Requirements Elicitation Technique,

In our meeting with our customer İbrahim Cinan, he told us that he wanted to make a mobile knowledge quiz. We took a draft of what he wanted and explained to him how the process would work according to what he wanted. We shared what customer wanted with our software and design team and brainstormed and planned the process. We put the process in a Gantt Chart to make it easier for the customer to understand. The customer also gave their opinion and we completed our Gant chart. We made a contract between the client and the developer to formalize the process. This contract was to protect the rights of both the client and the company and to formalize the process. The app was designed, developed and launched between the given dates. Now we will try to explain how we understand what the requirements of our application are during this process with requirements elicitation techniques.

**Brainstorming**

Brainstroming is a method we used at the very beginning of the project. Brainstorming is a conventional method to think of different notions, as by and large, partners will endeavor to give their information and points of view.

It is the best technique to get a tremendous amount of data instantly.

This technique likewise supports you to reveal the contradictory data, for example, methods that have not been referenced or necessities and procedures that have not been thoroughly considered.

This requirements elicitation technique includes idea creation and idea refinement both.

Multiple voting methods are applied to prioritize ideas. It is a highly practical requirements elicitation method as various innovative and creative notions come from apparently irrelative ideas.

**Interviews**

Interviews are another important technique we use to find requirements. From the conception to the launch of the application, the client and the developer are in constant communication. Nevertheless, in order to have something in mind, the customer was interviewed at the idea stage of the application and their requests were adapted to reality and suggestions were given. The gameplay, modes, database, theme of the game were decided here and other details were finalized through both testing and small meetings.

## ****Surveys/Questionnaires****

## Some personal ideas emerged during the development phase of the app. Since the customer was chosen as the decision maker here, multiple choice questions were given to him in the form of a questionnaire. Based on the answers he sent in the questionnaire, the places where we needed a personal opinion were filled. The questionnaire we sent is given below.

<https://docs.google.com/forms/d/e/1FAIpQLScx3WEp93aPq-L9leFwnQ7aQZu8EMrGU7-JJ6l8AsCoQsFFtw/viewform>

## 

## ****Prototyping****

A prototype is an early version of a product from which future versions are developed. Prototypes aren't the final product or service. Instead, they provide a way to test an idea, validate the operational process and identify ways to improve the item before releasing it to the public. With the prototype method, we showed the general view of the application to the customer and showed concretely what stage we were at. This not only allowed the customer to understand what stage of the project we were at, but also enabled the developer to integrate what the customer had in mind into the project more easily. We did the prototype process through the Figma program. The main purpose of this technique was to show the design idea and page transitions rather than the functions of the application.