



# CS 428 – REQUIREMENTS REVIEW

FALL 2018 – BRUCE F. WEBSTER – 10/8/18

# REMINDER: PURPOSE OF REQUIREMENTS

- If you don't know what you're building, how do you know when you're done?
- Should focus on 11/12 and 12/10 demos
- Some general questions for your requirements documents going forward
  - If you handed this to a new team member, how useful would it be?
  - How much will this document help you in writing your test plan?
  - How much is it oriented toward the user experience/user interface?
    - Output/display ultimately determines the rest of the program

# WACKY COMPETE-FOR-2<sup>ND</sup> GAME

- Requirements: no document
- Status Report
  - Already putting in significant billable hours; great
  - Status report has been updated and is informative; great

# CLC PAINTING [[LINK](#)]

- Requirements

- Terseness is fine, as long as you anticipate increasing detail with time
- Lacks 11/12, 12/10 goals
- Great sections on 'Optional Features' and 'Not Building'

- Status Report

- Looks good
- Suggestion for everyone: start putting mitigation/solution ideas in 'Risks and Issues' section

# PROP OWNER [[LINK](#)]

- Requirements

- Also a bit sparse
- Same 11/12, 12/10 issues

- Status Report

- None for 10/6

# GM TOOLS [[LINK](#)]

- What are we building? - good
- Key features – good
- Missing: explicit statement of what you want to show on 11/12 and 12/10
- Status report
  - Some formatting issues (can't read all the text)
  - Key tasks: raises good issue, viz., how much to list and what should be listed; also, what happens if you have more tasks than the form supports.

# LIFE TRACKER [[LINK](#)]

- Requirements

- Terse but adequate
- Does contain 11/12, 12/10 goals
- Does contain 'what it is not' section

- Status Report

- Looks good; properly updated
- Billable hours look good
- Query: reasons for delayed task (design app structure)?

# PYTHON GAMES [[LINK](#)]

- Deliverables:

- November 12: Be able to generate and show the level(s) that we have designed. Also be able to show controls.
- December 10: Be able to play a level from start to finish

- Obstacles/unknown: good

- Status report:

- Feel free to roll completed tasks out of the “Key tasks” table to leave space
- Billable hours should start ramping up pretty quickly now (5 weeks to first demo)



# GAME: PUZZLE RPG [[LINK](#)]

- Requirements

- Prose description works very well for a start; just expect to elaborate as you go along
- Nice description of 11/12, 12/10 goals

- Status Report

- I am unclear of 'Tasks Planned' are all tasks for just this coming week or generally pending tasks

# DATA ANALYTICS TOOL [[LINK](#)]

- Requirements

- Ordering of tasks: excellent
- Identifying task leads: excellent
- Description + user story: excellent
- Still need to know what's planned for 11/12, 12/10

- Status Report

- Very significant billable hours for the past two weeks

# SOCIAL MEDIA FOR FAMILY EVENTS [[LINK](#)]

- Requirements

- Too sparse (4 lines)
- No 11/12, 12/10 descriptions

- Status Report

- I wouldn't call the requirements task 'complete'

# PARK ME! [[LINK](#)]

- Requirements

- Nice organization (core requirements, additional features, user stories)
- Lacks 11/12, 12/10 descriptions

- Status Report

- Looks good

# TEXT-BASED ADVENTURE GAME [[LINK](#)]

- Requirements

- Sparse (like many)
- Does have Nov, Dec sets (but wrong dates: should be 11/12 and 12/10)

- Status Report

- “Key Tasks” section is confusing
  - Single task: ‘create simple prototype’
  - Labeled as ‘100%’ but ‘on track’ (not ‘finished’)
  - Need more detail and granularity here

# MATH BUT MORE [[LINK](#)]

- Requirements

- OK, this one's a bit *too* sparse
- Also lacks 11/12, 12/10 goals

- Status Report

- On the other hand, great status report
- Captures excellent detail, decisions made, nice expansion of 'Key Tasks' section

# PILE: A SELF-ORGANIZING NOTES APP [[LINK](#)]

- Requirements
  - Again, sparse
  - Good lesson about leaving comments in documents 😊
  - Doesn't have 11/12, 12/10 definitions
- Status Report
  - Not found

# TRASH TALK

- Requirements

- A bit sparse, but I like the 0.0, 0.1, 1.0 sections
- No explicit 11/12, 12/10 descriptions

- Status Report

- Looks fine