***ArtemisLite***

## Bruegge, Bernd, and Allen Dutoit. Object-Oriented Software Engineering Using UML, Patterns, and Java (2013)

# Requirements

“A requirement is a constraint that must satisfy to be accepted by the client. Requirements engineering aims at defining the requirements of the system under construction.” – (Bruegge et al 2013 pp.115)

# Realisation

“Developers usually have experience in building systems, but little knowledge of the users. Scenarios and use cases provide tools for bridging this gap.” – (Bruegge et al 2013 pp.115)

# Design

As a group it was decided that an agile approach is best suited to this project, by delivering the product incrementally, while renegotiating requirements as the project progresses on the weekly scrum meetings.

# Testing

# Reference

Bruegge, Bernd, and Allen Dutoit. *Object-Oriented Software Engineering Using UML, Patterns, and Java: Pearson New International Edition PDF EBook*, Pearson Education, Limited, 2013.*ProQuest Ebook Central*, http://ebookcentral.proquest.com/lib/qub/detail.action?docID=5173698.