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1 Introduction 1/8

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Aim: How to design for a better future by, (1) specifying
a human-centered goal, and (2) team-oriented goals
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2 Design 1/10

1. **Analysis**, at this stage, avoid concerns over how it works, and how your team will implement it

   – Purpose: Define what the software does

   – Gathering Requirements

   – Prioritizing Requirements

   – Documents Requirements

   – identify constraints

For whom? Project Personas!

> Definition
>
> **Project Personas** are fictional users/stakeholders interacting with your project who are the main characters of your written specifications and user stories
> It is **fundamental** to human-centered design and are often given a name or short descriptions
> Typically at least one *persona* per role, or classification of user, in a project

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Requirements Analysis and Design are VERY consequential,
a beginner mistake is under-investing in this part and
thus costing more than originally intended!
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