HW3 (team): Requirements Evaluation

In this assignment, your team will evaluate the requirements that you produced for HW2.

First, create paper prototypes for the user interfaces needed in the use cases that you described in HW2.

Second, meet with your customer. Bring your requirements definition (from HW2) and your paper prototypes to the meeting. Validate your requirements definition by reviewing it with the customer. Then, test your prototype.

Third, update your requirements definition based on the customer's feedback.

Fourth, verify that your updated definition is consistent with your requirements specification (from HW2). Fix the requirements specification if you find any inconsistencies.

Finally, turn in your work as a PDF document containing the following parts:

- Your new requirements definition (containing all the parts identified in HW2, approx 5 pages)
- Your new requirements specification (containing all the parts identified in HW2, approx 5 pages)
- Photographs (or scans) of the most important paper prototypes (approx 6 pages)
- A 2-page summary of what changes you made to the definition and specification, plus a summary of why you made those changes
- Brief summary of whether your customer was willing and able to meet with your team (esp. in lecture on Thu Sept 22). If your customer cannot meet with you, then assign one of your teammates to play the role of the customer. (This teammate should do a realistic job! Don't get soft on your teammates--remember that you're trying to design an awesome system here!)
- Briefly summarize the contribution of each of your team members.

Some comments

Your work will be graded based on whether you appear to have done a thorough job of producing valid, verified requirements. The page estimates above total 18 pages, but you may turn in up to 25 pages at your discretion.

You can divide this work however you like among your team, but here is a suggested approach that would complete the assignment very efficiently...

- Day 1, three team members meet to create the paper prototypes. They email photographs of their prototypes to the entire team.
- Day 2 (Thu Sept 22 recommended), the entire team meets with the customer to validate the requirements and test the prototypes.
- Day 3, the teammates who did not initially create the prototypes gather to discuss how the requirements should be changed.
- Day 4, one person updates the use cases and charts, one person updates the ERD, one person updates the dataflow diagram, and one person updates the English descriptions;

each of these people provide a few paragraphs discussing the changes that they made. They email their work to the entire team.

- Day 5, one person edits the document together into a consistent whole.

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