally use the product or interact with the product through an intermediary
- A tertiary user is a person who will be affected by the use of the product or make decisions about the product

- constraints or limitations that users might experience
- how you can design products to accommodate for these limitations

involving users and clients in the eliciting requirements activity

» good questions to ask your client and questions to avoid

three different ways, expressing requirements activity

prepare for your next client meeting

- use cases
- wireframes
- storyboards

ways to express requirements & Agile

After that, Bradley showed you the user story You'll use user stories very frequently in Agile development

user story structure

A user story is an easy way to demonstrate the who, what, and why

product backlog & story maps

to prioritize and organize the elicited and expressed user stories

criteria of high quality user stories

- ambiguous language that commonly occurs in requirements
- ways to recognize and clarify that ambiguous language