Client Needs and Software Requirements

Glossary

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Word	Definition
Acceptance Criteria	Simple and specific conditions used to check if a user story has been implemented correctly.
Acceptance Test	A test that verifies that a requirement has been satisfied. These can be automated or a script for a human to conduct.
Actor, Participating	A role that is involved in the task for a use case.
Alternate Flow	A sequence of events that is different than the basic flow but results in the same outcome.
Ambiguous Requirement	A requirement that can be interpreted in more than one way or does not provide all necessary details.
Analysis, Requirements	The process of examining the listed requirements of a project to ensure that they are clear, complete, and consistent.
Basic Flow	The sequence of events that occur during a use case.
Boundary of the System	All the functionalities of a product or system.
Business Requirement	Those requirements that involve the purpose of the project.
Business Rule	Constraints on how the project will function.
Clear, User Story	The requirement is free of ambiguities.
Client	The person or organization engaging the professional services of the product manager and development team, in order to create a product.
Cognitive Limitations	A limitation imposed by human memory or thinking.
Complete, User Story	There are no requirements missing from the backlog.

Consistent, User Story	There are no requirements that contradict.
Correct, User Story	A requirement that accurately represents what the product is intended to do.
Cultural Limitations	A difference in cultural meanings.
Customer Interactions	Interactions between the software project manager and the development team with clients and users, in active collaboration. Also known as client interactions.
Development Constraints	Requirements which add context for design and implementation of the product.
Elicitation, Requirements	The interactive and investigative practice of working with users, customers, and other stakeholders to determine the product requirements.
Elicitation, Requirements	An interactive and investigative process, which occurs when meeting with the client, in order to determine requirements for the project.
End-User	A person who is going to be directly using a product.
Epic User Story	A user story which contains descriptions that are too vague or broad, rendering it difficult to estimate how long it will take to finish or how it can be done.
Exception	Some alternate scenario to the basic flow in which alternate steps are followed.
External Interface Requirements	Requirements related to how the product is situated within a larger system.
Feasible, User Story	The requirement can realistically be made with the available resources.
Functional Requirement	Behaviours that the developed product should do or support. Often expressed as inputs and outputs of the product, or description of the behaviour itself.
Gathering, Requirements	The passive approach of simply asking the client what they would like done, without discussion or collaboration from the software development team.
Glossary	A list of terms with definitions that relate to a specific software product.

Term	Definition
Goal, Use Case	The desired outcome once the flow of a use case is complete.
Human Computer Interaction (HCI)	The science of how end-users interact with technology products.
INVEST	Mnemonic for Independent, Negotiable, Valuable, Estimatable, Small, Testable
Involving the User	See Customer Interactions.
Limitations	Circumstances that restrict the way a person is able to interact with a product.
Manageable, User Story	The requirement is expressed in such a way that it can be changed without excessive impact on other items.
Managing Expectations	Making clear to the client what to expect from the product, and not to over-promise what the development team can realistically deliver in the product. Involves defining scope.
Non-functional Requirement	Requirements which describe how well a product must perform.
Perceptual Limitations	A limitation imposed by the human senses.
Physical Limitations	A limitation imposed by the way a person physically interacts with a product.
Physical Product Setting Requirements	Requirements which refer to how the product needs to be designed in order to function in its physical environment.
Post-Condition	Some condition that is the result of the flow of a use case.
Pre-Condition	Some condition that needs to occur or exist before the flow of a use case can occur.
Primary User	A person who is going to be directly using a product. Also known as the end-user.
Prioritization, Requirements	Organizing the list of requirements based upon what must be completed first.

Product Backlog	A set or list of user stories for the product.
Project Scope	What the project can realistically achieve.
Product Vision	What outlines the value of a product to the client, and its place within the wider market.
Quality, Use Case	An expectation of quality that should be met by a use case.
Realistic	What is achievable considering resources such as time, budget, and technology.
Requirement	A condition or capability that must be implemented in a product based on your client's request.
Requirements Technical Review and Repair	An exercise where others, preferably outsiders to the project, review the requirements for all of the criteria of user stories.
Secondary User	A person who will occasionally use a product or who uses it through an intermediary.
Sensory Limitations	See: Perceptual Limitations
Simple, User Story	The requirement is free of unnecessary design details and not obscured by proposed solutions to the problem.
Specification, Requirements	Requirements which are identified at the phase which happens at the beginning of a product, meant to determine the purpose of that product, and how the purpose can be met.
Stakeholder	A person who is affected by or has an effect on the success of a product.
Story Map	A technique used to organize requirements and help structure a project, by presenting product backlogs in a visual manner, with user stories grouped and prioritized within specific functional categories.
Storyboard	A sequential, visual representation of interacting with a product.
Sunny-Day Scenario	The best-case scenario, or a scenario in which everything works as it is supposed to.

System	A software product perhaps composed of multiple smaller systems.
Tertiary User	A person who will be affected by the use of the product or makes decisions about the product.
Traceable, User Story	The requirement is connected to associated design and implementation artifacts.
Trigger	An event that triggers the flow of a use case to occur.
Use Case	A description of a task that an actor performs with the product to achieve a certain goal.
User Interface (UI)	Any part of a product that the end-user interacts with.
User Requirement	Tasks that end-users can accomplish with the product, or what the product can do for the user.
User Story	A short, simple description of a feature told from the perspective of the person who desires the feature.
User Friendly	Describes a product that is easy to use for the primary user.
Validations, Requirements	The process of ensuring that a requirement is met. Often accomplished through revision of a requirement by an external party to the project.
Verifiable, User Story	The requirement is testable (can be tested).
Wireframe	A simple visual representation of the user interface elements of a product.