Home Exercise #1 Requirements

Intended learning outcome
After passing this exercise the student will be able to explain and exemplify some of the most common ways of specifying the requirements of a system.

Problem description
Suppose you are about to develop an auction web-market, such as E-bay or Tradera. There is a long list of features such as:

- Sellers publish offerings with product descriptions and sales conditions
- Buyers search with a hierarchy of categories or with free-text keywords
- Buyers can bid on offerings
- Sellers can sell to highest bid or at fixed price
- Sellers can be business sellers or private persons
- Buyers can rate sellers
- The first page shows top categories for the moment
- Advertisers can book advertisements to be shown according to a smart algorithms
- Mobile apps for bidding
- Shipping price calculator with links to carriers
- Training material and Wizards
- Links to safe payment systems
- FAQ
- Discussion board
- Support

Task
Your tasks this week are:

a) Write 2 different use cases with 3 different actors. Draw a use-case diagram for these use-cases and actors. Please remember that the texts for the use cases should not just describe a basic function of the system, such as login. Use standard-UML as shown in the lecture.

b) Write down 5 functional requirements of some part of the system.

c) Write down 5 non-functional requirements of the system.

d) Create 5 user stories for some part of the system. Don’t forget to describe which part you are writing about.

You may make more assumptions of features of the system than those given in the Problem description, but in that case you shall explain your assumptions in the solution.
Report
Use-case diagram (separate sheet).

Use-case texts. Requirements texts. User story text. (1-2 A4 pages)

Pass criteria
Understandable use-case texts, user story texts, and sensible requirements.

Requirements shall be numbered, testable and consist of complete sentences.