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"La mente è come un paracadute.
Funziona solo se si apre"
A. Einstein

Goal-Oriented Requirements Engineering

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Abstract

The last fifteen years have seen the rise of a new phase in software development which is concerned with the acquisition, modelling and analysis of stakeholder purposes ("goals") in order to derive functional and non-functional requirements. We review the history of ideas and research results for this new phase (Early Requirements) and sketch on-going research on the topic. Specifically, we discuss an agent-oriented software development methodology -- called Tropos -- that is founded on the concepts of goal, actor as well as inter-actor dependencies. We also present our latest work on the topic that broadens the scope of early requirements to support modelling and analysis of optional requirements and preferences.

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