

Requirements engineering platform that supports numerous RE activities within an IDE

Requirements specification (proposed seminar project)

Implementing a user story wall in an IDE and connecting user story descriptions (i.e. involved domain entities) to the underlying implementation to facilitate two-way bonding

Requirements modeling (ongoing bachelor's thesis)

Graphical actor modeling tool, developed in an IDE, that enables non-technical stakeholders to iteratively create actors (i.e. domain entities) and to give the actors desired behavior through simple and intuitive user interface. The corresponding code is auto generated.

Requirements verification (finished master's thesis)

An approach implemented as a tool in an IDE to enables non-technical stakeholders to compose behavior through UI widgets. Behavior tests can be graphically created by selecting domain entities and examples. The results of running tests are explored by inspecting returned objects via numerous views..

Missing links that need to be implemented to facilitate a graceful workflow

Requirements management (finished master's thesis)

Several requirements related artifacts are custom modeled in an IDE to support a workflow (i.e. from high-level artifacts to low-level details) and to engage non-technical stakeholders in the requirements engineering process. Artifacts, such as mind-map, user story cards are implemented. Also, user-stories are connected to the implementation via annotations to gain a progress overview.