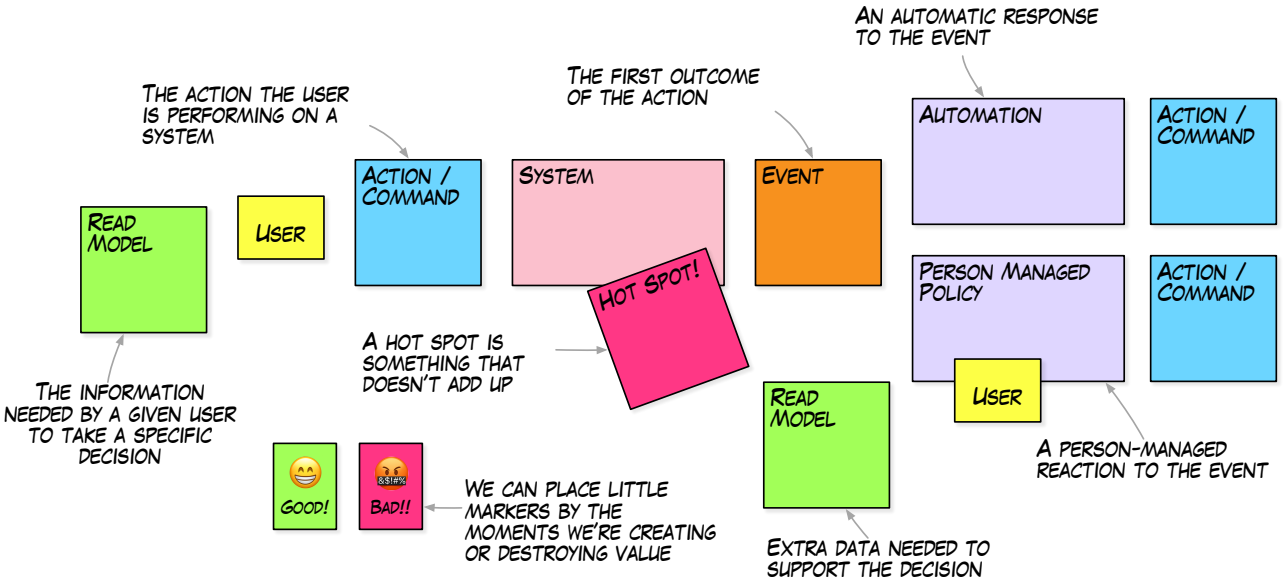
# Rules of the game

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

## Game Rules for Process Modelling EventStorming

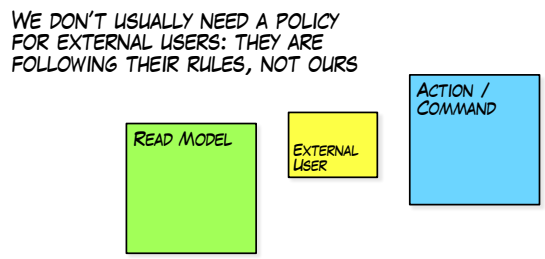
1) Every process might **end in a stable state**, usually a combination of an Event and a Read Model.
2) The **colour grammar** must be respected.
3) Every involved stakeholder should be **reasonably happy** (using value stickies to visualise it).
4) Every **hotspot** that should arise during the modelling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

And the mandatory colour grammar:

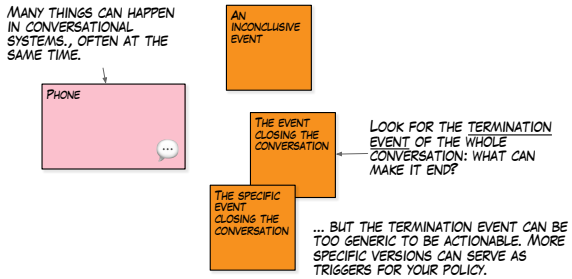


## The event may contain all we need...

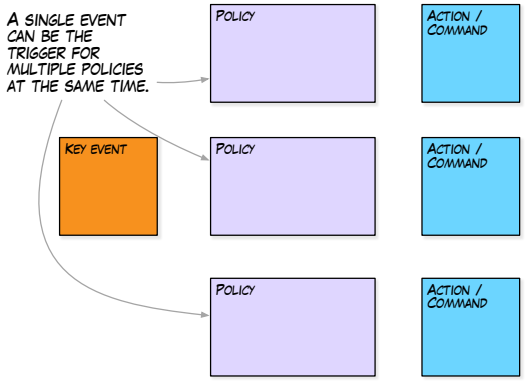

## No policy for external users:



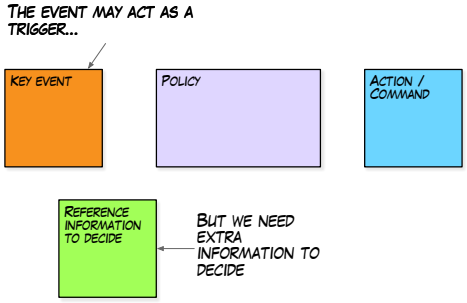

## Conversational Systems:



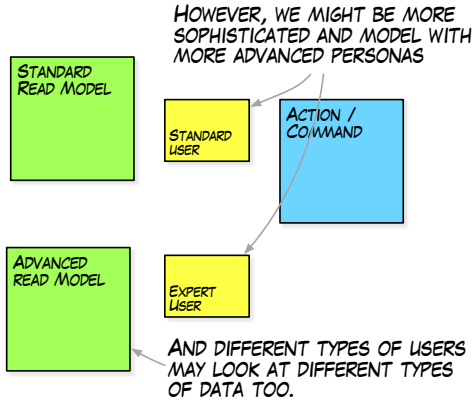

## One Event, multiple policies.




## Or we may need the support of a read model:




## Specific Personas:




## One policy, multiple commands.