Requirements Engineering:

This is a process through which we try to define the purpose of our project – A visualizer for DCR Graphs before designing and implementing it. And this process involves requirement elicitation and requirement analysis. The methods and strategies we applied to achieve this is given as follows:

3.1 Requirement Elicitation:

To elicit the requirements of this project, we began by conducting an interview with the Client group’s liaison where we asked questions regarding the working of the model, the description, the expected interface (input and output) – In short, the functional and the non-functional requirements which have been discussed further in detail. And as discussed earlier, we then decided to approach this project by applying the waterfall methodology.   
We held a formal meeting, where we appointed the individuals of our team ( which consists of 6 people) into one of the given major roles – A team manager, UI interface group and Software Developer group, where we tried to elicit about the language to be used for developing the software and acquire as many other necessary requirements from them as possible.   
However,as mentioned earlier, during the rest of the days we remain in touch via Discord, and met every week during the Thursday session, where we discuss the further progress that was to be made.   
We also held a final meeting with the Client Liaison in order to discuss our final requirements documentation that we made for our project.

3.2 Requirement Analysis:

After eliciting the requirements from the Client through questionnaires and building scenario’s, we developed the following functional and non functional requirements: