Abstract

Gathering, understanding and managing requirements is a key factor to the success of a software development effort. Requirement engineering is a critical task in all development methods including the agile development method.

There are several requirement techniques available for requirement gathering which can be
used with agile development methods. These techniques concentrates on a continuous interaction with the customer to address the evolution of requirements, changing requirements, prioritizing requirements and delivers the most important functionalities first. This article presents an overview of agile software development methods and a best requirement elicitation technique used for requirement capturing. We present an application case of requirement gathering process by using User stories for web-based, cost-effective and efficient software (ISODTA- ISO documentation teaching automation) which automates the ISO documentation of teaching process at the institution SNGIST using SCRUM, an agile software development methodology.

Reference

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Index Terms

Computer Science

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Key words

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