

# Social darting

Group C

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# Project mission

We were tasked with creating the requirements for a system that facilitated calculation of dart scores, as well as provide a social platform for dart players. It was mainly intended as an application for android and iPhone, with a website acting support for the functions.

# Techniques used

- Elicitation
  - Interviews
  - Focus groups
  - Document studies
  - Studies of similar companies
- Specification
  - Feature requirements
  - Context diagrams
  - Task descriptions
  - Virtual windows
- Misc
  - Paper prioritization
  - Check lists

# Project results

- Elicitation
  - Interview
  - Focus group
  - Document studies
  - Study similar products
- Specification
  - Feature requirements
  - Context diagram
  - Task descriptions
  - Virtual windows
- Validation
  - Paper prioritization
  - Checklist and review

# Lessons learned

- Focus group

- Structure, the whole picture, everybody participates, right number of people
- Important not to get sidetracked
- Leader must make sure everything goes as planned

- Paper prioritization

- Features reduce number of entities, overview, feature sets, explicit and implicit dependencies, soft dependencies, simple release planning
- Need of external tool for weighting

# Lessons learned cont.

- Task descriptions
  - Tasks facilitate the building of a mental model and finding what functions that the system in question should have.
  - Requires a lot of attention to which abstraction level each task should have, and should probably be done in groups of two.
  - Paper slips aid the process, as there often are a lot of subtasks, and it becomes difficult to maps them to actual tasks.

