

User story, Use case, Storyboard

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User story

- brief, textual description
- Who? What? Why?
- *As a <role>, I want to <feature> in order to <reason>*
- e.g. As a user, I want to browse the menu, so that I can choose a meal.

Use Cases

- Use Case: <title>
- Primary Actor
- Goal in context
- Brief
- Stakeholder
- Pre & Postconditions
- Triggers
- Basic Flow & Alternative Flows

Use Cases (casual)

- Title (goal)
- Primary actor
- Scope
- Level
- Story (body)

UML Use Case Diag.

- UML 2.0

- Actors



- Use cases



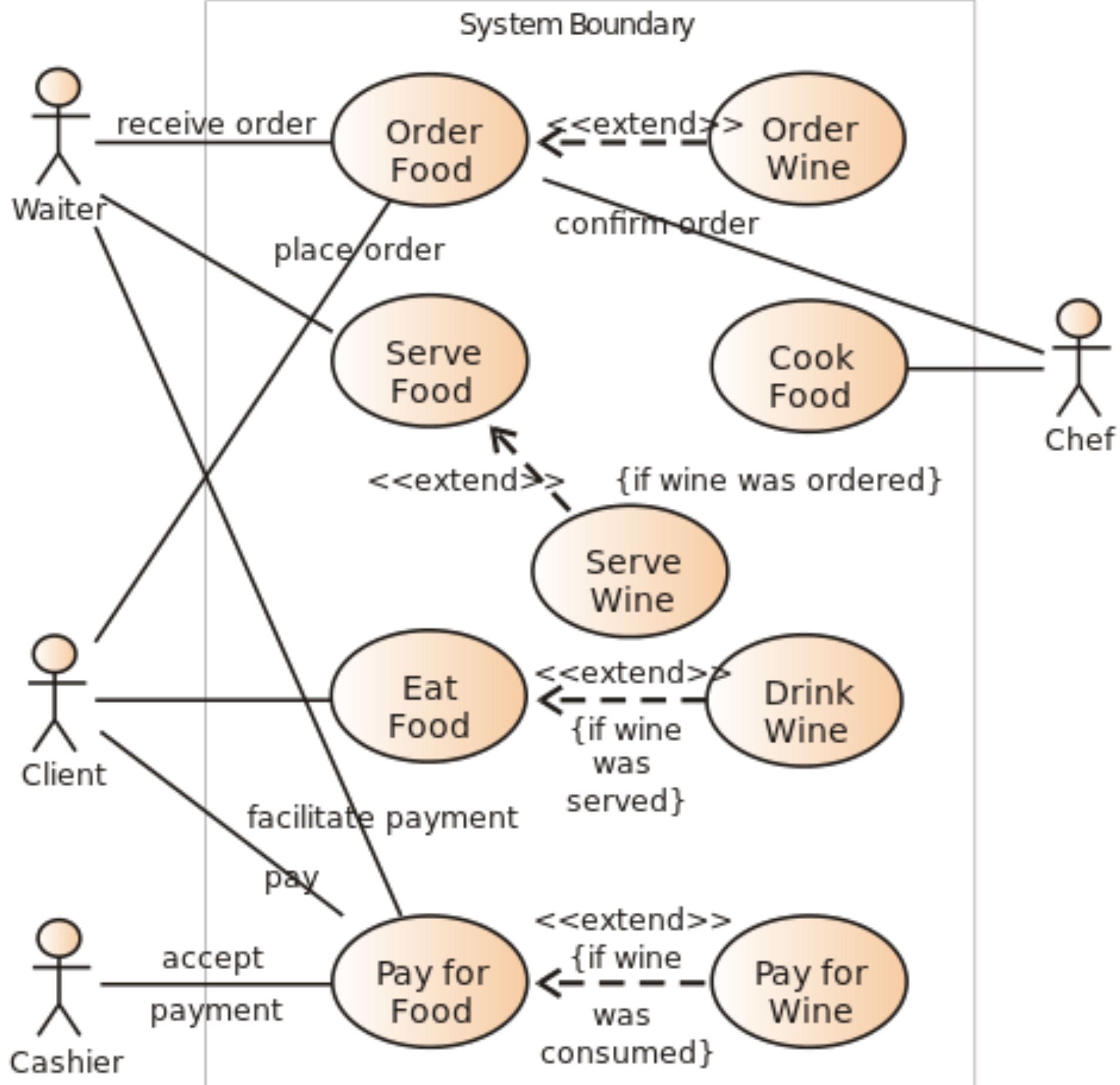
- System boundary



- «include», «extend»



uc Use Cases

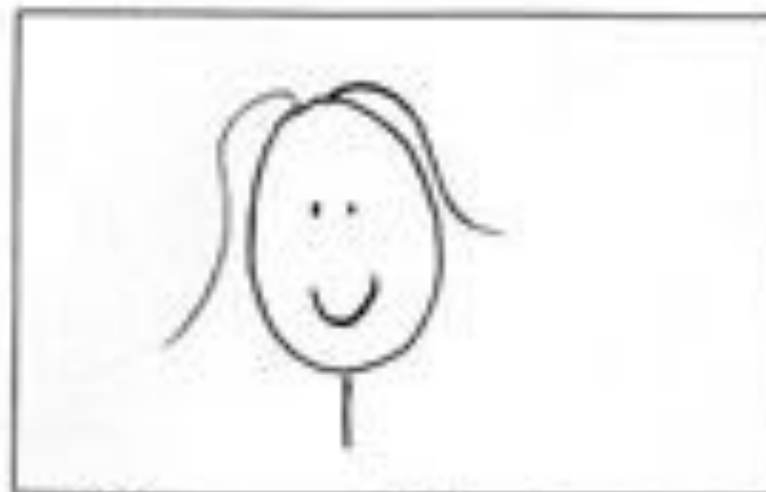


Storyboards

- drawing of UI
- mock visualisation that shows order of actions
- give insight to the user
- basis for discussion
- it is not the final product



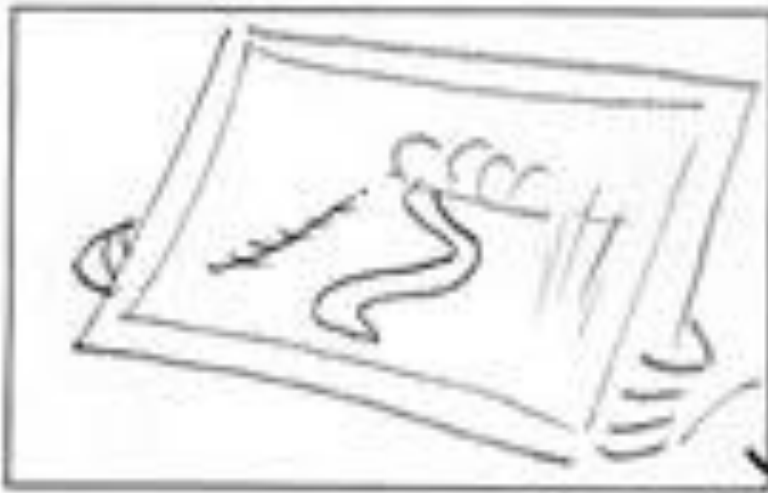
1. Wide shot of both Sarah and Callum illustrating where they are and what the film is about
 Props: Megaphone, Clipboard



2. Close-up of Sarah speaking directly to camera
 Script: Sarah
 'One thing you must remember...'



3. Low angle camera pointing up at Callum
 Props: Mustache, Paintbrush
 Script: Callum
 'Oops! Sarah is right...'



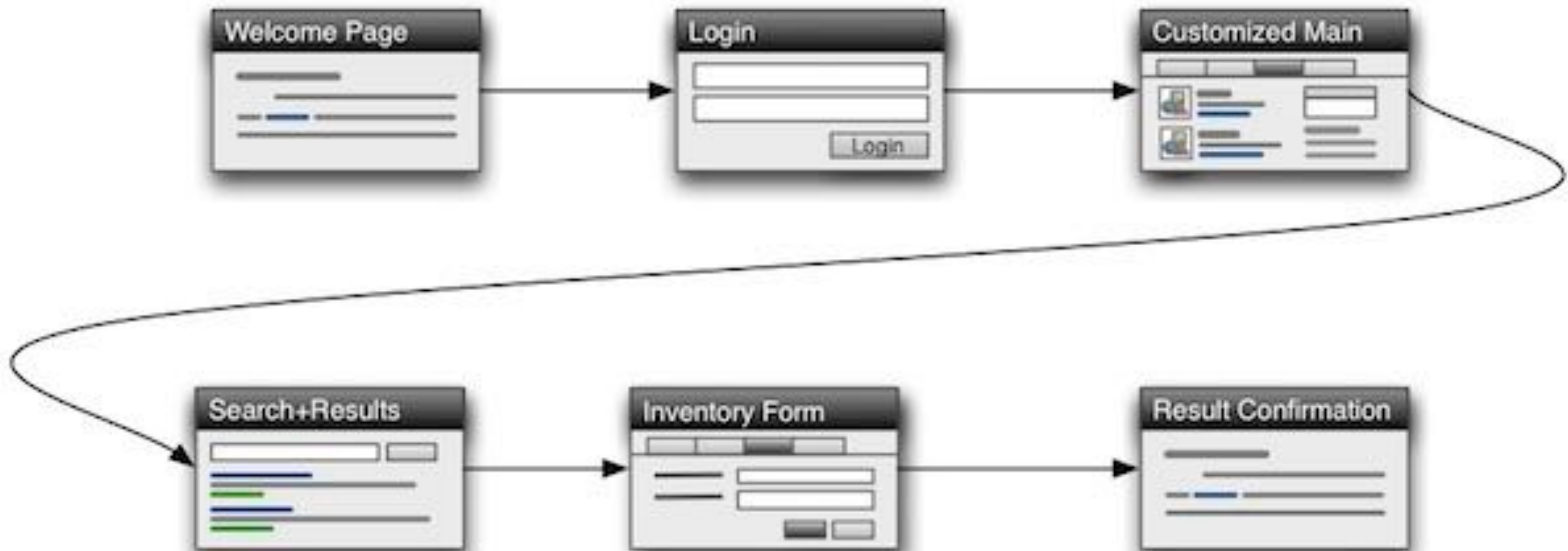
4. Close up of Sarah holding photograph



5. Camera zooms out to a wide shot showing Sarah speaking about using photographs to plan your storyboard.



6. Over shoulder shot of Callum pointing to drawings of different shots that you could try filming.



Exercises, Reading, etc.

! Project planning (Project scope, Features, Architecture, ...)

! Setup communication channels

+ Install DemoApp, you can use it as a reference
<https://github.com/hostettler/JEE7-Demo>