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.

References

1. Singh,Y. Gosain,A. Kumar,M. Evaluation of Agent Oriented Requirements Engineering Frameworks, IEEEVolume:2, pp. 33-38
6. Ruben Fuentes, Requirement Elicitation for Agent Based se Cases based Requirements validation With Scenarios, 2005, IEEE, pp. 465-466
10. PABRE: Pattern-Based Requirements Elicitation, IEEE
15. A. Duran, B. Bernardez “A Requirements Elicitation Approach Based in Templates and Patterns”. In Proceedings 2nd Workshop on Requirements Engineering (WER’99), 1999

Index Terms

Computer Science
Software Engineering

Keywords

User Story Card (USC); Agent Card (AC); Multi-Agent System (MAS), Requirements Engineering, Validation