# Requirements: Whose job are they anyway?



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The: What are we building? question

Who have *Requirements*?

Who do *Discovery*?



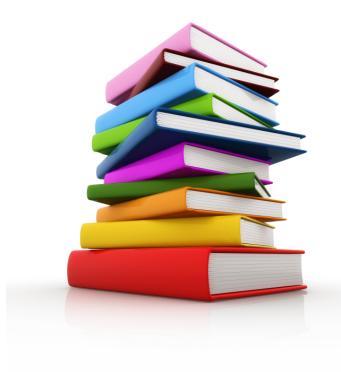
## Who does Requirements where you work?

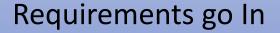


## Requirements & Specification

Specifications derive from Requirements

- A requirement is the desired outcome
- A specification is specific and detailed







Working Software comes out



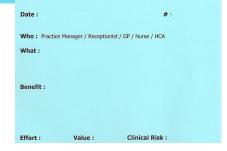
Documents
Stories / User Stories

Cukes

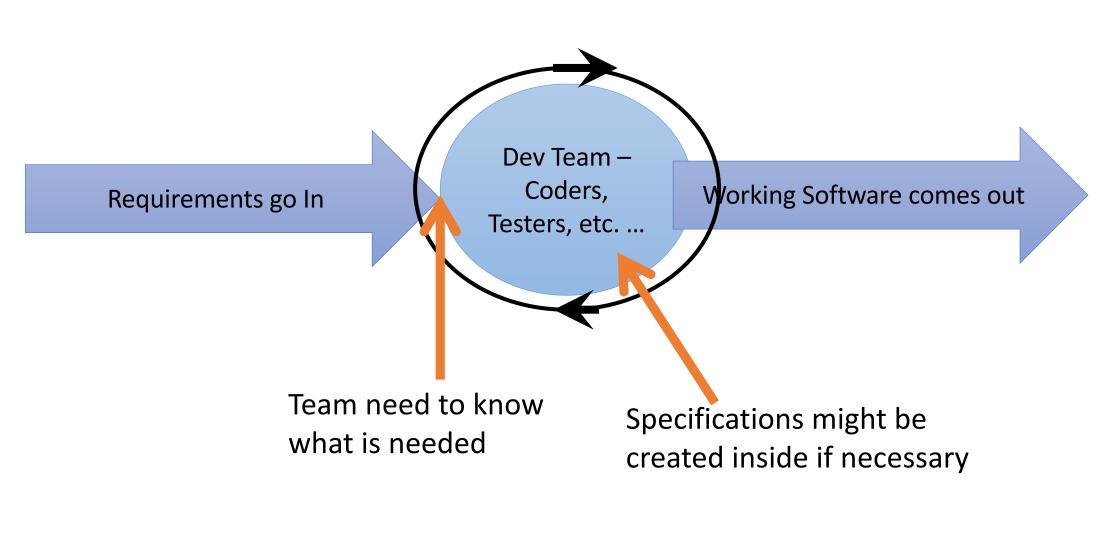
Product Backlog Item (PBI)

Quantum of Value (QoV)

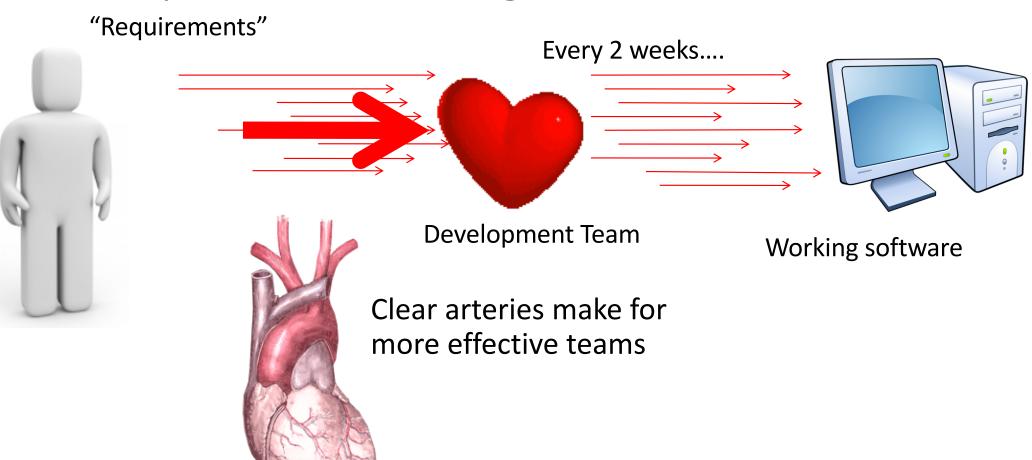
Business Value Increment (BVI)







## Keep work flowing in



# Requirements aren't easy

#### Nature Abhors: A Vacuum!

- If you are lucky...
  - Someone will quietly come forward
  - They will be competent & passionate
  - They will double up their existing role
- If you are unlucky...
  - Several people will assume the role
  - They be be incompetent & passionate
  - They will stop doing their existing role



## Requirements Engineering



Architects, Developers, Development Managers, Project Managers, "Solution X", Testers, SMEs, ....

# So who should do requirements?

## Developers do requirements?

- Possibly...
  - small work effort, small team
- Are they presentable to customers?
- Is it best use of their skills?
- Do they have time?
- Do they have empathy?
  - with users/stakeholders?



