

Module 1 - Supplemental Resources

Requirements

A wikipedia explanation about functional requirements if you wanted more information.

"Functional requirement - Wikipedia, the free encyclopedia." 2011. 19 Nov. 2015

<https://en.wikipedia.org/wiki/Functional_requirement>

A glossary of software engineering terms by the IEEE. Would be a good resource to reference if you are unsure about software related terms.

"IEEE standard glossary of software engineering terminology ..." 2008. 19 Nov. 2015

<http://www.mit.jyu.fi/ope/kurssit/TIES462/Materiaalit/IEEE_SoftwareEngGlossary.pdf>

An article that differentiates business requirements from functional requirements.

"Business Requirements vs. Functional Requirements ..." 2014. 19 Nov. 2015

<<http://enfocussolutions.com/business-requirements-vs-functional-requirements/>>

A site with great tips for writing requirements.

"Creating a Lean, Mean Requirements Machine | The Agile ..." 2015. 19 Nov. 2015

<<https://www.atlassian.com/agile/requirements>>

An excellent reading about requirements.

"Four Techniques for Defining Project Scope - Jama Software." 2013. 19 Nov. 2015

<<http://go.jamasoftware.com/rs/jamasoftware/images/wiegers-four-techniques-for-defining-project-scope-EDU.pdf>>

Diagrams

Explains data flow diagrams and how to draw them.

"Data Flow Diagram (DFD) - Tripod." 2009. 19 Nov. 2015 <<http://myyee.tripod.com/cs457/dfd.htm>>

A wikipedia article on System context diagrams.

"System context diagram - Wikipedia, the free encyclopedia." 2011. 19 Nov. 2015
<https://en.wikipedia.org/wiki/System_context_diagram>

An in depth explanation about information flow diagrams. Written in pretty technical language, so may not be the best resource for those who do not have a computer science background.

"Class notes" 2013. 19 Nov. 2015 <http://xyuan.myweb.cs.uwindsor.ca/311/slide_plus.pdf>

Module 2 - Supplemental Resources

User Considerations

This is a list of resources about Human-Computer Interaction. It can point you to various readings about different aspects of HCI.

"HCI Bibliography : Human-Computer Interaction Resources." 17 Nov. 2015 <<http://hcibib.org/>>

An article about how web design user interfaces are changed in different cultures.

"Cross cultural considerations for user interface design." 2014. 17 Nov. 2015
<<http://www.humanfactors.com/newsletters/cross-cultural-considerations-for-user-interface-design.asp>>

A 20 minute video about how the purpose, or the question "why" is important when designing and marketing products. Very interesting, a must-watch!

"TED Talks - Simon Sinek - How great leaders inspire action ..." 2013. 17 Nov. 2015
<<https://www.youtube.com/watch?v=a6kbcERdmCw>>

The webpage of Simon Sinek, and the Power of Why. This corresponds to the above video, if you wanted to read more.

"Start With Why." 2011. 17 Nov. 2015 <<https://www.startwithwhy.com/>>

Use Cases

A thorough explanation of Use Cases. It includes examples and tips for creating Use Cases and Use Case Diagrams.

"Use Case Examples -- Effective Samples and Tips." 2006. 19 Nov. 2015
<http://www.gatherspace.com/static/use_case_example.html>

A further explanation of Use Cases. Also shows some good links to additional resources about Use Cases.

"What is use case? - SearchSoftwareQuality - TechTarget." 2010. 19 Nov. 2015

<<http://searchsoftwarequality.techtarget.com/definition/use-case>>

Your typical Wikipedia explanation. Includes a good example.

"Use case - Wikipedia, the free encyclopedia." 2011. 19 Nov. 2015

<https://en.wikipedia.org/wiki/Use_case>

Wireframes

A great explanation about how to wireframe. Gives various examples.

"A Beginner's Guide to Wireframing - Web Design - Tuts+." 2014. 19 Nov. 2015

<<http://webdesign.tutsplus.com/articles/a-beginners-guide-to-wireframing--webdesign-7399>>

Examples of Wireframes

A resource that points to various examples and wireframing tools.

"I wireframes - The ultimate source of inspiration ... - Tumblr." 2009. 19 Nov. 2015

<<http://wireframes.tumblr.com/>>

Wireframe Tools

A tool for creating wireframes for websites or applications.

"Balsamiq. Rapid, effective and fun wireframing software ..." 2011. 19 Nov. 2015

<<https://balsamiq.com/>>

An excellent mockup tool. Can be used for wireframes, charts, blueprints, diagrams, etc. The program does cost money, but has a free trial.

"OmniGraffle - The Omni Group." 2012. 19 Nov. 2015 <<https://www.omnigroup.com/omnigraffle>>

A really cool web-tool that can turn any website into a wireframed version of the site.

