

### http://piratepad.net/interdes







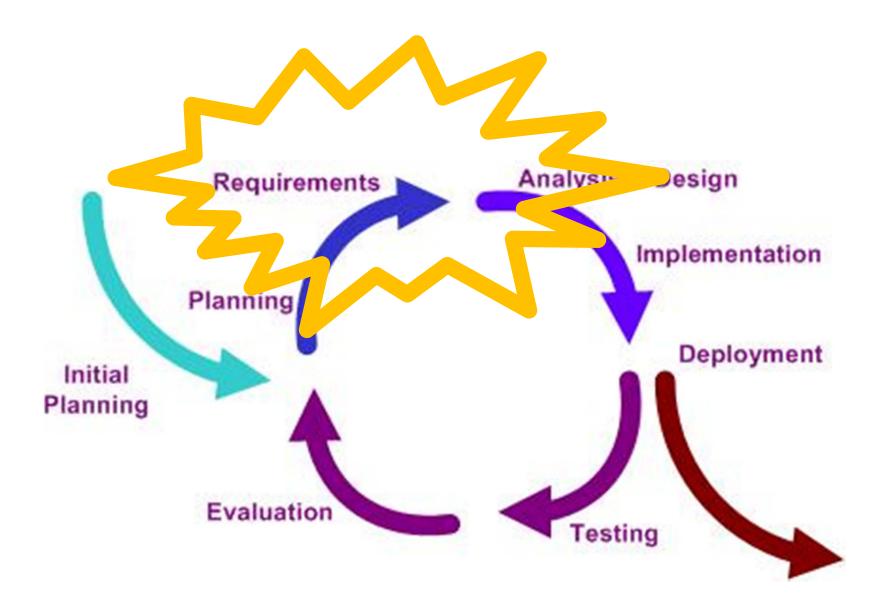
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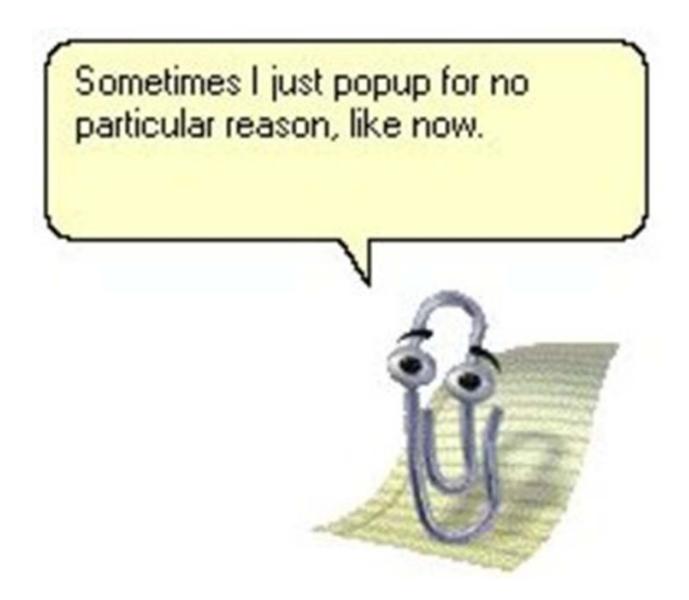
shan











### Requirements are the awesomeness

**Requirement** (re-kwire-ment) is a statement about an intended product specifying what it should do or how it should perform.

# How to get 'em

- Identify the problem space you want to solve for!
- Identify your participants. Who's gonna reaaaaly be using this product?
- Do a test run! Don't make the pancake error!



### If you asked...

### You'd probably design...







### Susan the Soccer Mom wants:

- Safe
- Holds a lot of kids
- Looks shinier than the other mom's





#### Brady the Banker wants:

- Fast
- Fun
- Sounds impressive to the interns





## Craig the Cowboy wants:

- Reliable
- Haul big loads
- Room for groupies



### Data gathering! Getting that research where it belongs (in your head)

- Interviews! Yes indeed.
- Focus groups. Listen in while they hash it out.
- **Questionnaires and polls**. Sorta.
- Researching reactions to similar products.
  Save yourself some trouble, eh?



### Fred

#### Background

- 42, male, shoe store clerk
- Lives with daughter, age 10
- Degree in neo-victorian poetry
- Reluctant technology user
- Doesn't like change or taking chances

#### **Motivations**

- Staying in touch with his mom
- Visiting his mom
- Sending stuff to his mom
- Saving money for daughter's college
- Keeping his job

#### Frustrations

- Disruptions to routine
- His low computer connection speed
- His Boss





#### **Use-Cases:**

- The user needs to be able to search for kittens
- The user needs to be able to find discount kittens
- The user needs to be able to view kittens
- The user needs to be able to pay

#### User comes to homepage **Chooses** "discount kittens" Searches for Credit card Individual Kitty Confirmation **Kittens results** details Page Searches for something we don't have No kitten Card rejected results...try a puppy! Redirect to Puppies R Us

## Kittens R Us

# Requirements: the cheat sheet!

- Identify the problem space.!
- Identify likely personas!
- Collect information on the backgrounds motivations, and frustrations of your persona!
- Brainstorm ways to accommodate them!
- Break your idea down into its potential scenarios!
- Diagram out your use-cases from the user's point of view!!!11!