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# Do/Be/Feel & Motivational Model

## Process :

1. Brainstorm session with team to create a draft Do/Be/Feel table.
2. Brainstorm and review with Team Wombat to create a viable Do/Be/Feel to discuss with client.
3. Generated a Do/Be/Feel table during [Primary User Project Elicitation](#) meeting with Petrina
4. Discuss and review Do/Be/Feel table, generate draft motivational model.
5. Review motivational model with Renata during supervisor meeting on 31st March 2021
6. Review during team meeting [2021-03-31](#) to finalise motivational model based on feedback.

## Do-Be-Feel

It identifies

- The stakeholders of the system,
- What the system should do or what are the functional requirements of the system;
- How the system should be
- How the stakeholders should feel when they interact with the various elements of the system

WHO	DO	BE	FEEL	CONCERN
Data Engineer	Normalize data	Reliable	Intuitive	Accuracy
Security Analyst	Validate normalized mappings	Secure	Easy to use	
Data Wrangler	Track input format changes	Extendible	Productive	
Ingestion Engineer	Explore raw data for normalization	Accurate	Seamless	
	Output for 3rd path integrations	Informative		
	Suggest mappings	Documented		
	Configure mappings			
	Specify input log format/documentation			

## Legend

**Who:** End users of the product.

**Do:** What the product will do.

**Be:** Properties that the product will have.

**Feel:** Is how the user will feel, when using the product.

**Concern:** Are concerns that might arise when using the product.

**Note:** Rows are independent of each other.

# Motivational Model

It is a deceptively simple model designed to capture requirements about the system, derived from the Do/Be/Feel table.

