Tracing Whodunit, RE-O-Poly & ... ?

Olly Gotel & Renel Smith
Pace University, New York City
Tricky

- Traceability
- Estimating & prioritising
- Negotiation & diplomacy
- Risk assessment & management
- Writing requirements
- Long-term strategy
- ... simply raising awareness of good practices
- & much more...
Problem

- Difficult topics - awareness of value, practice and reinforcement
- Grab attention early, find ways to keep topics in focus often
- Perception -- boring and irrelevant ‘to me’
- Narrow modes
- Individualistic
Idea

Compendium of games for RE
Stepping back

- Simple objective
- Bring folks together
- Quick to implement / deploy / try out
- Cheap
- Re-purpose familiar games
- Addendum
Objective

- Raise awareness of RE good practices:
  - 10 practices targeted
  - teach
  - reinforce
  - practice
  - reach agreement
  - reward
Quality of your work is bad --
Go directly to RE training
DO NOT collect SSP

Come listen to Renel on Thursday...
Objective

- Raise awareness of traceability, especially:
  - provenance issues
  - tracing back to sources
  - impact of media used
  - trial-and-error
Tracing back
In software...

http://exemplaryvisions.com
Sources

bla bla
Media

ELICIT (abstract media used in elicitation):
- Interview by questionnaire:
  - Text: Formalised dialogue
  - Speech: Formalised dialogue
  - Sound: Proper to domain
  - Moving pictures

RECORD (physical or virtual media used in elicitation products):
- Printed questions (+ answers) on paper
- Sound recording on tape (or disc)
- Video images on tape (or disc)
- Other sources (operations manual + client brief)

DOCUMENT REQUIREMENTS (abstract media after analysis):
- Samples from interview (unstructured text)
- Use case descriptions (structured text)
- Use case diagram (graphics and signs particular to domain)

ANALYSE (interaction between media)
Tracing Whodunit

It was Olly by the water cooler on a post-it!

psst...
Where - office locations

You’d be surprised!
With what - media

- Envelope
- Computer
- Notebook
- Video Camera
- Whiteboard
- Phone
Additional concepts

- WHEN: time stamp
- WHY: rationale
- WITH: collaborators
- Tailor
- Physical space
The ups and downs of projects...
Dealing with requirements changes mid-project...
Juggling requirements / multitasking...
Learning the domain lingo...
Evolving requirements on a project...
Estimating / distributing resources...
The anatomy of a requirement...
Re-purpose!

- Let’s start modest - re-appropriate everyday games
- I haven’t even touched the surface
- But we need to talk about this
- Then, where could / should we go?
Game genres

- Adventure
- Combat
- FPS
- Mazes
- MMPORPGs
- Obstacles
- Puzzles
- Quizzes
- Racing
- Role Playing
- Strategy
- Sports

Illustrative -- not exhaustive!
Game dimensions

- Synchronous versus asynchronous games
- Single-player vs multi-player games
- Time of sessions
- Realistic or abstract games
- Repetitive versus progressive games

http://www.gamethink.net/For-a-new-classification-of-game.html
Your task for the day

- One tricky requirements topic
- One game you could re-purpose (not one I mentioned - you need a challenge)
- Be prepared to explain it
- Could a compendium of RE games help your teaching / training / project teams?
- Pros / cons?
- Thoughts on RE-O-Poly / Tracing Whodunit?
There has got to be better / different ways...

... find them ... please!