"Wirify – The web as wireframes." 2011. 19 Nov. 2015 <<http://www.wirify.com/>>

Module 3 - Supplemental Resources

User Stories and Acceptance Tests

A wikipedia article that explain acceptance testing.

"Acceptance testing - Wikipedia, the free encyclopedia." 2011. 19 Nov. 2015

<https://en.wikipedia.org/wiki/Acceptance_testing>

A presentation on how to write effective user stories. Written by the author of the Mountain Goat Software blog.

"Writing Effective User Stories for Agile Requirements Mike ..." 2015. 19 Nov. 2015

<<https://www.mountaingoatsoftware.com/uploads/presentations/Writing-Effective-User-Stories-Agile-Requirements-Software-Development-Best-Practices-2005.pdf>>

Explains how to write acceptance criteria for user stories.

"User stories: a beginner's guide to acceptance criteria." 2013. 19 Nov. 2015

<<http://www.boost.co.nz/blog/2010/09/acceptance-criteria/>>

A wikipedia article that explains the Cone of Uncertainty.

"Cone of Uncertainty - Wikipedia, the free encyclopedia." 2011. 19 Nov. 2015

<https://en.wikipedia.org/wiki/Cone_of_Uncertainty>

Some frequently asked questions about user stories (and the answers, of course).

"User Stories - Mountain Goat Software." 2015. 19 Nov. 2015

<<https://www.mountaingoatsoftware.com/agile/user-stories>>

Some tips on how to write good user stories. Covers the INVEST acronym.

"Write a Great User Story | CA Agile Central Help." 2013. 19 Nov. 2015

<<https://help.rallydev.com/writing-great-user-story>>

A wikipedia article that explains user stories. Gives some examples.

"User story - Wikipedia, the free encyclopedia." 2011. 19 Nov. 2015

<https://en.wikipedia.org/wiki/User_story>

Explains the INVEST and SMART acronyms for writing good user stories.

"INVEST in Good Stories, and SMART Tasks | XP123." 2010. 19 Nov. 2015

<<http://xp123.com/articles/invest-in-good-stories-and-smart-tasks/>>

Product Backlog

A blog post that explains the product backlog from the Mountain Goat Software blog.

"Product Backlog - Mountain Goat Software." 2015. 19 Nov. 2015

<<https://www.mountaingoatsoftware.com/agile/scrum/product-backlog>>

A brief article that gives some tips and suggestions for prioritizing the backlog.

"Prioritizing the Backlog | CA Agile Central Help." 19 Nov. 2015

<<https://help.rallydev.com/prioritizing-backlog>>

Story Maps

A podcast that explains user stories.

"Steve Rogalsky Maps User Stories - .NET Rocks! vNext." 2015. 19 Nov. 2015

<<https://www.dotnetrocks.com/default.aspx?showNum=750>>

A brief definition of story mapping. Also, a good Agile dictionary for any other Agile-related terms you wanted defined.

"Story mapping - Guide to Agile Practices - Agile Alliance." 2012. 19 Nov. 2015

<<http://guide.agilealliance.org/guide/storymap.html>>

A good explanation for how to create a story map.

"Creating an Agile Road Map Using Story Mapping - Scrum ..." 2013. 19 Nov. 2015

<<https://www.scrumalliance.org/community/articles/2013/august/creating-an-agile-roadmap-using-story-mapping>>

A step-by-step explanation of how to create a story map. Also includes an example.

"Winnipeg Agilist: How to create a User Story Map." 2012. 19 Nov. 2015

<<http://winnipegagilist.blogspot.com/2012/03/how-to-create-user-story-map.html>>

Module 4 - Supplemental Resources

Criteria for User Stories

Explains the INVEST and SMART acronyms for writing good user stories.

"INVEST in Good Stories, and SMART Tasks | XP123." 2010. 19 Nov. 2015

<<http://xp123.com/articles/invest-in-good-stories-and-smart-tasks/>>

Ambiguous Requirements

A fun and informative article that compares the perfect requirement to a unicorn (you wish it existed, but it doesn't). It goes through some techniques for removing ambiguities from your requirements.

"7 Steps to Avoid the Ambiguous Requirement and Maybe ... - Netcentric." 2015. 12 Jul. 2016

<<https://www.netcentric.biz/blog/2015/05/avoid-ambiguous-requirement.html>>

Karl Wiegers, who is a titan when it comes to writing requirements, goes through 10 requirement traps that you should try to avoid, and Ambiguous Requirements is one of them.

"Karl Wiegers Describes 10 Requirements Traps to ... - Process Impact." 2009. 12 Jul. 2016

<<http://processimpact.com/articles/reqtraps.html>>

A very detailed paper on how to avoid ambiguity in requirements specification. Not a necessary read unless you are interested in exploring the subject in more detail.

Tjong, SF. "Avoiding Ambiguity in Requirements Specifications - the David R ..." 2008.

<https://cs.uwaterloo.ca/~dberry/FTP_SITE/students.theses/TjongThesis.pdf>