WoT Use Cases and Requirements

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Use Cases and Requirements

- Need to understand and document use cases and requirements for all deliverables
- Need to be sure we have consensus
- Need to do this before starting significant work
- Where work has already begun, we need to go back and document use cases and requirements
- ➔ Let's define a template and a process

Template

- Use Cases
  - Suggestion: use the "user story" template
    As a *<type of user>*, I want *<some goal>* so that *<some reason>*
  - Examples:
    - As a developer, I want ease of use so that I can develop IoT applications faster.
    - As a home user, I want to control distribution of TDs so that they cannot be used to infer private information.
  - Can follow each "user story" with an extended description.
  - Also need to define each category of user!

Requirements Template

- Three sections: Accepted, Proposed, and Rejected
  - "Accepted" are ones where we have group consensus
  - "Proposed" are still under discussion
  - "Rejected" not accepted, kept for historical documentation, with reason
- Start with brainstorming "Possible" requirements…
  … then decide which ones are crucial
- Track proposers
- Try to define the problem not the solution

Design Decisions

- Need to decide as a group on high-level approach to satisfying the accepted requirements
- Need to document design decisions that are accepted AND the ones that were rejected
- Need clear consensus on accepted designs
- Need to document reasons to reject designs
  - This is also needed in the explainers

Tracking External Input

- We need to track who proposed items and why
- Need to confirm that we decided upon and replied to all inputs
- Need to avoid reopening the same point again and again…

Why not use the issue tracker for this?

1. Hard to summarize
2. Hard to capture decisions
3. Hard to share with external parties

However, it might be reasonable to use the issue tracker for proposed use cases, requirements, and designs.