



UNIVERSITY OF ALBERTA
DEPARTMENT OF COMPUTING SCIENCE

CLIENT NEEDS AND SOFTWARE REQUIREMENTS

GLOSSARY

Glossary

Word	Definition
Acceptance Criteria	Simple and specific conditions used to check if a user story has been implemented correctly.
Acceptance Test	A test that verifies that a requirement has been satisfied. These can be automated or a script for a human to conduct.
Actor	See Participating Actor.
Alternate Flow	A sequence of events that is different than the basic flow but results in the same outcome.
Ambiguous Requirement	A requirement that can be interpreted in more than one way or does not provide all necessary details.
Analysis, Requirements	An activity to examine the requirements of a product to ensure, for example, that they are clear, complete, and consistent.
Basic Flow	The sequence of events that occur during a use case.
Boundary of the System	All the functionalities of a product or system.
Business Requirement	Those requirements that involve the purpose of the project.
Business Rule	Constraints on how the project will function.
Clear, User Story	The requirement is free of ambiguities.
Client	The person or organization engaging the professional services of the product manager and development team, in order to create a product.
Client Interactions	Interactions between the software project manager and the development team with clients and users, in active collaboration. Also known as client interactions.
Cognitive Limitations	A limitation imposed by human memory or thinking.
Complete, User Story	There are no requirements missing from the backlog.
Consistent, User Story	There are no requirements that contradict.
Correct, User Story	A requirement that accurately represents what the product is

	intended to do.
Cultural Limitations	A difference in cultural meanings.
Customer Interactions	See Client Interactions.
Development Constraints	Requirements which add context for design and implementation of the product.
Elicitation, Requirements	An activity to discover requirements, by interacting with users, clients, and other stakeholders, investigating their needs, and exploring the ideas and features of a potential product.
End-User	A person who is going to be directly using a product.
Epic User Story	A user story which contains descriptions that are too vague or broad, rendering it difficult to estimate how long it will take to finish or how it can be done.
Exception	Some alternate scenario to the basic flow in which alternate steps are followed.
External Interface Requirements	Requirements related to how the product is situated within a larger system.
Feasible, User Story	The requirement can realistically be made with the available resources.
Functional Requirement	Behaviours that the developed product should do or support. Often expressed as inputs and outputs of the product, or description of the behaviour itself.
Gathering, Requirements	The passive approach of simply asking the client what they would like done, without discussion or collaboration from the software development team.
Glossary	A list of terms with definitions that relate to a specific software product.
Goal, Use Case	The desired outcome once the flow of a use case is complete.
Human Computer Interaction (HCI)	The science of how end-users interact with technology products.
Information Flow Diagram	A diagram that depicts how components of a system interact, and the information that is passed among them.

Involving the User	See Customer Interactions.
Limitations	Circumstances that restrict the way a person is able to interact with a product.
Manageable, User Story	The requirement is expressed in such a way that it can be changed without excessive impact on other items.
Managing Expectations	Making clear to the client what to expect from the product, and not to over-promise what the development team can realistically deliver in the product. Involves defining scope.
Non-functional Requirement	Requirements which describe how well a product must perform.
Participating Actor	A role that is involved in the task for a use case.
Perceptual Limitations	A limitation imposed by the human senses.
Physical Limitations	A limitation imposed by the way a person physically interacts with a product.
Physical Product Setting Requirements	Requirements which refer to how the product needs to be designed in order to function in its physical environment.
Post-Condition	Some condition that is the result of the flow of a use case.
Pre-Condition	Some condition that needs to occur or exist before the flow of a use case can occur.
Primary User	A person who is going to be directly using a product. Also known as the end-user.
Prioritization, Requirements	An activity to organize the list of requirements based upon what is of higher value and should be completed earlier.
Product Backlog	A set or list of user stories for the product.
Product Vision	What outlines the value of a product to the client, and its place within the wider market.
Project Scope	What the project can realistically achieve.
Quality, Use Case	An expectation of quality that should be met by a use case.

Realistic	What is achievable considering resources such as time, budget, and technology.
Requirement	A specific description of a need, such as a desired capability to be implemented in the product.
Requirements Technical Review and Repair	An exercise where others, preferably outsiders to the project, review the requirements for all of the criteria of user stories.
Secondary User	A person who will occasionally use a product or who uses it through an intermediary.
Sensory Limitations	See: Perceptual Limitations
Simple, User Story	The requirement is free of unnecessary design details and not obscured by proposed solutions to the problem.
Stakeholder	A person who is affected by or has an effect on the success of a product.
Story Map	A technique used to organize requirements and help structure a project, by presenting product backlogs in a visual manner, with user stories grouped and prioritized within specific functional categories.
Storyboard	A sequential, visual representation of interacting with a product.
Sunny-Day Scenario	The best-case scenario, or a scenario in which everything works as it is supposed to.
Tertiary User	A person who will be affected by the use of the product or makes decisions about the product.
Traceable, User Story	The requirement is connected to associated design and implementation artifacts.
Trigger	An event that triggers the flow of a use case to occur.
Use Case	A description of a task that an actor performs with the product to achieve a certain goal.
User Friendly	Describes a product that is easy to use for the primary user.
User Interface (UI)	Any part of a product that the end-user interacts with.

User Requirement	Tasks that end-users can accomplish with the product, or what the product can do for the user.
User Story	A short, structured description of a product requirement that outlines who wants the requirement, what the requirement is, and why the requirement has value.
Verifiable, User Story	The requirement is testable (can be tested).
Wireframe	A simple visual representation of the user interface elements of a product.

Copyright © 2015 University of Alberta.

All material in this course, unless otherwise noted, has been developed by and is the property of the University of Alberta. The university has attempted to ensure that all copyright has been obtained. If you believe that something is in error or has been omitted, please contact us.

Reproduction of this material in whole or in part is acceptable, provided all University of Alberta logos and brand markings remain as they appear in the original work.

Version 2.0