Understanding Requirement Analysis Phase

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ABSTRACT

Planning helps one in knowing what one will have to perform to achieve its goals. In software engineering to start with project development, the first phase is all about planning, understanding and blueprinting the thoughts considering every aspect of the project development. It's easy to define things but behind the scene in the requirement phase, different teams play a key role in planning and blueprinting the thought. Understanding the responsibilities of each team is important that will directly coup up the project development phase. Here, we will study practical approaches and roles, responsibilities of each team behind the scene.

Keywords: Agile, Requirement Engineering, SDLC

I. INTRODUCTION

In the Information Technology (IT) world, the projects or ideas to be developed begin with the requirement analysis phase and end with the deployment phase. Different teams like sales, business analysts and developers help build the base for the project development. Each team in a software engineering corporate world is equally important from the corporate point of view. Sales team being responsible for the end-user or client interaction, understanding the thoughts and helping to take the next step. Further, the Business Analysis team is responsible for documenting and help pen down exact requirements before end user. Once, everything is well documented and accepted by client, its important to estimate the time & cost for the project development which is obviously defined by developers team about timelines whereas costing as defined and decided by sales department.

II. LITERATURE SURVEY

[1] Tahir Kamal and Qinghua Zhang, "Toward successful agile requirements change management process in global software development: a client-vendor analysis" 2019.

The team studied and analyzed the requirement change management factor that affects the project development process.

[2] Azlena Haron, Shamsul Sahibuddin, Haizan Yusoff and Mohd. Haffez Osman, "Systematic approach based on best practices to develop Requirement Engineering (RE) guideline in an organization.

The paperwork explains the best practices for requirement engineering into four phases viz., exploratory, development, measurement and experts panel review which are further divided into sub-phases briefly for better understanding.

[3] Jitendra Josyula, Sarat Panamgipalli and the team in the article "Software Practitioners' Information Needs and Sources: A Survey Study", studied about basic requirement and needs of the team while developing a project.

They have also conducted a web survey which explains the various questions related to document requirement and dependency concluded into nine different types of information needs. For this the software practitioners have been using thirteen types of information sources.

III. OBJECTIVE AND SCOPE

The paper aims to understand the role played by various department in requirement phase analysis of software development lifecycle.

IV. UNDERSTANDING KEY INDIVIDUAL ROLES

Let's go to some brief understanding about roles and responsibilities various departments in requirement analysis:

a) Sales Team
Sales team will help the client identify their software needs, and then match them to the right products and services as part of closing the deal. Also perform cost- benefit and needs analysis of existing/potential customers/clients to meet their needs. Establish, develop and maintain positive business and customer relationships is the one of core responsibility of sales department.

b) Business Analyst
Business analyst is responsible to maintain business's needs, knowing when a business's need changes, assessing the business impact of those changes, obtaining, examining and recording requrements and maintaining the communication and timely delivering requriements of the clients. Creating a detailed business analysis, outlining the problems opportunities and solution for a business. Wireframes and documenting the key feature of projects help estimate project development plans.

c) Team Leads and Project Managers
Team leads and project managers are the ones who help manage the project development phase. Managing the timely sprint deployment and smooth developing process. They help determine different responsibilities to the developers' team and understand the features and key giveaways with time. Timely interacting with the client facilitates understanding of the product for both parties. The task is managed by the project manager. Clients feedback after every sprint helps develop better

end product and timely deploying error-free product at the end satisfying end-user and market needs.

c) Developers and Designers
Developers and designers are the ones who work on the end product. Applying designing ideas and bringing them from reel to real is the actual task they play. They are the ones who take care of every documented thing to be fulfilled in the end product that is being developed. Designers take care of end-user interaction Graphical User Interface (GUI) whereas developers will help make them user-specific GUI.

V. CONCLUSION

As it is said when roots are strong there is no reason to fear. Similarly, when working with any project or

idea it's necessary to consider every aspect related to the project to create a stronger base for the idea being developed. The roles played by individuals or teams (in background) for software development plays a vital role in building a base for the project.

VI. REFERENCES

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