

Department of Computer Science and Engineering
College of Engineering, University of Nevada, Reno

CS 420/620 Human-Computer Interaction

Project Part 2: Requirements Discovery and Specification

October 21, 2019

Due: Friday November 1, 11:59 pm, by email to the instructor (dascalus@cse.unr.edu), single PDF file named "P2_TXX" where XX is your team number (01, 02 ... 20)

Points: 100

Weight: 8% in CS 420 and 7% in CS 620

Write a document that covers the required functionality of your software. Follow the structure below. Remember that your project should focus on interaction and interface details rather than on algorithmic aspects.

Note that in the following the notation $\langle X/Y/Z \rangle$ means X applies to a team of 1, Y to a team of 2, and Z to a team of 3 students.

- 0 Cover page:** department, university, project title, author(s), instructor, date
- 1 Abstract** (between 100 and 120 words) – revised version of your project’s abstract written for P-1: Concept
- 2 Requirements discovery** – use *interviews* and/or *questionnaires* to gather requirements from $\langle 2/3/4 \rangle$ target users. You can either involve actual users (preferably) or play the role(s) of these users. Prepare a list with at least $\langle 8/10/12 \rangle$ questions and *summarize* the answers received on 2 or 3 pages, 1.5 line spaced, Times New Roman 11 (or similar), 1-inch all margins.
- 3 Use cases and HCI scenarios**
 - Create a *persona* for your project and write at least $\langle 1/2/3 \rangle$ *HCI scenarios* for this persona. The HCI scenarios should cover a use case or a combination of use cases (see below).
 - Provide a *use case diagram* for your software with at least $\langle 8/10/12 \rangle$ use cases. Briefly describe each use case (2-3 lines each).
- 4 Functional requirements**

Provide a list of *functional requirements*, organized on three levels:

- Level 1: Functions and features that will be covered in the prototype’s interface due in December 2019 and will be fully implemented (from an execution point of view).
- Level 2: Functions and features that will be covered in the prototype’s interface due in December 2019 but will not be fully implemented.

- Level 3: Functions and features that will not be covered in the above prototype, but would be useful in a possible continuation of the project beyond the time frame of this course.

To describe your system's functionality and features you can use any technique or combination of techniques, including but not limited to: user requirements, system requirements, form-based specifications, or structured English. The idea is to provide a clear and detailed description of what your system is supposed to do, and under what circumstances or constraints.