HomeWork 1

SE2 - A.Y. 2024-2025 - Analysis of a RASD Document

* Obbligatoria

Analysis of the RASD document

Now you are ready to answer to the questions concerning the RASD document

11. Identify exactly three aspects in **Section 1** and **Section 2** that represent either strengths or weaknesses (e.g., 1 strength and 2 weaknesses, or 3 weakness, etc.). Support each identified aspect with proper arguments (one or two sentences) motivating your selection. *

Inserisci la risposta

12. Identify exactly three aspects in **Section 3** that represent either strengths or weaknesses (e.g., 1 strength and 2 weaknesses, or 3 weakness, etc.). Support each identified aspect with proper arguments (one or two sentences) motivating your selection. *

Inserisci la risposta

13. Identify exactly three aspects in **Section 4** that represent either strengths or weaknesses (e.g., 1 strength and 2 weaknesses, or 3 weakness, etc.). Support each identified aspect with proper arguments (one or two sentences) motivating your selection. *

Inserisci la risposta

Simone:

Question 11. (Section 1 and Section 2)

1. **Weakness**: [SP2] Educators create tournaments, battles and badges.
    a. Details are not provided on the information to be specified when creating a tournament: code kata, minimum and maximum number of students per group, registration and submission deadline, additional configurations for scoring. Moreover the creation of tournaments, battles and badges should be distinct.
2. **Weakness**: [SP3] Students invite others to join their team.
    a. It is not specified that teams can only be created respecting the minimum and maximum number of students per group set for each individual battle. Moreover this is not mandatory since a student could join a battle on his/her own.
3. **Weakness**: Missing machine controlled phenomena:
    a. At the end of each battle, the platform updates the personal tournament score of each student, that is, the sum of all battle scores received in that tournament.

Toni:

Question 12. (Section 3)

1. **Strength**: Traceability of Goals to Requirements - Section 3.2.4
    a. Each functional requirement is clearly tied to a specific goal, furthermore every requirement is precisely marked using proper identifiers and correctly mapped in the requirement mapping section.
2. **Strength**: Handling of abnormal situations - Section 3.2.3
    a. The handling of the responses to abnormal situations is represented properly and correctly (sequence diagram), not including errors or failures concerning third parties application, for example, the redirected login on GitHub.
3. **Weakness**: Absence of Traceability Matrix
    a. There are no direct links between requirements and use cases, even though both are identified properly and correctly. A good way to represent these associations could be building a traceability matrix.

Valeria:

Question 13. (Section 4)

1. **Weakness**: Absence of a signature for badges
    a. The CKB platform incorporates gamification badges—reward elements representing individual student achievements. However, this Alloy model does not account for badges, which are an important component of the platform and should be modeled to reflect the full feature set.
2. **Weakness**: Absence of a signature for educators
    a. Educators on the platform have multiple roles: they create battles, set up tournaments, configure deadlines, and may optionally adjust scores manually. While many of these functionalities are modeled, introducing a specific signature for educators would improve clarity. Additionally, the model does not currently represent educators' ability to adjust scores manually, which is a notable omission.
3. **Strength**: The `participants` function enables effective tracking
    a. The `participants` function retrieves all students enrolled in a specific tournament, even if they have not yet submitted any work. This feature makes it easy to monitor participants and ensures that student groups are properly linked to their respective battles, enhancing overall traceability.