Requirements Elicitation Mobile

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INTRODUCTION
Essential terms

Requirements elicitation - The process of discovering and collecting a project’s requirements

Stakeholder - The people and organizations affected by a project.

Examples:
- Developers
- Shareholders
- Clients

We will focus on the clients
Practical Example

Andrew
- Stakeholder
- Defines and changes requirements

Bill
- Requirements Engineer
- Collects requirements and analyzes them

Carl
- Developer
- Writes code to suit the requirements
The Problem

Andrew is not sure about the requirements and keeps changing them

Carl has to adjust the code to adapt to the changes

Frequent changes increase confusion
The Challenge

- **Requirements can change frequently**
  - Poorly defined requirements
  - Technological evolution
  - Changing expectations
  - Requirements elicitation (RE) is moving towards a stakeholder-centric model - higher volatility
  - Mobile devices used more and more in RE

- **This can have massive implications on the development process**
The Challenge

- Bill’s role - act as a mediator between the two
- Detect the requirement changes as quickly as possible
- Convince the stakeholders what impact their actions have on the development process
- Requirements elicitation platform
- Supports mobile devices
- Define, edit and delete user stories
- Stakeholders have more initiative
- Dedicated analyst application
Vision Backlog

○ A key functionality - identification of probable classes and methods for each requirement
  □ Nouns -> classes
  □ Verbs -> methods

○ Changes to them are of significance to the development team

○ Analysts need to keep track of these changes
Vision Backlog

- **New feature: requirement traceability**
  - Versioning of user stories
  - Overview of requirement changes
  - Visual evaluation of development process changes

![Number of User Story Versions](image)
An Example User Story

1. To have a live video tutorial on the website
2. To upload a video
3. To put a YouTube video on the website
LIVE DEMO
Ideas for Future Work

Social Networking
User feedback on requirements

Gamification
Score system

Threat Modeling
Identification and evaluation of assets and threats
Vulnerable assets are emphasized
Track asset changes continuously
Adjust and deploy countermeasures
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<td><strong>Volatility</strong></td>
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