Distributed and Outsourced Software Engineering (DOSE 2010)

Assignment 2: Requirements Document

(30 points of 100)

First draft deadline: Tuesday October 25th - 8 am (Zurich time)
Final Deadline: Thursday November 1st - 8 am (Zurich time)
Commit the files at
https://svn.origo.ethz.ch/dose2010/requirements/group_n/team
where n is your group number and team is your team name.

The main task of this assignment is to develop a requirements document. Each team writes its own requirements document; we recommend that teams in the same group communicate to agree in common terminology. However, different documents have to be developed. Following we describe the tasks.

1. Questionnaire

Each team should have collected the time expended in Assignment 1. Christian Estler will contact you indicating where to submit the collected data.

Important: the time expended is **collected by teams** and calculated in person/hours. For example, if 3 people participated in a meeting for 2 hours, then the expended time is 6 hours.

For assignment 2, you should also collect this information:

1) How many person hours did you dedicate to Assignment2?

a) How many person hours of Assignment 2 did you use for communication? Split the answer in two categories:

I. Communication with members of the same team (located in the same university)

II. Communication with members of other teams (located in other universities)

b) How many person hours of Assignment 2 did you use for development of the assignment result (preparing the documents, answering questions, writing documents, reading documentation, etc)?

2) From question 1.a):

a. How many hours were used for voice communication?

b. How many hours were used for other way of communication such as e-mail, forums,, etc. ?

c. How many hours did you use for face-to-face meetings?

3) How long did you have to wait for a reply from the other team? Indicate best case, worst case and average in hours.

2. Repository Structure: General Information

The dose2011 repository has the following structure:

https://svn.origo.ethz.ch/dose2011/assignments/
https://svn.origo.ethz.ch/dose2011/requirements/
https://svn.origo.ethz.ch/dose2011/requirements/group_1/TEAM1

...
https://svn.origo.ethz.ch/dose2011/requirements/group_12/TEAM3
https://svn.origo.ethz.ch/dose2011/scope/
https://svn.origo.ethz.ch/dose2011/scope/group_1

...
https://svn.origo.ethz.ch/dose2011/scope/group_12
https://svn.origo.ethz.ch/dose2011/src/
https://svn.origo.ethz.ch/dose2011/src/images
https://svn.origo.ethz.ch/dose2011/src/tictactoe
https://svn.origo.ethz.ch/dose2011/src/group_1

...
https://svn.origo.ethz.ch/dose2011/src/group_12
https://svn.origo.ethz.ch/dose2011/templates/

The *scope* directory contains the overall scope document for the course, and the subdirectories the individual scope documents of the groups. The **requirements** directory contains subdirectories for each group and team containing that team's requirements document. The **src** directory **contains all the source code** for the projects. It consists of the main Eiffel project, a skeleton structure for the individual group projects and the source code of the individual language components.

3. EiffelStudio Project

All groups will be working on the same EiffelStudio project. The codebase provided by us handles the main GUI, which allows to launch each game. To open the project, you can open the *.ecf* file in EiffelStudio. This will be the project you are working on during the whole course.

We provide you with skeleton structure, which you can use to implement your game. The directory structure will then look like this:

        src/images
        src/description
        src/group_1/
                ...
        src/group_12/

Each group will select a class prefix for their component. This is a two-letter code, which you will use as a prefix for each class in your component. This is needed to avoid name clashes between the class names of the different groups.

Since everybody is working on the same project, you should take extra care to make sure your code compiles before committing it to the repository. Also, write a log message for each commit!

Task: Install EiffelStudio and compile the project. Update the description of your game in the main UI. To do it, you need to update the file group_n.rtf located in the description folder, where n is your group number. Furthermore, you should rename "Game n" in the class MAIN_WINDOW, feature Game_entries for the name of your game. Commit your changes.

4. Requirements Document (one document per team)

In this assignment **each team** has to write a requirements document for the subcomponent the team is responsible for. Each team is responsible for its own requirements document. However, we recommend communicating in the groups and using the same tool for writing. For example, a good idea would be to define the same acronyms, definitions and abbreviations within the group.

4.1 Templates

You can find templates for the requirements document at:

Furthermore, you can find examples of good requirements documents on the same page. Please consider IEEE recommendations given by IEEE Std 830-1998. Students from universities that do not have access to IEEE library please ask ETH students to send you the document.

4.2 First Draft

You have to commit a first draft by October 25th. **This version will not be graded but it is mandatory to commit the first draft. Not committing the first draft implies failing the course.** *We recommend committing your document frequently so that other members of the group can see the document.*

What is a first draft?

A first draft of a requirements document is a document where 85% of the sections have been described, and the **critical requirements** *have been defined. However, the document still needs improvements such as typos, grammar, etc.*