



SE3821: Software Requirements and Specification

Lab 2: Project Blastoff

Due: October 1, 2013 23:59 CDT*

1. Objectives

- Identify the business problem for a software problem.
- Construct a context diagram for a software problem.
- Identify software stakeholders
- Determine the project goals for a system.
- Apply the project blastoff steps to a software problem

2. Introduction

The purpose of this phase of the course project is to give you some practical experience in applying the "project blastoff" concepts to a realistic requirements engineering exercise.

As part of the project Blastoff, you will need to develop a meaningful team name for your project, as well as identify the names of team members on the title page of the artifact.

3. Lab Sequence

Prior to lab, each team member should watch the short kickoff video on the project. The kickoff video describes the project for which you are to perform a requirements analysis. Obviously, you each will have some ideas of the project, its scope, and its purpose.

In lab, your goal is to begin reconciling these ideas into a cohesive concept for your team. Not every team will come to the same conclusions or the same results. That is perfectly OK.

3.1. Team Name

As a team, you should come up with an appropriate name for your team. The team name should be reflective of the product as well as the team that is developing the product. Do not spend too much time on this step, but do come up with a name.

3.2. Blastoff deliverables

As explained in the textbook, the normal blastoff deliverables are:

- Purpose of the project
- Scope of the work
- Stakeholders
- Constraints
- Names
- A set of user personas
- Relevant facts and assumptions
- Estimated cost
- Risks



- First-cut low-fidelity prototype

For the course project, we began with the request from the project sponsor. You may wish to review the details of this request as part of your blastoff work and documentation.

4. Blastoff report

The instructor's website has a template which will aid in the development of your project. This template will be the start of the documentation for this lab, and will also result in the final deliverable for the course.

In this lab, you will complete the appropriate sections of your preliminary SRS, inserting information that corresponds to the blastoff deliverables. In particular, you should have written sections for the purpose, goals, the stakeholders, mandated constraints (this section will probably be more incomplete than others), naming conventions and technology¹, relevant facts and assumptions, and the scope of the work. Other sections will not be needed for this lab, but will be used later on in the course.

The scope of the work should include some form of a context diagram. You may draw this with EA if you want to, or Visio, or any other tool, or you may hand draw the diagram and scan it to place it in the document. You need to make certain appropriate supporting text is included to support your diagram.

Throughout the SRS, you may find that some information is incomplete. Do the best you can, and include information on the activities you have planned to obtain the missing information. Some of this may be appropriate to include in the Open Issues section of the SRS.

5. Low Fidelity Prototype

In order to be able to communicate with your stakeholders, you should prepare a low fidelity prototype of the system, using the guidelines given in the textbook. This can be as simple as a notebook with sketches of the system. The key is you want this to be something which is easy to show to others. If your team desires, you certainly can handle this electronically, but that may be harder to use in the field.

Depending on the exact scheduling between the SE program and the nursing program, the low fidelity prototype may be needed in advance of the final due date.

6. Submission

Create a PDF of your document and upload it to the link given on the course webpage.

If the low fidelity prototype is hand drawn, scan a copy of it and submit it as a pdf as well.

If you need help with the assignment submission process, please ask.

¹ Note: It may be too soon to talk too much about the specifics of technology, but there may be some coverage of this that you can do.



7. Team Assignments

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