Requirements in Agile Development, spring 2018

Directions for project work

The project is to be performed in groups of 4-5 students. There are five milestones to be handed in along the way and also a final result in the form of both a backlog of user stories and an overall design sketch/prototype of the UI. The results as well as the process leading to it should be presented both in a document and as an oral presentation. The presentations will be held on 12 March and 14 March (see schedule) and it is mandatory for all to take part in the presentations. Preferably, you should also attend all milestone seminars your group takes part in.

Each group should produce the following:

- Milestone 1: A short written description of the work you have selected to analyze and a description of what models you will use in the project and motivations as to why these were selected.
  Deadline for submission => A& B: Mon, Jan 29 at 23:59.

- Milestone 2: Documentation of work and users your system supports
  Deadline for submission => A & B: Mon, Feb 5 at 23:59.

- Milestone 3: User stories based on your analysis
  Deadline for submission => A&B: Tue, Feb 13 at 23:59

- Milestone 4: First sketch of the UI of your proposed system.
  Deadline for submission => A&B: Mon, Feb 19 at 08:00

- Milestone 5: 'Paper and pen prototype' of your new system.
  Deadline for submission => A&B: Mon, Mar 5 at 23:59.

- Final report and presentation: Revised version of your prototype after evaluation with your users together with revised version of previous submission. Deadlines for this will depend on how groups are distributed over the two available time slots

N.B. All submissions should be done through the student portal system.

Guidelines for finding a system/work to analyze and work with:

- You need to find at least one knowledgeable person in the work process that is to be supported by your new, proposed system. This person must be willing to be interviewed by you a few times for at least an hour or so every time.

- The work process supported should not be a computer game or any other system primarily oriented towards entertaining or educating its users.

Examination and grading of projects

The project will be graded using a pass/fail decision only. The criteria used will be the completeness and quality of each individual milestone as well as an overall judgment of the project work and the resulting prototype.

Links to the two books containing more detailed descriptions of the method:
http://site.ebrary.com/lib/uppsala/docDetail.action?docID=10254657

http://www.morganclaypool.com/doi/pdf/10.2200/S00597ED1V01Y201409HCI024

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