Requirements

Workshop 4

Ruzanna Chitchyan, Jon Bird, Pete Bennett

Today's Workshop

- Requirements case study (30 mins)

- Discussion (10 mins)

- Requirements for your game (60 mins)

Running app – brief from SittingPlace Enc. CEO

The SittingPlace office group wants to encourage its employees to be more physically active. In an interview, the company CEO said:

"*The company will provide bonus points to those who use this jogging app, as it will reduce our costs from the employee sickness and stress. The app will allow the employees to jog to work instead of driving, so we will encourage jogging to and from work, if our employees want to.*

We also hear that our employees (as they live at various locations and distances away from the company) are worried that they will not have safe running path to take part in the program or that the distance is too long for them.

So, the app needs to help with this. Where the distance is too long, maybe they can take a ride on bus or tram and then run. That's all fine, as long as they run some distance, we are happy. Obviously the longer they run the healthier it is for

I myself have tried this idea out. I run 3 days a week. So, I have planned several run paths for good days (good with weather and time, I mean) I run the whole distance from home and back. But on wet days my driver picks me up in the mornings and I take bus to the park halfway home and run back only part of the distance. But it works. So, we want to have an app like that."

Requirements Case Study:

Working in your group:

1. Identify the stakeholders for this app
   (~5 min)

2. Write 2 epics for this app

   (~5 min)

3. Select one epic and write a set of user stories for it. Make sure to write down the acceptance criteria for it! (~10 min).

4. Discuss with another peer group: Why you may wish to use (or not to use) these epics, user stories, acceptance criteria (~10 min).

Remember Templates:

User Story / Epic
- As a [type of user],
- I want [goal or desire],
- So that [reason or benefit].

Acceptance Criteria
- Given [initial context or precondition],
- When [action or event],
- Then [expected outcome]

Requirements for your game

Working in your group:

1. Identify the **stakeholders** for your game (~5 min)

2. Assign stakeholder roles within the team and write **epics** & **user stories** for your game from these stakeholders' perspectives (*at least 2 user stories per team member*). Make sure to write down the **acceptance criteria** as well. Discuss the user stories (~15 min)

3. Choose **one** user story and break it down into tasks (~5 min)

4. **Discuss with another team** what stakeholders, epics, user stories and acceptance criteria each team has. What can you learn from each other and what is the utility of these? (~15 min)

5. Commit the **stakeholder list** and **epics and user stories** to your **git** repository under a Requirements section (~5 min)

homework / groupwork

- Add to the **requirements** section in your Github repo:

  - A list of stakeholders

  - Add your epics and user stories to your Kanban board

  - Write a brief (up to 300 words) **reflection** on what your team learned on epics, user stories, acceptance criteria and your app's context. Place this in the **requirements** section in your repo.
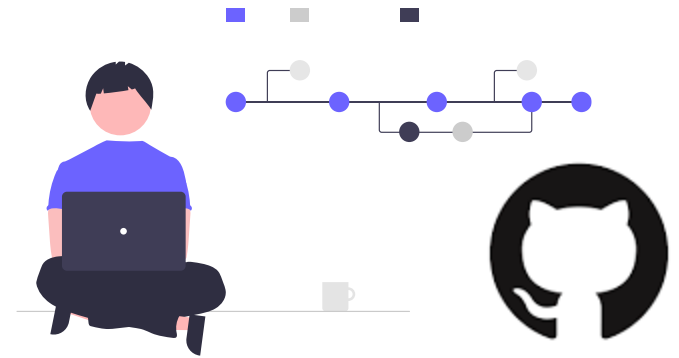
Testathon

- **Tomorrow!**
  Wednesday 5th February 2pm – 4pm

- Take your paper prototype, collect requirements or even test a prototype game if you're that far already :-)