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1 Introduction 1/8

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

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

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