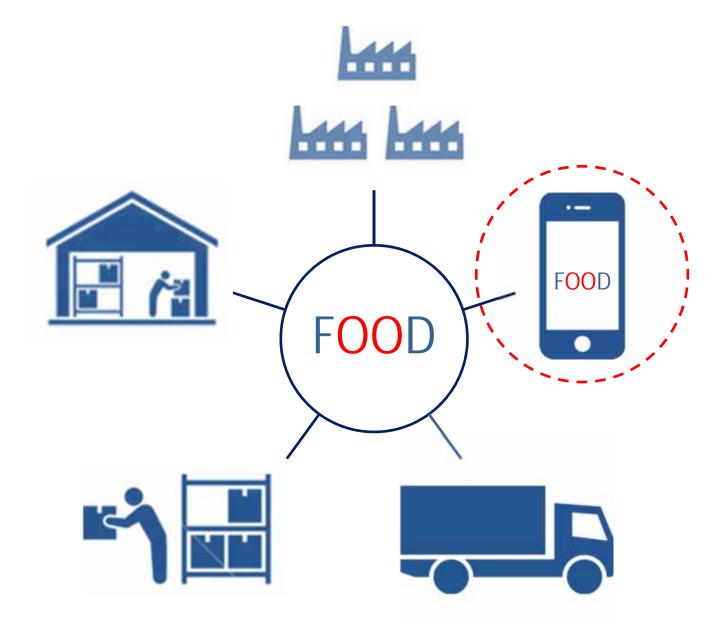


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Agenda

- Introduction
- Project results
- Techniques used
- Experiences
- Learning Outcomes



FOOD application - Mission

Need

FOOD is in need of an application for their company where customers can shop for groceries.

Goal

FOOD wishes to have an application that the customerwants to usewhich will make the company business profitable.

Our part

The project is to supply the requirement specification for the said application. The application needs to give the customers unique user experience a simple, effective and enjoyable wnen buying rood.

Prototype



Elicitation

Stakeholder analysis

Interview with customer

Brainstorming

Survey

Risk analysis

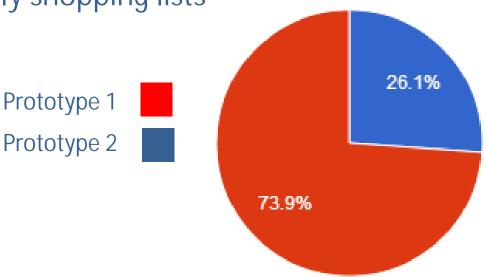
REQUIREMENTS

Survey

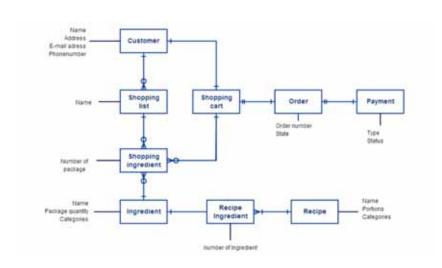
Consisted of two parts:

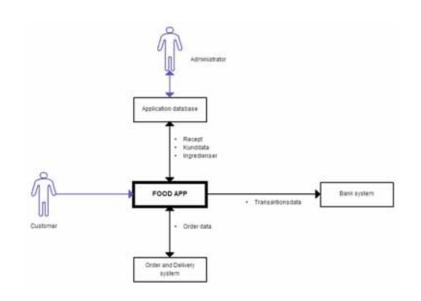
- General questions
- Specific questions about two prototypes
 - Prototype 1: Shopping lists and shopping cart

• Prototype 2: Only shopping lists



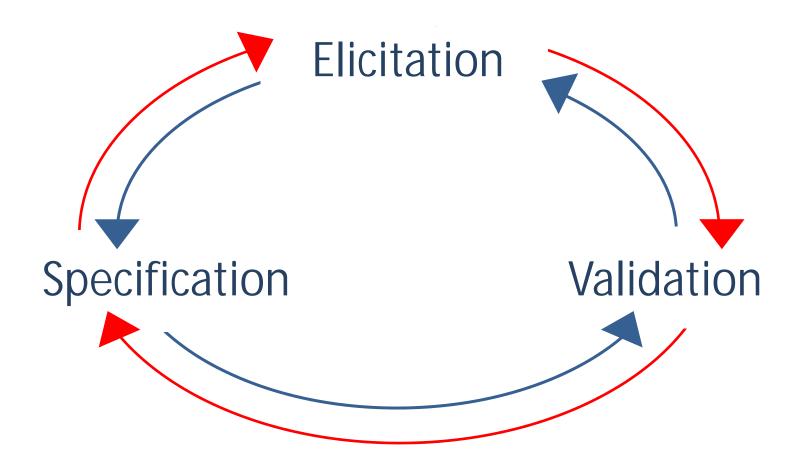
Specification





Data diagram User Task Context diagram
Function List

The importance of iteration



Experiences

Elicitation

Specification

Validation

What went well:

- Brainstorming
- Interview

Difficulties:

- Fictive project = fictive stakeholders
- Understanding and satisfying all stakeholders

What went well:

- Data diagram
- Context diagram

Difficulties:

- Finding the right method
- Structuring and hierarkies

What went well:

Became aware of "blind spots"

Difficulties:

 Understanding the true concequences of problems

Learning outcomes

Elicitation

Specification

Validation

Understanding of concepts and techniques, and when to use them.

Importance of:

- Domain knowledge
- Clear goals
- Stakeholder input

Importance of:

- Knowledge of methods
- Structure

Importance of:

- Communication
- Clear sturucture
- Knowledge of the material

Thank you!