



# Agile Software Requirements

Software Requirements Engineering – 40688

Computer Engineering department

Sharif university of technology

Fall 402

# Chapter 12:

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## Requirements Discovery Toolkit

# Techniques that teams can use

- 1) Requirements workshops
- 2) Brainstorming
- 3) Interviews and questionnaires
- 4) User experience mock-ups
- 5) Product council
- 6) Competitive analysis
- 7) Customer change request systems
- 8) Use-case modeling

# Requirement Workshop (1)

- **Selling the Concept**
  - This is typically not a difficult process, but surprisingly it's not unusual to encounter resistance.
- **Ensuring the Participation of the Right Stakeholders.**
  - Chapter 7
- **Attending to Logistics.**
  - Murphy's law—"Whatever can go wrong will go wrong"—should be your guideline

# Requirement Workshop (2)

## 1) Providing Warm-up Materials

- Project-specific information
- Out-of-the-box thinking information

## 2) Setting the Agenda

The agenda for the workshop will be based on the length, the needs of the particular project, and the content that needs to be developed.

## 3) Running the Workshop

# Brainstorming (1)

## 1) Idea Generation

- Do not allow criticism or debate
- Let your imagination soar
- Generate as many ideas as possible
- Mutate and combine ideas

## 2) Idea Reduction

- Of course, not all ideas are worthy of consideration for the solution.

## 3) Pruning Ideas

- The first step is to “prune” those ideas that are not worthy of further investment by the group.

# Brainstorming (2)

## 4) Grouping Ideas

- It may be helpful during this process to start grouping similar ideas.

## 5) Defining Features

- At this point, ideas can be converted to prospective feature descriptions by drafting a short description of what the idea means

## 6) Idea Prioritization

- Cumulative Voting: The \$100 Test
- “Critical, Important, Useful” Categorization