

Projeto – Etapa 2: Avaliação

Os critérios abaixo devem ser usados na realização da Etapa 2 do projeto da disciplina conforme instruções providas em sala de aula.

Critérios de Avaliação de Qualidade do Caso de Uso e/ou Cenário BDD

1. **(Atômico) Atomic:** self-contained and capable of being understood independently of other requirements or designs.
2. **(Completo) Complete:** enough to guide further work and at the appropriate level of detail for work to continue. The level of completeness required differs based on perspective or methodology, as well as the point in the life cycle where the requirement is being examined or represented.
3. **(Consistente) Consistent:** aligned with the identified needs of the stakeholders and not conflicting with other requirements.
4. **(Conciso) Concise:** contains no extraneous and unnecessary content.
5. **(Estimável) Estimable:** A good requirements can be estimated. One doesn't need an exact estimate, but just enough to help the customer rank and schedule the implementation. Being estimable is partly a function of being negotiated, as it is hard to estimate a requirements one doesn't understand. It is also a function of size: bigger requirements are harder to estimate. Finally, it is a function of the team: what is easy to estimate will vary depending on the team's experience.
6. **(Entendível) Understandable:** represented using common terminology of the audience.
7. **(Factível) Feasible:** reasonable and possible within the agreed-upon risk, schedule, and budget, or considered feasible enough to investigate further through experiments or prototypes.
8. **(Independente) Independent:** Requirements are easier to work with if they are independent. That is, when they do not overlap in concept, and when they can be scheduled and implemented in any order.
9. **(Negociável) Negotiable... and Negotiated:** A good requirements is negotiable. It is not an explicit contract for features; rather, details will be co-created by the customer and programmer during development. A good requirement captures the essence, not the details. Over time, the card may acquire notes, test ideas, and so on, but one doesn't need these to prioritize or schedule requirements.
10. **(Não Ambíguo) Unambiguous:** the requirement must be clearly stated in such a way to make it clear whether a solution does or does not meet the associated need.
11. **(Priorizável) Prioritized:** ranked, grouped, or negotiated in terms of importance and value against all other requirements.
12. **(Pequeno) Small:** Good requirements tend to be small. Requirements typically represent at most a few person-weeks worth of work.
13. **(Testável) Testable:** able to verify that the requirement or design has been fulfilled. Acceptable levels of verifying fulfillment depend on the level of abstraction of the requirement or design.
14. **(Valioso) Valuable:** A requirements needs to be valuable. One doesn't care about value to just anybody; it needs to be valuable to the customer. Developers may have (legitimate) concerns, but these framed in a way that makes the customer perceive them as important.