Where should I sit?

- If you'd like to participate in our fun activities and be hands-on:
    - Sit closer to the front of the room
    - Sit closer to an easel

SOUTHERN ILLINOIS UNIVERSITY
EDWARDSVILLE

Moo-ving Beyond Traditional Requirements Training *(Ways of Working)*

Matt House and Steph Weisenbach

SOUTHERN ILLINOIS UNIVERSITY
EDWARDSVILLE

AACSB
ACCREDITED

A VERY Short History of Requirements

Long story short…

- Detailed list of EVERYTHING before the project starts

- Also called specifications

- Takes a LOT of effort to create the requirements document

- Requirements vs Vision and/or problem statement

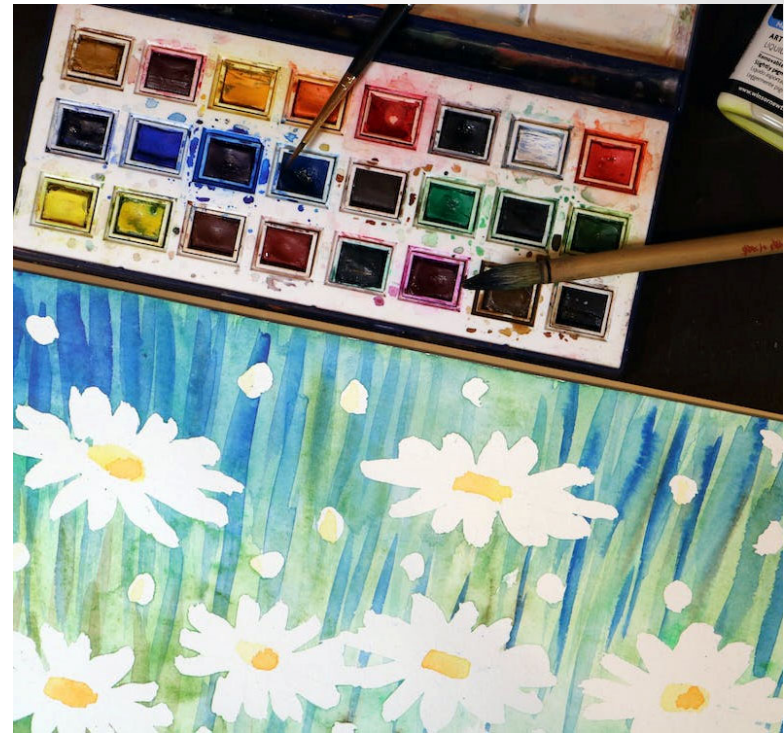**sketch**

Activity: Beautiful Meadow

You'll be getting a handout with instructions

Follow the instructions and don't share them with another group

Raise your hand if you have questions and one of us will make our way to you!
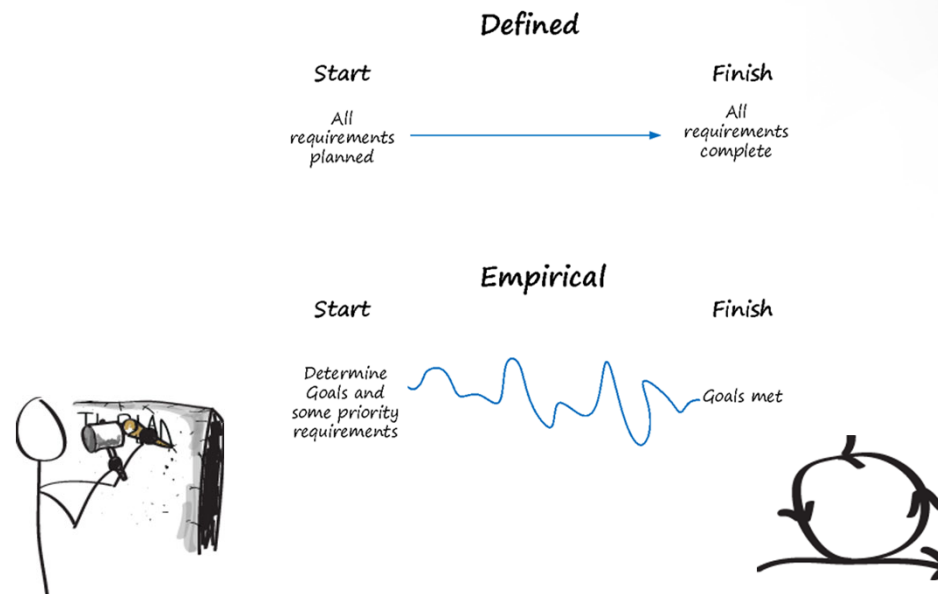
sketch

Activity Debrief

Let's talk about what just happened!

Specifications vs. Goals

- 6 flowers with 6 petals each
- 5 flowers with 5 petals each
- 4 flowers with 4 petals each
- 2 cows with 3 black spots
- 1 cow with 5 black spots
- 2 cows with 4 black spots
- 2 birds to reside in the upper left corner
- 3 birds in the middle
- 1 sun to the right with 5 sun beams

- Draw a beautiful summer meadow with flowers in grass, some cows and birds under a shining sun.

