

Workshop on Software Project Management

Activity 1: Refining your Software Requirements Specification (SRS)

In week 2, you wrote the Software Requirement Specification (SRS) document for your project. Here are more details of what to write in each section of the document:

1. Revise your list of Functional Requirements (section 2)

What are the functions?

2. Revise your list of Non-functional Requirements (section 4)

Make sure you add specific and measurable requirements for your system.

3. Revise the remaining of the document if necessary

This is a good moment to revise the description of your project (section 1), external interface requirements (section 3) and your definitions and acronyms (section 5).

Activity 2: Write or revise all your User Stories using the template

The template provided on Blackboard outlines a fundamental structure for writing user stories and defining acceptance criteria, which are critical in Agile software development and product management for capturing user requirements and expectations.

User Story Components

- As a [type of user]: This segment identifies the user role or persona who will benefit from the feature. This could be an end-user, a system administrator, another system, etc. The purpose is to specify whose needs the story is addressing, helping the development team to empathise with the user and understand their perspective.
- I want to [perform some task]: Here, the specific action or feature the user desires is described. This part focuses on what the user wants to do with the system or product, emphasising the functionality from the user's viewpoint without dictating the technical solution. This helps keep the team focused on delivering value to the user.
- So that I can [achieve some goal]: This section clarifies the reason behind the user's need, outlining the benefit or value the user expects to gain from the task. Understanding the ultimate goal helps the team grasp the importance of the feature and can also inspire more innovative solutions that perhaps the user hadn't considered.

Acceptance Criteria Components

Acceptance criteria provide a detailed, clear, and objective list of conditions that must be met for the user story to be considered complete. They set the boundaries for the user story and guide testing efforts.

- **Given that [some context]:** This part sets the stage for the scenario under which the acceptance criteria apply. It might describe the user's starting point, any preconditions that must be met, or the system's state before the user begins the task.
- **When [some action is carried out]:** Specifies the action that triggers the acceptance criteria. This could be a specific user action, a series of steps, or an event in the system. It focuses on the cause, or the input required for the outcome defined in the acceptance criteria.
- **Then [a set of observable outcomes should occur]:** Describes the expected result or state of the system after the action is carried out. These outcomes should be observable and measurable, allowing the team to determine whether the user story has been successfully implemented unequivocally. This might include changes to the system, outputs generated, or notifications sent, for instance.

Together, the user story and its acceptance criteria create a comprehensive picture of what needs to be done, why it's essential, and how success will be recognised. This approach helps ensure that the development efforts are aligned with user needs and business objectives, facilitating effective communication among stakeholders and the development team.