# Requirement Elicitation Document

A requirements analysis document is a document that contains a complete description of the requirements that must be met by a system. This document is used as a guide in system development, so it must be prepared properly and carefully. The requirements analysis document usually consists of several sections, including a brief description of the system, a list of stakeholders, a list of functional requirements, a list of non-functional requirements, and a description of use cases. This document is for internal purposes only. The work on this document and the entire process is expected to be completed within two weeks, in accordance with lecture hours and student learning rights of 170 minutes for one credit, while the details of the work are in accordance with the following table:

|  |  |  |
| --- | --- | --- |
| Activity | Duration (Minute) | |
| Minimum | Maximum |
| Identify stakeholders | 10 | 20 |
| Define the scope | 30 | 40 |
| Choose elicitation techniques | 10 | 30 |
| User Stories | 120 | 120 |
| Conceptual Model Diagrams | 30 | 90 |
| MockUps | 420 | 1000 |
| Define acceptance criteria | 60 | 60 |
| Work Total | 680 | 1360 |
| 4 Credits X 170 Minutes X 2 Meetings |  |  |

All activities must be documented with the provisions (see sample documentation):

1. In the form of audio and video
2. The faces of the author and the respondent must be clearly visible
3. Activities performed are visible in one frame
4. Video time will be validated by the time needed to work on it

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# Requirement Elicitation

|  |  |
| --- | --- |
| System |  |
| Description |  |
| Author |  |

|  |  |
| --- | --- |
| Activity | Running Time (minutes) |
| Identify stakeholders |  |
| Define the scope |  |
| Choose elicitation techniques |  |
| User Stories |  |
| Conceptual Model Diagrams |  |
| MockUps |  |
| Define acceptance criteria |  |
| Work Total |  |

|  |  |
| --- | --- |
| Version |  |
| Date |  |
| Reference Documents |  |

# Identify stakeholders

|  |  |
| --- | --- |
| Activity: Identify stakeholders | Time needed: Minutes |
| Make a list of all the individuals, groups or organizations that will be affected by the project. This can include end users, project management, developers, and service providers. | |
| List of stakeholders:   1. Customer | |

# Define the scope

|  |  |
| --- | --- |
| Activity: Identify scope | Time needed: Minutes |
| Defining the scope of needs elicitation by identifying the goals and objectives of the project. In this case, we need to review the reason for making the project and the ultimate goal to be achieved. Apart from that, we also need to define the vision and mission of the project to understand how the software will support the business goals. | |
| Scope of the project: | |

# Choose elicitation techniques

|  |  |
| --- | --- |
| Activity: Choose an elicitation technique | Time needed: Minutes |
| To determine the appropriate elicitation technique, several things need to be considered: Understand the type of information to be collected. Pay attention to the preferences and comfort of users or stakeholders in choosing the right elicitation technique. Some elicitation techniques can be done in person, while others can be done online or over the phone. Paying attention to the expertise and experience of users or stakeholders in the matter to be discussed. | |
| Stakeholder 1: | Elicitation Technique:  1.  2. |
| Stakeholder 2: | Elicitation Technique:  1. |

# User Stories

|  |  |
| --- | --- |
| Activity: Telling user needs | Time needed: Minutes |
| User stories should describe the storyline from the user's perspective. Stories should follow logical steps and provide clear context. User stories must cover both functional and non-functional requirements. Functional requirements describe what the system needs to do, while non-functional requirements describe how the system should do it. | |
| User Stories Stakeholder 1: | |
| User Stories Stakeholder 2: | |

# Conceptual Model Diagrams

|  |  |
| --- | --- |
| Activity: Conceptual Diagrams | Time needed: Minutes |
| Identify the important elements in the system or process that you want to describe in the diagram, determine the relationships between these elements. Check the consistency and completeness of the diagram to ensure that all elements and relationships are drawn correctly. | |
| Conceptual Diagrams | |

# MockUps

|  |  |
| --- | --- |
| Activity: Mockups | Time needed: Minutes |
| Mockup activities aim to help conceptualize ideas and show how a product or system will look and behave in the early stages of development, involving creating sketches, wireframes, or simple interactive prototypes that represent the main elements that will be on the product or system, display user interface, layout, layout elements, and color, font, and size settings. | |
| Mockups | |
| Mockup Links: | |

# Define acceptance criteria

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Activity: Define acceptance criteria | | | Time needed: Minutes | | |
| Acceptance criteria are standards or criteria that must be met in order for a product or system to be considered successful and acceptable to users or customers. The acceptance criteria must cover all aspects that are important to the user and meet the defined limits and parameters. | | | | | |
| **Positive Case** | | | | | |
| Given that |  | | | UserInterface | Note |
| when | Then | |
|  |  |  | |  |  |
|  |  |  | |  |  |
| **Negative Case** | | | | | |
| Given that |  | | | UserInterface | Note |
| when | Then | |
|  |  |  | |  |  |

# Working Documentation Appendix

Interview Video Links:

Mockup Testing Video Link: