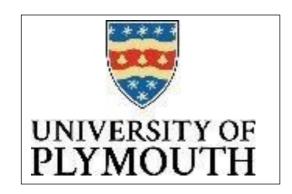
COMP2000: Software engineering 2

Activity 1: Introduction to software developmen



Set of activities to work through during your own time.

- 1. Produce a storyboard for buying a flight ticket using an online service.
- 2. Design a paper-based prototype for an online mobile-based shopping site 2- 4 interfaces.
- 3. Produce a scenario to depict the context of use (i.e. how the system is going to be used) of a mobile application prototype that is used to manage online banking services (Admin and a client side).
- 4. Produce a scenario to show the process of buying a new house.
- 5. Analyse the previous scenario that you created to identify the main users' requirements (4-6)