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**CSE6224 SOFTWARE REQUIREMENTS ENGINEERING TRIMESTER 2510**

**PROJECT PART 1: Elicitation**

**Lecture section: TC1L**

**Tutorial section: TT3L**

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# 1. Objective

The objective of this project is to create a web-based accessibility-focused campus navigation platform specifically designed for Multimedia University Cyberjaya. The platform will:

- Provide real-time, accessible route planning across campus.

- Integrate with facilities data to reflect construction, elevator outages, and accessibility barriers.

- Connect with the campus events calendar to recommend temporary accommodations and best routes during events.

# 2. Stakeholders

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| Stakeholder | Role |
| Facilities Management Department (MMU) | Data provider |
| Student Affairs / Events Office (MMU) | Data provider |
| Students and staff with mobility challenges | End user |
| Event coordinators and facilities staff | End user |
| Visitors | End user |

# 3. Elicitation Technique: Prototyping

The reason we are using prototyping technique is

* Let’s the stakeholders to visualise the end product
* Allows the stakeholder to provide feedback that the developer can act on
* Helps avoid ambiguities regarding the requirements

# 4. Schedule

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| Week | Activity | Description |
| Week 1 | Sketch | Draw the basic layout of the webpages |
| Stakeholder feedback | Get feedback from the stakeholders and edit the design accordingly |
| Week 2 | Clickable demo | Build a basic working demo which is non-functional using tools like Figma. |
| End user feedback | Get feedback from users and improve upon the feedback |
| Week 3 | Full demo | Create a prototype with most if not all functionalities. |
| Week 4 | Final review | Gather final feedback from stakeholders to confirm all the feature that the want is there before starting development |