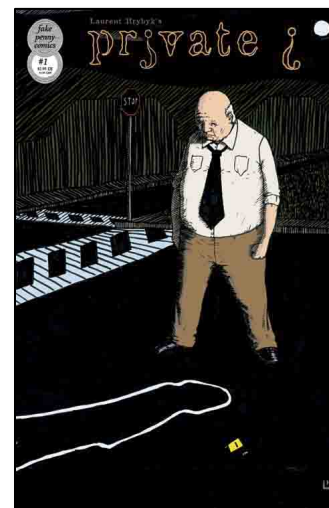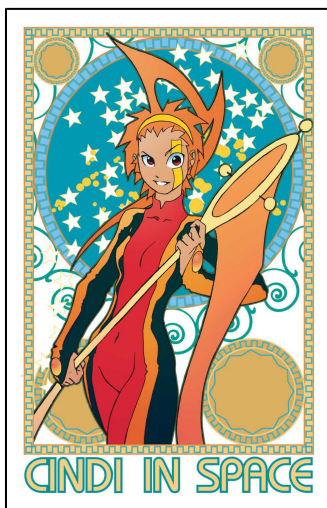# HW1: Capturing Requirements

This homework will officially kick off the team project for the semester. It will involve collecting an initial set of requirements for the project. In particular, you will create the following requirements artifacts:

- Use cases—both "brief" and "fully dressed"
- Supplementary requirements
- Glossary

There will be a requirements workshop in class on Monday 6 February in which you will meet with the client (me) and gather the requirements. Details of the project will be revealed at that meeting; however, here are some clues to whet your appetite:

Productivity

Regular

To earn the regular productivity points, you (individually) must do the following. Make sure that you label each item with the main author's name (one person only).

- Write <u>at least three</u> brief UCs. Each brief UC should include:
    - UC name.
    - Main success scenario comprising an <u>enumerated</u> list of steps.
- Write a fully dressed version of <u>one</u> of the most important brief UCs. Each such UC should include:
    - UC name
    - Primary actor.
    - Stakeholders and interests.
    - Preconditions.
    - Success guarantees.
    - Main success scenario.

- o   Extensions (alternative flows).
- o   Special requirements.
- Write <u>one</u> supplementary requirements section. Your section must include <u>at least two</u> requirements. Assuming your team has *N* members, each of the first *N* sections below should be assigned to a different team member:
  - o   Usability
  - o   Reliability
  - o   Performance
  - o   Supportability
  - o   Functionality
- Write <u>at least one</u> glossary entry (i.e., term and definition).

All of the above work must go in your HTML "Design_Document". To submit, tag the document as "HW1".

Above and beyond opportunities

Here are some ideas for above and beyond work:

- [1pt] Write a vision statement (one person per team).
- [1pt] Create a domain model (one person per team).
- [1pt] Create a Java skeleton for your GUI application.
- [1pt] Write Java code for opening and reading the project's main data files (to be revealed in class).
- [1pt] Write three additional brief UCs (one point max per person).
- [1pt] Write one fully dressed UC (one point max per person).
- And the tutorial ideas from HW0 are still fair game.

Of course you may always propose work that is not on the list. As always, I must approve all A&B work.