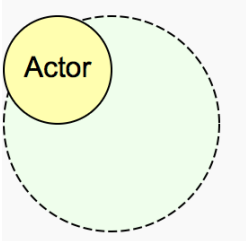
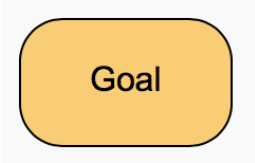
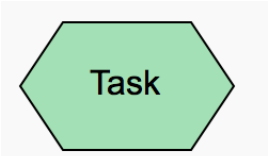
This sheet is a summary of the information provided in the Tropos Goal Modeling: Construction Video Tutorial. Tropos is a goal-modeling language -- with this set of tools, one can create simple or complex goal models including multiple actors and connected goals and tasks. Below is a simple key explaining both the elements and various links that can be used in Tropos goal modeling.

ELEMENTS:

	An actor: a person, goal, or organization
	Hard goal: something clear-cut that an actor wants to achieve
	A soft goal: a goal an actor wants to achieve, but of a less clear-cut, fuzzy nature. Usually used to represent qualities or criteria for decisions.
	A task: An action or step that an actor wants to or must perform.
	A resource: a thing (physical, informational, skill) that an actor needs to possess, usually in able to perform a task

LINKS:

and	And-Decomposition: To achieve the parent, all the children must be achieved
or	Or-Decomposition: To achieve the parent, one or more of the children must be achieved
++	All full and partial values are propagated
+	All partial values are propagated
-	All partial values are negatively propagated
--	All full and partial values are negatively propagated
+S	only partially satisfied goals are being propagated
++S	both fully satisfied and partially satisfied values are being propagated
+D	only partially denied goals are being propagated
++D	both fully denied and partially denied goals are being propagated
-S	if the subgoal is partially satisfied, the negative of the subgoal will be propagated (which means the parent node will receive partially denied)
--S	if the subgoal is fully and partially satisfied, the negative of the subgoal will be propagated (which means the parent node will receive fully denied and partially denied)
-D	if the subgoal is partially denied, the negative the subgoal will be propagated (which means the parent node will receive partially satisfied)
--D	if the subgoal is fully and partially denied, the negative of the subgoal will be propagated (which means the parent node will receive fully satisfied and partially satisfied)