

Scenario How To

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Abstract

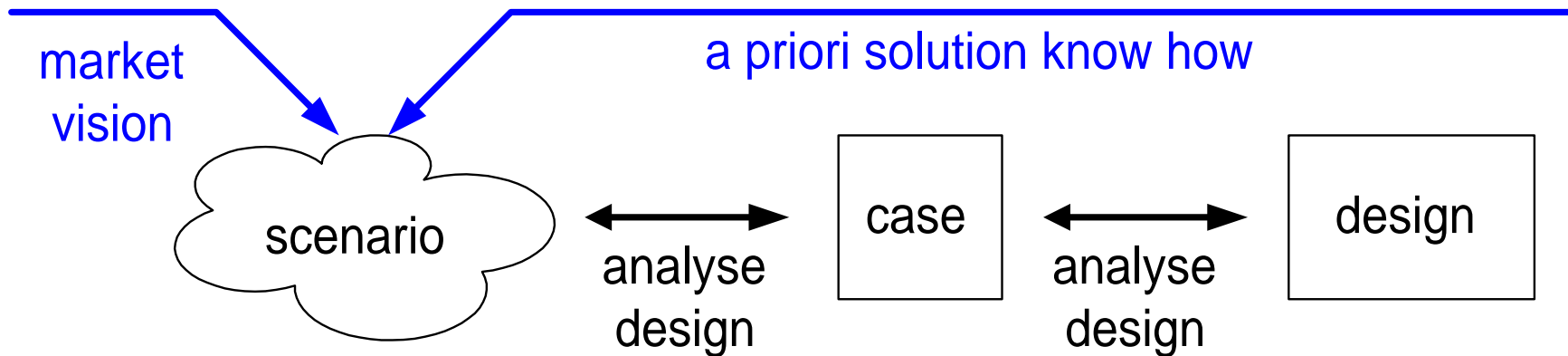
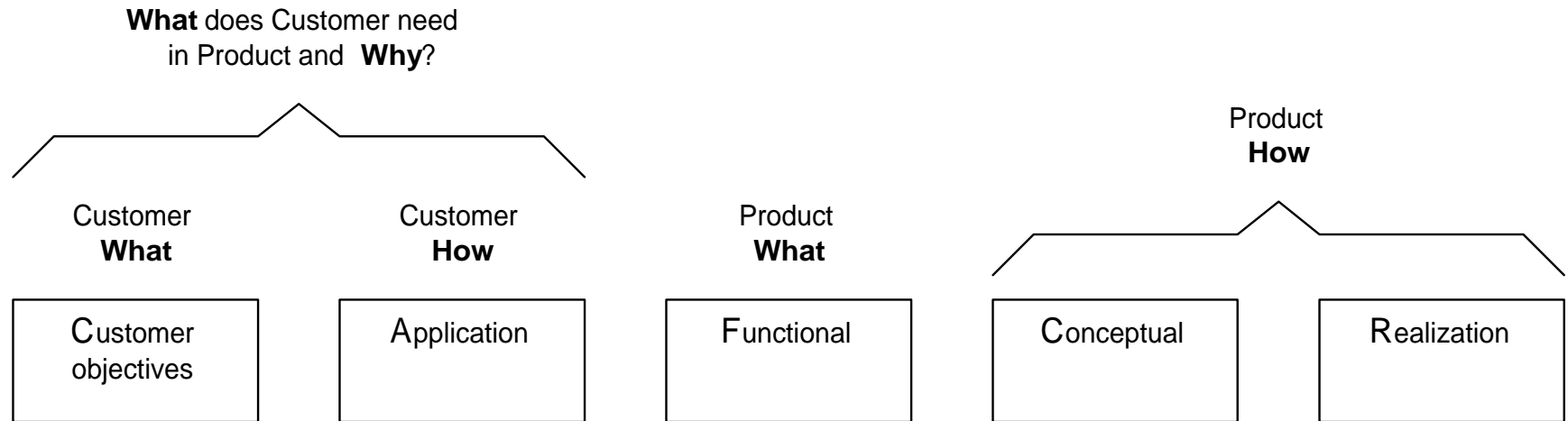
A scenario is an easily accessible story or narrative to make an application live. A good scenario is highly specific and articulated entirely in the problem domain: the native world of the users. An important function of a scenario is to enable specific (*quantified, relevant, explicit*) discussions.

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From scenario to design



Example scenario layout

ca. half a page of plain english text

A day in the life of Bob

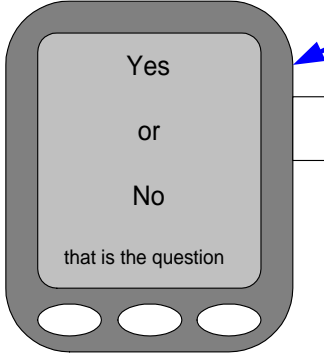
bla blah bla, rabarber music
bla bla composer bla bla
qwerty30 zeps.

nja nja njet nijppie est quo
vadis? Pjotr jaleski bla bla
bla brree fgfg gsg hgrg

njimm bas engel heeft een
interessant excuus, lex stelt
voor om vanavond door te
werken.

In the middle of the night he
is awake and decides to
change the world forever.

The next hour the great
event takes place:



This brilliant invention will change the world foreverbecause it is so unique and valuable that nobody believes the feasibility. It is great and WOW at the same time, highly exciting.

Vtables are seen as the sultution for an indirection problem. The invention of Bob will obsolete all of this in one incredibke move, which will make him famous forever.

He opens his PDA, logs in and enters his provate secure unquie non trivial password, followed by a thorough authentication. The PDA asks for the fingerprint of this little left toe and to pronounce the word shit. After passing this test Bob can continue.

draft or sketch of some essential appliance

Points of attention

- purpose
- scope
- viewpoint, stakeholders
- visualization
- size (max 1 A4)
- recursive decomposition, refinement



Criteria for a good scenario

- accessible, understandable
- important, valuable, appealing, attractive
- critical, challenging
- frequent, no exceptional niche
- specific

