

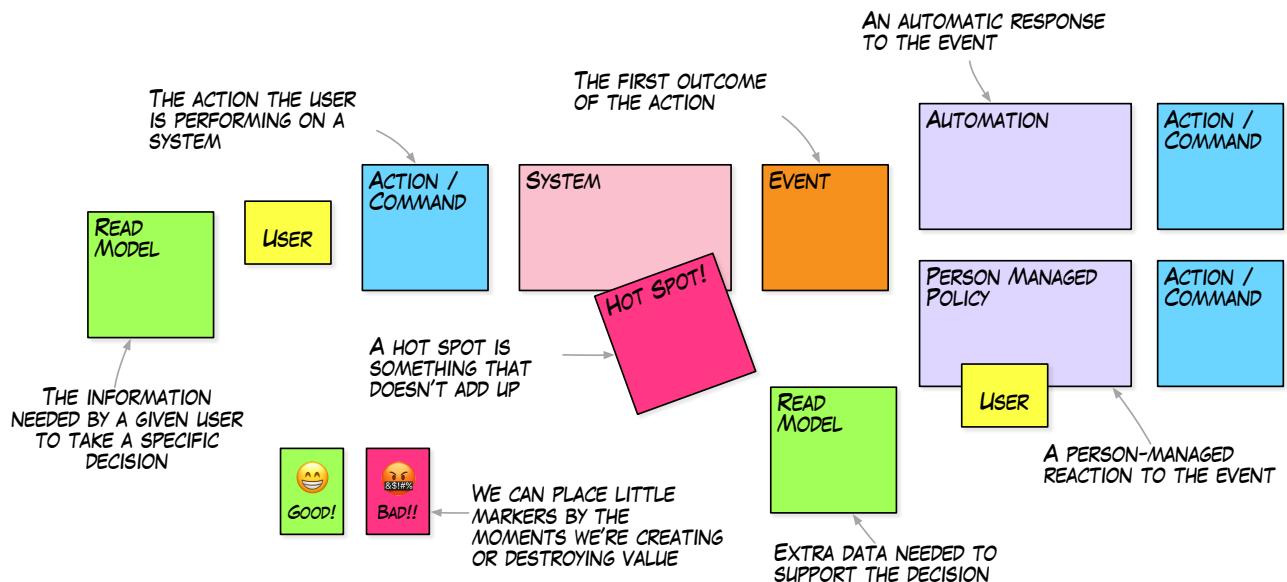
Rules of the game

A modelling session is like a collaborative game. Rules are fixed, but the strategy is up to you.

Game Rules for Process Modelling EventStorming

- 1) Every process might **end in a stable state**, usually a combination of an Event and a Read Model.
- 2) The **colour grammar** must be respected.
- 3) Every involved stakeholder should be **reasonably happy** (using value stickies to visualise it).
- 4) Every **hotspot** that should arise during the modelling session should be addressed.

And the mandatory colour grammar:

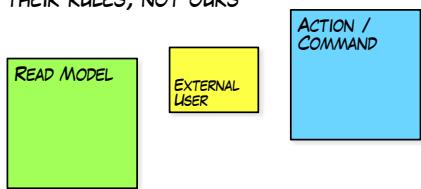


The event may contain all we need...

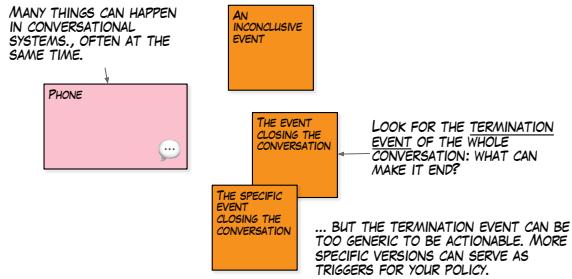


No policy for external users:

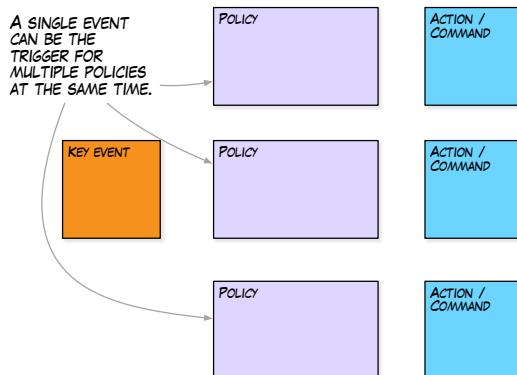
WE DON'T USUALLY NEED A POLICY FOR EXTERNAL USERS: THEY ARE FOLLOWING THEIR RULES, NOT OURS



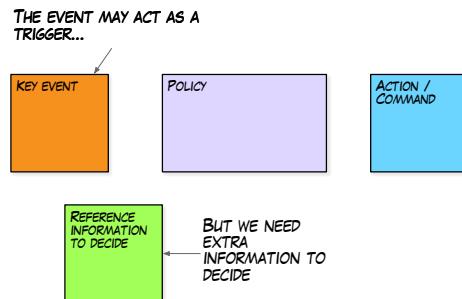
Conversational Systems:



One Event, multiple policies.

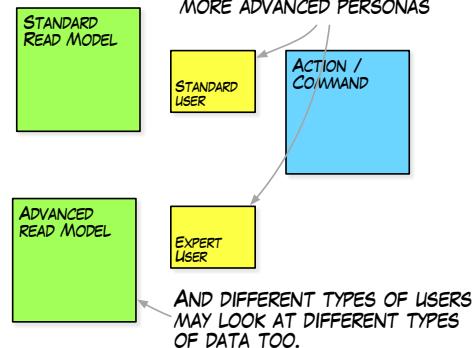


Or we may need the support of a read model:



Specific Personas:

HOWEVER, WE MIGHT BE MORE SOPHISTICATED AND MODEL WITH MORE ADVANCED PERSONAS



One policy, multiple commands.

BUT WE CAN ALSO HAVE A SINGLE POLICY TRIGGERING MORE THAN ONE COMMAND

