

**CSSE 371 Software Requirements and Specification
Fall 2007
Homework 4 & 5**

Due: Friday September 21 2007 (Hand it in during Class)

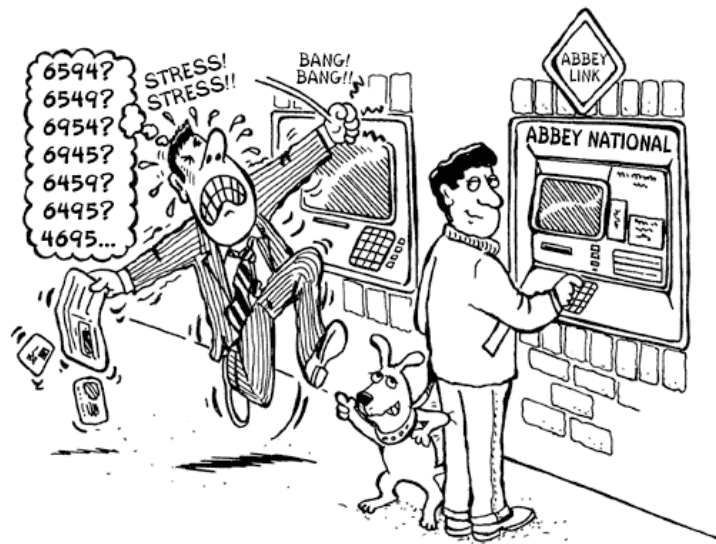
Your team's Project Supervisor and I will be playing various stakeholders. The project supervisor will act as account holders, while I will represent the Bank. Please make sure that you interview the both of us if you have any questions on the features offered by the new system.

"**Bank de Rose**" was established in 1875 to assist employees of Rose Polytechnic to manage their money and investments. It has now grown to be on the successful banks in the Wabash Valley. "**Bank de Rose**" has ATM's for convenient access at various locations at the Rose-Hulman campus and in several locations in downtown Terre Haute. They have recently released plans on redesigning and updating their ATM software to enable a better user experience for their customers.

Part A

Purpose: Practice creating storyboards

1. **Reusing storyboards:** On the Web, find a suitable storyboard about an ATM stakeholder. Using this image you find, which you also should turn in, tell your own story about that stakeholder's interactions with the system. If necessary, replace dialogue shown with your own. For example, if I hadn't already used it, you might've stolen this image from



<http://www.cartoonstudio.co.uk/Pages/AbbeyNatATM.html>, and made up a story about the second guy stealing the first guy's secret number, which is not what this is really about. And I probably could think of things for the character at *right* to say!

3. **Making your own storyboards:** Drawing them yourself, create a set of 3 “passive” storyboards for the **Bank de Rose project**, which show a stakeholder performing some key action, in a way which graphically brings home the essence of that action. (This art will not be graded, *per se*, beyond its needing to be recognizable as telling the story. However, to be fair to any artists, fab artwork will get a bonus!)

4. **Documenting the story:** After you draw them, describe the story they tell about your stakeholders, using the 3 essential elements of a storyboard.

5. **Stretch the story:** As you did with the stolen artwork, use the storyboard in a different way. This time, show it to someone else (your roommate, say), and ask them to describe what it means without seeing what you wrote about it. Include a synopsis of what they said in the work you turn in.

6. Hand in both sets of art work and their associated descriptions. We are assuming here that you’ll physically hand in this homework, rather than having to scan it in for Angel.

Part B

Purpose: Practice creating DFD’s

1. Create a context DFD for the main functions offered by the ATM interface

2. For at least 2 functions (Withdraw and Deposit for instance) provide Level 0, 1 and Level 2 diagrams.

3. Use the naming conventions that we discussed in the lecture. Write a sentence or two to describe each DFD.