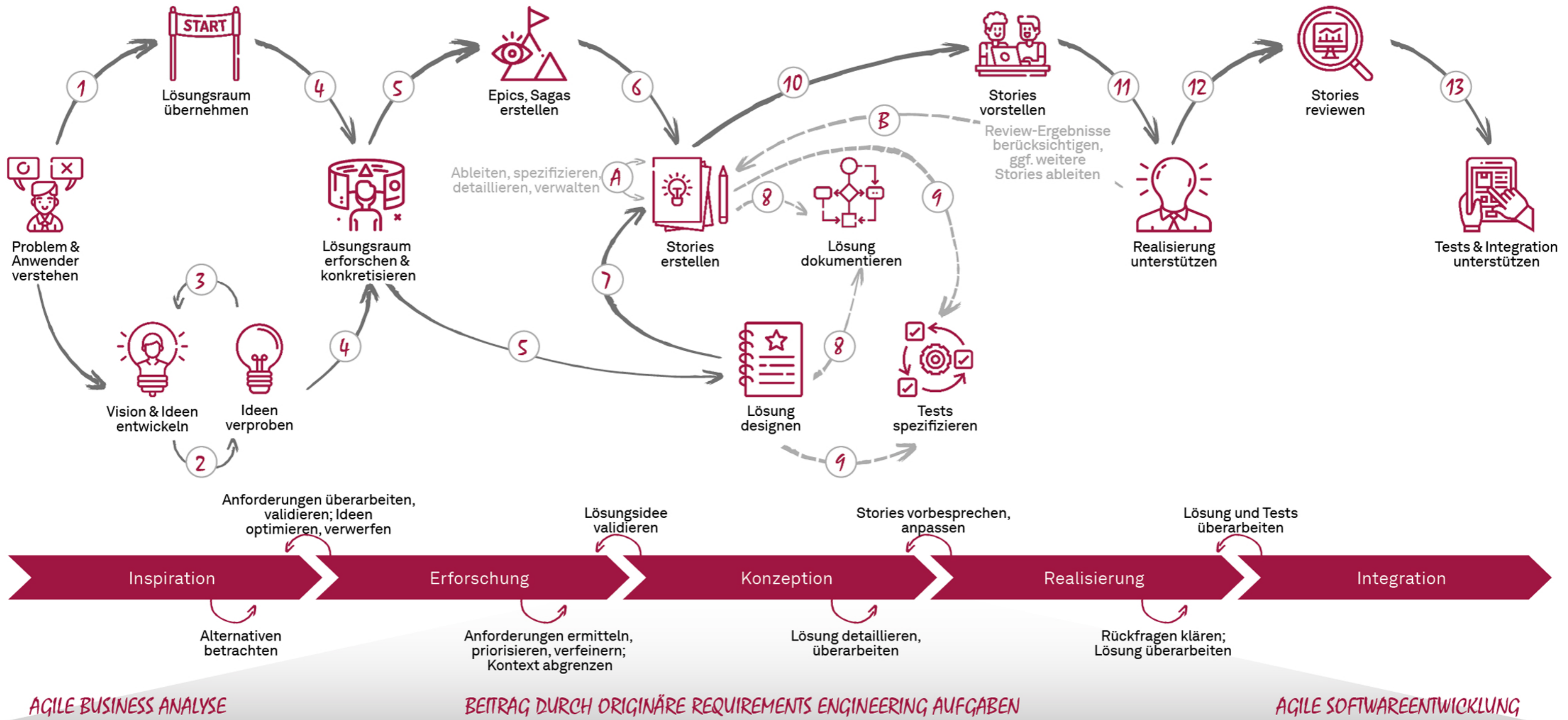


# REQUIREMENTS ENGINEERING - HYBRIDER LEBENSZYKLUS



| Methoden   | Ergebnis-typen   | Werk-zeuge  |
|--|--|---|
| Design Thinking, 5 Whys, Personas, Customer Journey, Product Vision Board, ... | Produktmodell, Prototyp, Vision Paper, Interview Protokoll, ...                              | Flip-Chart, Stift & Papier, Lego, Office-Tools, Mockup-Tool, ...                      |
| Stakeholder Liste, Interview, Kano-Model, GP-Modellierung, Impact Mapping, ... | Systemkontext, Facharchitektur, Epic, Saga, Informationsfluss, UI-Mockup, NFRs, ...          | Kollaborationsplattform, Visio, Story-Board Mockup-Tool, SysML/UML-Tool, ...          |
| Story Mapping, 3Cs, INVEST, UML, Sketching, User Story Slicing, ...            | Story, Produkt-Backlog, Use Case, UI-Design, Domänenmodell, Schnittstellenspezifikation, ... | Post-it, Story-Board, Backlog-Mgmt-Tool, SysML/UML-Tool, Kollaborationsplattform, ... |
| W-Fragen, SMART, Specification by Example, Walkthroughs, ...                   | Team-Backlog, Testszenario, Testfall, Produktinkrement, ...                                  | Story-Board, Test-Mgmt-Tool, Kollaborationsplattform, ...                             |
| Community of Practice, DevOps, User Acceptance Test, End-2-End Tests, ...      | Produkt, Testdaten, Testergebnis, ...  | Testautomatisierung, Fehlertracking-Tool, ...   |