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Abstract

Poor requirements are one of the principal reasons for failures of projects. A casual attitude to the user-requirements at the requirements stage leaves little room for improvement at the final stage of software development. This study is aimed to act as a bridge between the real world needs of users alleged as requirements and potential of developer to intensively investigate their needs for Agent Oriented Systems. This work employs the notion of the User Story Card (USC) for requirements elicitation that acts as a powerful tool to reflect the true requirements of users in the final artifact. In addition, this work presents Agent Cards(ACs) to define as well as validate the requirements to ensure that the requirements truly represent users' expectations so that the system based on these requirements eventually would lead to their satisfaction.

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Index Terms

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Keywords

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