

1. **Project Management (Group Component)**



* 1. Introduction: this should include the project background, scope and objectives.



* 1. Schedule: this should include creating a Gantt chart which shows all the tasks involve in the entire SDLC, together with its duration and dependency.



* 1. Resources: this should include determining and allocating the resources required for developing the system.



* The project team: Name, Position, and Responsibility.



|  |  |  |  |
| --- | --- | --- | --- |
| No | Name | Position | Role |
| 1. | John Doe | Project Manager | Manage and monitor the project. |
| 2. | Jane Doe | Requirements Engineer | Manage requirements for the project. |



* Stakeholder Information

|  |  |  |  |
| --- | --- | --- | --- |
| No | Name | Role/Function | Availability |
| 1. | James Doe | Client - Organization Owner | Temporal |
| 2. | Juliet Doe | Client- Teacher | Spatial |

* Hardware Resources



|  |  |  |
| --- | --- | --- |
| No | Hardware Name | Specification |
| 1. |  |  |



* Software Resources



|  |  |  |
| --- | --- | --- |
| No | Software Name | Description |
| 1. |  |  |



1. **Requirements Determination (Individual Component)**



* 1. Problem Statement: state the problems related to current method / system. (students in the same group could discuss on the same problem, but elaborate individually)



* 1. Elicitation: discuss the sources of the requirements. Suggest one (1) elicitation method and explain in detail how it is conducted. Members in the group are encourage to use different elicitation method. – refer to Week 4 – Requirements Elicitation – slides 13 – 28. Choose any method under a specific technique.



|  |  |
| --- | --- |
| Elicitation Technique | Methods |
| Survey Technique | * Interview * Questionnaire |
| Creativity Technique | * Brainstorming * Brainstorming Paradox * Six Thinking Hats * Analogy |
| Observation Technique | * Field Observation * Field Apprenticing |
| Document-centric Technique | * System Archaeology * Perspective based reading and reuse |

* 1. Analysis and design: explain how analysis is done with the data/info collected from elicitation. Produce one (1) design model/diagram for the system. Members in the group are encourage to produce different design model/diagram. Week 6 – Requirements Documentation (Part 2)



* 1. Validation: elaborate how requirements could be validated, include any example/technique used. Week 7 – Requirements Validation & Negotiation. Refer to slide. 14 – 26.



|  |  |
| --- | --- |
| Category | Technique |
| Static | * Inspection * Walkthrough * Audit/Commenting  * Informal review |
| Dynamic | * Checklist * Prototype |

1. **Requirements Development (Group Component)**
   1. Functional requirements: write approximately 30 functional requirements. Refer to Week 5 – Requirements Documentation (Part 1) – slide 9 – for the table structure, slide 27, 28, & 29 – for the statement structure.



Functional Requirements (User Requirements)



|  |  |  |  |
| --- | --- | --- | --- |
| ID | Description | Type | Reference |
| UR1 |  |  | #problemstatement  2.1.1 Data loss |
| UR2 |  |  |  |



Functional Requirements (System Requirements)



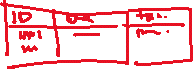
|  |  |  |  |
| --- | --- | --- | --- |
| ID | Description | Type | Reference |
| SR1 |  |  | #userrequirements  UR1 |



* 1. Non-functional requirements: write approximately 20 non-functional requirements. Refer to Week 5 – Requirements Documentation (Part 1) – slide 10.



* 1. Constraints and/or Assumptions: write approximately 10 constraints and/or assumptions



1. **Requirements Management (Group Component)**
   1. Prioritization: explain how requirements prioritization is done, include any example technique used. Refer to Week 8 – Requirements Management – slide 13 – 14 – for the how requirements are prioritize in general, slide 15 – 16 – for the prioritization technique (choose ONE (1) only) – how the technique works and its benefits.



* 1. Change: discuss the factors that lead to requirements change and how to manage it. Refer to Week 8 – Requirements Management, slide 27 – reasons/factors that lead to requirements change, slide 26 – how manage it using a baseline.



* 1. Traceability: elaborate how requirements traceability is done, include any example/technique used. Refer to Week 8 – Requirements Management, slide 21 – 22.

