Today

• Quiz 4
• Requirements (cont.)
Exercise

User story “template”:

As a (role) I want (feature) so that (benefit).

In your groups:

1. Brainstorm the roles your users play and name them
2. Come up with at least 3 user stories for your project
3. Use the “template” (mad-lib) pattern to write your stories
Q: Why spend time on requirements?

- To figure out what to **build**
- Obtain a **shared understanding** with customers
- Reduce overall project **cost** by avoiding **rework**
  - rework uses 30–50% of total development cost (Weigers, 2003)
  - requirements errors account for 70–85% of rework cost
  - in general, better to find issues earlier than later

But look out for changing requirements!

- some rework usually unavoidable
- often because requirements change
- but, this doesn’t mean you shouldn’t work on requirements!

Usually a big emphasis on requirements in senior design

Q: why might this be a good thing?
  - rework is bad for senior design ... fixed time!
  - can identify problems early

Q: why might this not be a good thing?
  - may work hard on the wrong requirements (e.g., if they change later)

"Requirements Engineering" = Collect + Analyze + Refine requirements