It 1901 – Prosjektarbeid

Kravspesifikasjon (Rundt 3 timer)

Step 1: Find the boundaries of the system (Context diagram, In/out list).

Step 2: Brainstorm and list the primary actors. (Actor List)

Step 3. Brainstorm and list the primary actors' goals against the system. (Actor-Goal List)

Step 4. Write the outermost strategic level use cases covering all the above.

Step 5. Reconsider & revise the strategic use case. Add, subtract, merge goals.

Step 6. Pick a goal / use case to expand. Optionally, write a system-in-use story to become

acquainted with the story of the use case.

Step 7. Fill in the stakeholders and interests, the preconditions, the success end conditions, the

failure protection. Double the goals and interests against those conditions.

Step 8. Write the main success scenario for the use case. Double check it against the

stakeholders' interests.

Step 9. Brainstorm and list the possible failure conditions.

Step 10. Write how the actors and system should recover from each failure.

Step 11. Break out any sub-use case that needs its own space.

Step 12. Start from the top and readjust the use cases. Add, subtract, merge. Double check for

completeness, readability, failure conditions.

Use case er noe en aktør vil oppnå med systemet.

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| **Aktør** | **Målet med oppgaven** | **Hva kunden trenger** | **Teknisk vanskelig** | **Prioritet** | **Use-case nr** |
| Client | Log in | Top | Simple | 1 | 2 |
|  | Change authorizations for his sheeps, from admin to user. | High | Simple | 2 | 3 |
|  | Editing profile | Low | Simple | 3 | 4 |
|  | Adding sheeps, and editing | High | Simple | 2 |  |
| Client | Ask for the sheeps location, twice a day | High | Hard | 2 |  |
| Client | Initiate a request | Top | Medium | 1 |  |
| Client | Change a request | Top | Simple | 1 |  |
| Client | Cancel a request | Low | Simple | 4 |  |
| Client | Ask for the sheeps location, 3 times a day | Top | Complex | 1 |  |
| Server | Incoming alarm gets prioritized | High | Medium | 3 |  |
| Server | Alarm sends out to client. | Top | Hard | 2 |  |
| Database | Required room for 200 clients | High | Medium | 3 |  |
|  | Required room for 10000 sheeps | High | Medium | 3 |  |

Aktør:

* Client
* Server
* Database
* Sheep simulator

Use Cases:

Log in

Add/remove sheep’s

Edit Profile

|  |  |  |  |
| --- | --- | --- | --- |
| **Aktør** | **Pre betingelser** | **Detaliert beskrivelse** | **Post betingelser** |
| Client | Brukernavn, Passord | <client><Log in> | Login godkjennes, Login denied. |