# 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

System :

Description :

Author :

## Effort Analysis

Identify stakeholders : Minutes

Define the scope : Minutes

Choose elicitation techniques : Minutes

User Stories : Minutes

Conceptual Model Diagram : Minutes

MockUp : Minutes

Define acceptance criteria : Minutes

Total Work : Minutes

## Document Version

Version :

date :

Reference Documents :

# Identify stakeholders

Activity : Identify stakeholders

Time needed : Minutes

Description : List 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

Description : 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:

1. Customer

# Choose elicitation techniques

Activity : Choose an elicitation technique

Time needed : Minutes

Description : 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.

Stakeholders:

1. Stakeholder 1: Elicitation Techniques:
2. Stakeholder 2: Elicitation Techniques:
3. Stakeholder 3: Elicitation Techniques:

# User Stories

Activity : Telling the needs of users

Time needed : Minutes

Description : 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 1:



# Conceptual Model Diagrams

Activity : Conceptual Diagrams

Time needed : Minutes

Description : Identify the important elements in the system or process that you want to describe in the diagram, determine the relationship 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

Description : A mockup activity aims to help conceptualize ideas and show how a product or system will look and behave in the early stages of development, involving the creation of sketches, wireframes, or simple interactive prototypes that represent the main elements that will be present in the product or system, the appearance of the user interface, layout, layout of the elements, and setting the color, font, and size.

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: