HW Assignment #1

Problem 4.1, Stephens page 82

Five characteristics of good requirements:

1. Clear
2. Unambiguous
3. Consistent
4. Prioritized
5. Verifiable

Problem 4.3, Stephens page 82

Time Shifter program: list the audience-oriented categories for each requirement. Are there requirements in each category?

FURPS (Functionality, Usability, Reliability, Performance, Supportability)

1. Allow users to monitor uploads/downloads while away from the office (F)
2. Let the user specify website log-in parameters such as an Internet address, a port, a username, and a password (F, U, S)
3. Let the user specify upload/download parameters such a number of retries if there’s a problem (F, U, S)
4. Let the user select an Internet location, a local file, and a time to perform the upload/download (F, U, S)
5. Let the user schedule uploads/downloads at any time (R)
6. Allow uploads/downloads to run at any time (R)
7. Make uploads/downloads transfer at least 8 Mbps (P)
8. Run uploads/downloads sequentially. Two cannot run at the same time (F)
9. If an upload/download is scheduled for a time when another is in progress, it waits until the other one finishes (F)
10. Perform schedule uploads/downloads (F, U)
11. Keep a log of all attempted uploads/downloads and whether they succeeded (F)
12. Let the user empty the log (F, U, S)
13. Display reports of uploads/download attempts (F, U)
14. Let the user view the log reports on a remote device such as a phone (F, U)
15. Send an e-mail to an administrator if an upload/download fails more than its maximum retry number of times (F, U, S)
16. Send a text message to an administrator if an upload/download fails more than its maximum retry number of times (F, U, S)

There are requirements in each of the FURPS categories.

Problem 4.9, Stephens page 83-84

Brainstorm the Mr. Bones application and see if you can think of ways you might change it. Use the MOSCOW method to prioritize your changes.

* **Ads (M):** Most apps, especially games, make money off of displaying ads. The Mr. Bones app could do this by playing an ad in between each round of the game.
* **Game Levels (S):** The game currently has no method of incentivizing the user to continue playing, other than continuing to solve puzzles. Instead, the game should implement levels by starting on easy words and then progressing to longer words or phrases as the user progresses throughout the game.
* **Themes (C):** The app could feature different themes depending on the season and upcoming holidays. In this regard, Mr. Bones could have festive attire and the background of the game could vary depending upon the time of year.
* **Hints (C):** The app could give hints upon the user’s request if they need a clue. The user would have a limited amount of hints and they would only increase if the user solved X number of puzzles correctly without having to use one.
* **Time Constraint (W):** Force the user to pick a letter in a certain amount of time or they forfeit that turn.