#### Architects?

- Again: Is it the best use of skills?
  - Do they have the skills?
  - Do they have the time?
  - Empathy?
- Generally: No
  - Architects have empathy with tech not people
  - Architects represent tech & code
  - Architects should be foil to Requirements people
- Only for systems were technology dominates



## And the SME/Domain Expert...

- Sometimes
- Subject Matter Experts are great for Specs
  - Know detail
- But do they...
  - Have Big Picture?
  - Are they too close emotionally?



## **Rocket Scientists**

- Combine multiple skill sets
  - Domain knowledge, probably spent time in field
  - Technology, probably can code
  - Might have a PhD
- Probably have another title
  - BA, Product Manager, Architect, ...
  - Chief Engineer
  - Just roll with it Who cares about titles?



## Requirements - The Professionals

#### **Business Analyst**

"The answers are in this building"

- Works: Corporate
- Lives: Canary Wharf
- Users
- Wants: Happy Stakeholders
- Measured by: Cost
- Professional Proxy



#### **Product Manager**

"The answers are not in this building"

- Works: Product Company
- Lives: Silicon Valley
- Customers
- Wants: *Happy Customers*
- Measure by: Revenue
- Professional Customer



## UXD – User Interface - Designers



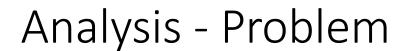








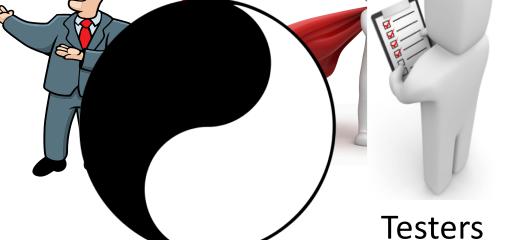
**Testers** 



Business Analysts Supersupers Product Managers

Synthesis - Solution

Programmers
Architects
UXD









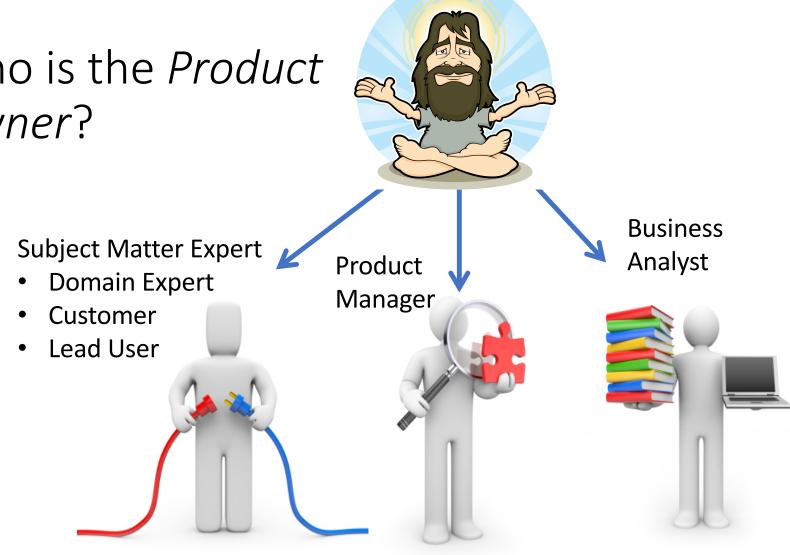
#### Product Owner duh?



Product Owner ... the Bastard Child of Business Analyst and Product Managers

Product Owner as defined by Scrum is a pale imitation of a Product Manager

Who is the *Product* Owner?



## Worlds collide!





"A customer has a choice to use another product.

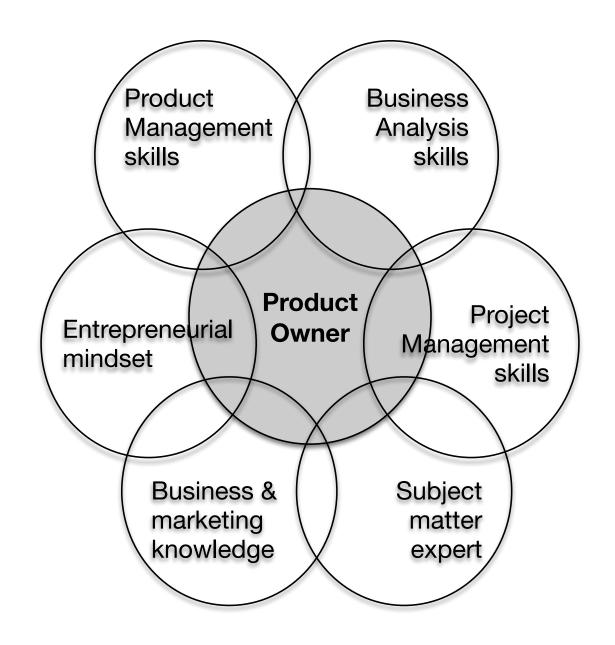
A user doesn't." Allan Kelly "What's the difference between a user and a customer? The difference is a customer has given you their credit card data." FT 28 Jan 2013

#### Worlds are increasingly overlapping

- BAs need to pay more attention to <u>out there</u>
- Product Managers need to pay more attention to <u>in here</u>
- Everyone needs to start with real customers

#### Product Owner

- Multi-skilled
- Skills mix different for every product owner
- Job #1: What type of Product Owner?



#### Product Owner needs

- 1. Skills & experience
  - To do the job
- 2. Authority from company
  - To set priorities and decide work
- 3. Legitimacy in the company
  - To ask questions, to make decisions
- 4. Time
  - To do the job properly





### The end

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