



Software Engineering

WEEK 03 LECTURE 02





STORY BOARDING



STORY BOARDING

- In software development, **storyboards** are sequential, visual representations of an interaction with the software product.

TWO TYPES OF STORYBOARDING

- High level of User Experience
- Low level of User Interaction
with the System.

HIGH LEVEL USER STORY

- Look like a comic strip
 - each action is illustrated in the sequence or flow of using a product.
 - includes the decision to use the product.
 - outcomes at the end of an interaction.
- If multiple features are offered in the product, then each should get a storyboard.

HIGH LEVEL USER STORY: A CASE STUDY

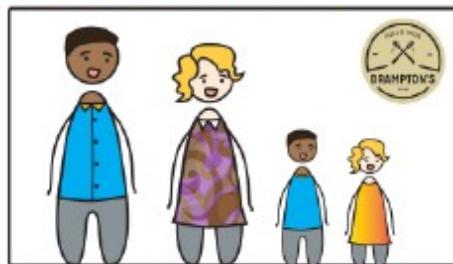
- Vision of a Restaurant Owner is “Order yourself”.
- People can order from the Tablets present on the tables.

HIGH LEVEL USER STORY: A CASE STUDY

1. The family decided to go to a Restaurant for a family dinner.
2. They are seated at a table and use the tablets at the table to browse the menu.
3. They browse the dishes on the application and place their order.
4. The cooks in the kitchen receive the order.
5. The food was delivered to the table once it was read and they have a nice family dinner.
6. Once they were finished their meal, they viewed and paid for the bill on the application.

HIGH LEVEL USER STORY: A POSSIBLE STORY BOARD

Story Board



HIGH LEVEL USER STORY

- This type of story board give you idea about the **personas** of your application.
- Here we have two personas
 - A Mother (House Wife) or Father
 - A Cook

HIGH LEVEL USER STORY

- Personas provide more elaborate back stories to the participating actors, including details such as **age, ethnicity, income level, job, personality**, etc. Providing high-level details helps the storyboard address specific issues.

HIGH LEVEL USER STORY

- The users of first type storyboard
 - Ensuring the entire development team is on the same page
 - Enhancing the possibility of identifying features to improve or create in the software product
 - Ensuring the vision of the product remains clear in its use.
 - Use in marketing or demos

LOW LEVEL USER STORY

- The second type of storyboard combines wireframes and basic flow from use cases in order to show how the end-user interacts with the *user interface* of the product in detail.

LOW LEVEL USER STORY

- It also shows all the sequences of user interaction with the product, and the outcomes of those interactions. Each state of the product during interaction is illustrated with a wireframe.

LOW LEVEL USER STORY

- The user interface element needed to get to the next state is also illustrated. Transitions between states are generally depicted with an arrowed line.

LOW LEVEL USER STORY

