

# Techniques for Requirements Gathering

## - User stories

- Concise descriptions of what users do, or want/need to do
- Limited in detail
- Must be understandable by stakeholders and developers
- Meant to encourage discussion

- Example formats

- As a <role>, I want <goal>

- As a <role>, I want <goal> so that <benefit>

- As <who> <when> <where>, I want <what> because  
<why>

## - Acceptance criteria

- User stories start a conversation, and then acceptance criteria are written to specify what criteria are necessary to consider the story implemented

## - Common format

Given <a condition>

When <something happens>

Then <the result>

git-keeper hypothetical user stories

As an instructor, I want to write tests for student code

As an instructor, I want to upload assignments

As a student, I want to have quick feedback on assignments

As a student I want to see results of a test

As a student, I want to be notified when my submission is received

As a student, I get a git clone URL by email when there is a new assignment

## Feature requests

As a student, I want a reminder if a deadline is approaching

As a student, I want to see a history of my submissions

## - Use cases

- Define interactions between actors and a system to achieve a goal
- Actors can take many forms
  - Humans
  - Organizations
  - Other systems
  - Time

- Defining use cases - no one way to do it
  - Actors and goals
  - Preconditions / post conditions
  - Triggers
  - Step-by-step flow of actions

Instructor

gitkeeper

Student

