

## Class 13

1. Review
2. Nonfunctional requirements
  - a. Cost/budgets/timescales
  - b. Technical Constraints
  - c. Trade-offs
3. Problems with requirements gathering
  - a. Not enough stakeholder involvement
  - b. Lack of requirements management
  - c. Activities not carried out
  - d. Communication problems with stakeholders
  - e. Capturing the relevant application domain
  - f. People do not understand the problem
  - g. Organizational and Political factors
  - h. Not knowing what you want
  - i. Changing economic and business environments
4. Requirements Specification
  - a. What should be included
    - i. User characteristics
    - ii. Task and task characteristics
    - iii. Various environmental factors
    - iv. Usability
    - v. Constraints, trade-offs, and negotiations
  - b. Guidelines
    - i. Define standard templates for describing requirements
    - ii. Use language simply consistently and concisely
    - iii. Use Diagrams appropriately
    - iv. Supplement natural language with other descriptions of requirements
    - v. Specify requirement qualitatively
5. Prototyping
  - a. Uses
    - i. Communicate and share ideas between designer and users
    - ii. Exploring and demonstrating interaction and design consistency
  - b. Purposes
    - i. Check feasibility
    - ii. Check usefulness
    - iii. Allow users to contribute
    - iv. Allows users to test
    - v. Validate requirements
    - vi. Negotiate requirement
  - c. Types
    - i. Low Fidelity
      1. Sketching
      2. Screen Mockups
      3. Storyboards
      4. Advantages/Disadvantages
    - ii. High Fidelity

- 1. Advantages/Disadvantages
- d. Cautions
  - i. Time and Costs