



# Why AgileREC?

Nowadays there is an increasing tendency to offer closed-budget projects to the customer. This business approach requires a fine-detailed planning in order to minimise the project risks (specially the delay in the development and the date of release and the over costs). This is the reason why an increasing number of different agile methods are becoming more and more popular, and beginning to spread not only among web development companies where they had their origin but also among several sectors and industries which used to be more traditional.



The reduction in time of the traditional lifecycle guarantees fully operative releases perfectly in addition to a faster error detection and identification improvement capacity. These small but fully functional releases consist of a reduced version of the application which should be implemented, corrected and improved in a defined short period of time and in a way which is transparent to the users.

# **Requirements Management**

One of most recurrent problems in the tailor-made developments is the little implication of the customers during the development of the project.

Deficiencies in requirements, for example, incomplete or ambiguous requirements, are one of the biggest causes of the failures in the software projects. From the study of hundreds of organisations Capers Jones discovered that the Requirements Engineering is deficient in more than 75 percents of all the companies. In other words, to have the appropriate requirements can be only the most important one and difficult part of software project, and a must to take the project to a happy end.

Because of the key importance of good requirements specification, it is essential to have a proper tool focused on the requirements engineering phase which makes requirements gathering, their estimation and their validation easier.

# Main functionalities

Requirements are captured as "User Stories" which can be prioritised by the customer and the analyst and divided in several tasks by the developers. Developers can also specify how long it will take to complete the different User Stories and Tasks.

User Stories are grouped in iterations and each of the Tasks of a Story has a beginning and ending date which are set by analysts and developers working together.

Once the requirements, or at least part of them, have been written the development team can start working following the previously described structure: lterations-Stories-Tasks. AgileREQ provides some functionality that assists in carrying out the project. This functionality includes state modification (for Stories and Tasks), real effort annotation, effort forecast modifications ...

Requirements, efforts and almost every detail can be modified at any time. All versions are stored in a database.

Last but not least, reports can be generated:

- lteration reports: They provide al the useful information about the User Stories (and each of their tasks) planned for one specific iteration.
- Gantt Charts: They present a detailed view of the planning in time of all the Tasks of one specific iteration.

#### **Other functionalities**

- Project initialisation: The first step to start working is to create a new project.
- has separate privileges.
- Several users: There is no limit to the number of users for each project.
- Web access: Not installation required multi-user, centralised information.
- Login-Password: Necessary to access to the application.

# Why AgileREQ?

- It is focused to collaborative working and follows the Agile strategu.
- Two different faces: Definition and Management. This provides a user-friendly interface constantly open to changes.
- · Accuracy, efficiency, dynamism, cooperation, intuition.

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• Several roles: Administrator, analyst, customer, developers, project manager... Each role

• AgileREQ is an easy-to-use tool which doesn't require installation in the client site.

With a very little data collection, AgileREQ provides complete reports and charts.