- This scene reminds our customer of their childhood growing up on a farm.

sketch

How Agile Looks at Requirements

Defined

Start   Finish

All requirements planned → All requirements complete

Empirical

Start   Finish

Determine Goals and some priority requirements → Goals met

~~Deliver everything, on-time, within budget, and as initially specified~~

Deliver working, valuable, solutions to the customer sprint over sprint

Let's Talk

Shift our focus from writing to talking
- If requirements are ONLY written down, at best, we get what's written, which is, almost certainly not what's needed

Continuous conversation
- If we only talk to the solution builders at the beginning and the end we are at risk of missing opportunities

The vehicle that replaces large requirements docs is a backlog of User Stories
- Think smaller requirements written in the voice of the user
- These state the who, what, why of the problem to be solved

sketch

SOUTHERN ILLINOIS UNIVERSITY
EDWARDSVILLE

What is a User Story?

" A short, simple description of feature told from the perspective of the person who desires the new capability, usually a user or customer (or purchaser) of the system "

Mike Cohn

A "promise for a future conversation"

The product owner promises to be available when the team needs to talk.

The team promises to talk to the Product Owner rather than just doing what's in black and white or "going cowboy".

sketch

How do we get user stories?

QUESTIONNAIRES   OBSERVATION   INTERVIEWS, CONVERSATIONS   WORKSHOPS, STORY MAPPING

sketch

Stories go in the Backlog

The single place for all desired work in the project

Typically, anyone can add to the backlog!

Each item expresses its value – why we should build it
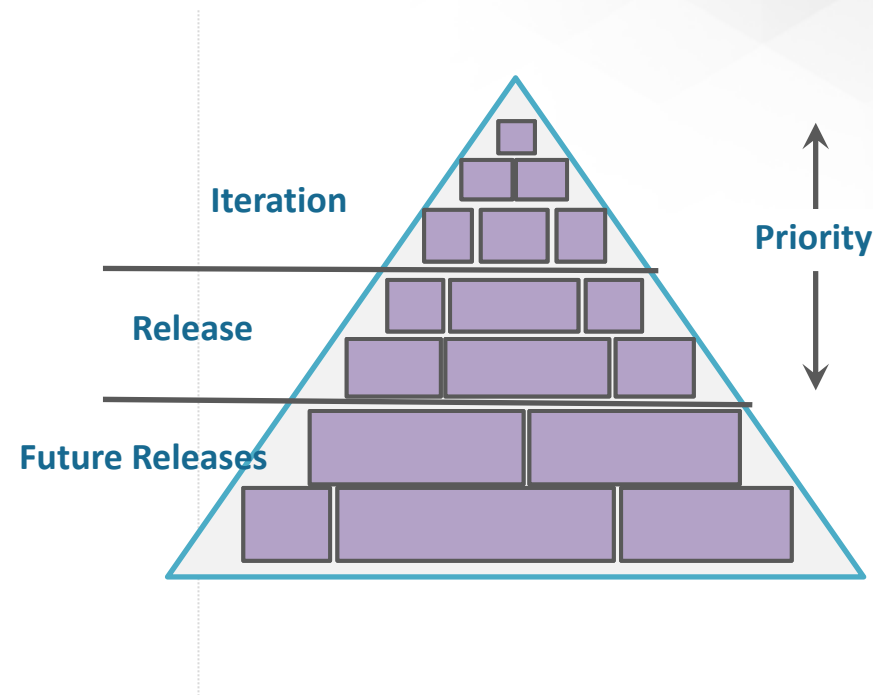
Good backlogs are DEEP

Detailed Appropriately

Estimable

Emergent

Prioritized

Progressive Elaboration

- We continuously refine our backlog, adding detail, slicing.

- A greater level of detail occurs as the project evolves.

- We get rid of stuff we're simply not going to build.

Iteration

Release

Future Releases

Priority

sketch

SOUTHERN ILLINOIS UNIVERSITY
EDWARDSVILLE

Activity: Let's Draw (again)

Find a partner to team up with

One person get ready to draw, the other get ready to describe

Back-to-back so you can't see what the other is seeing

One person describes the drawing they see, the other person draws as instructed

sketch

Why Get Feedback?

Feedback is hard even on the simplest of things

Visualization can be so helpful, find ways to get visual

Shorten the timeline, get feedback quickly, don't wait until it's done

Conversations can uncover more

You can only go so far off track

Progressive elaboration of the backlog happens through feedback

sketch

SOUTHERN ILLINOIS UNIVERSITY
EDWARDSVILLE

Summary

The GOAL is more important than requirements

- Use a vision, problem statement, and/or user stories instead of requirements docs
- Make smaller requirements
- Get feedback fast
- More conversations, less writing

sketch

SOUTHERN ILLINOIS UNIVERSITY
EDWARDSVILLE