

An **easy to learn** and **low tech** collaboration
technique that can help you **jumpstart**
Domain-Driven Design.

WHO SHOULD PARTICIPATE?



Data
Scientist



Business
Owner



Designer



Developer



Product
Manager



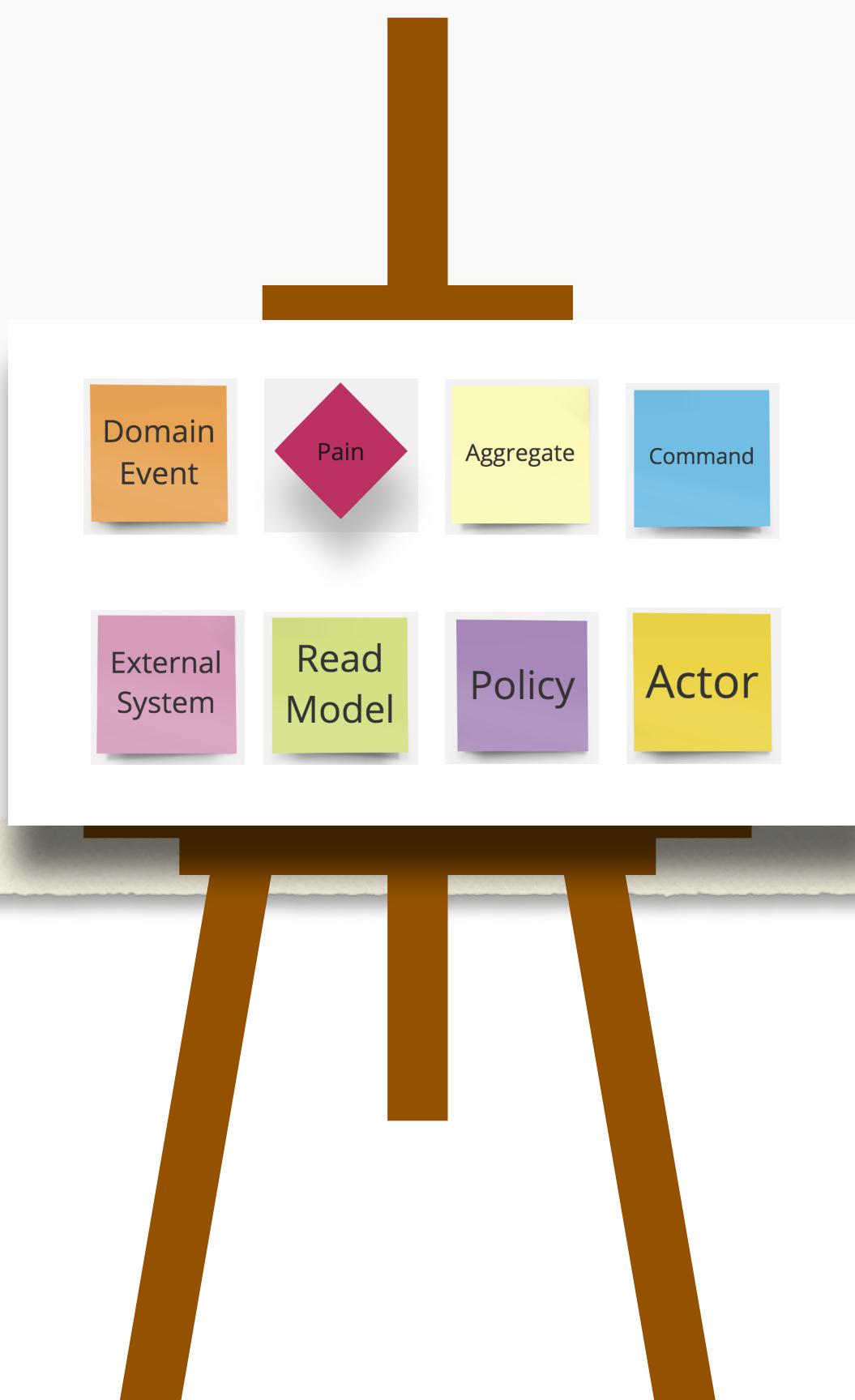
Operator



Tester

WHAT DO YOU NEED?

A Large Modeling Surface



Markers



Colored Stickies

Visible Legend



Where distributed teams get work done

The online collaborative whiteboard platform to bring teams together, anytime, anywhere.

Start a whiteboard →

3 boards and unlimited teammates for free



Mark



Anna

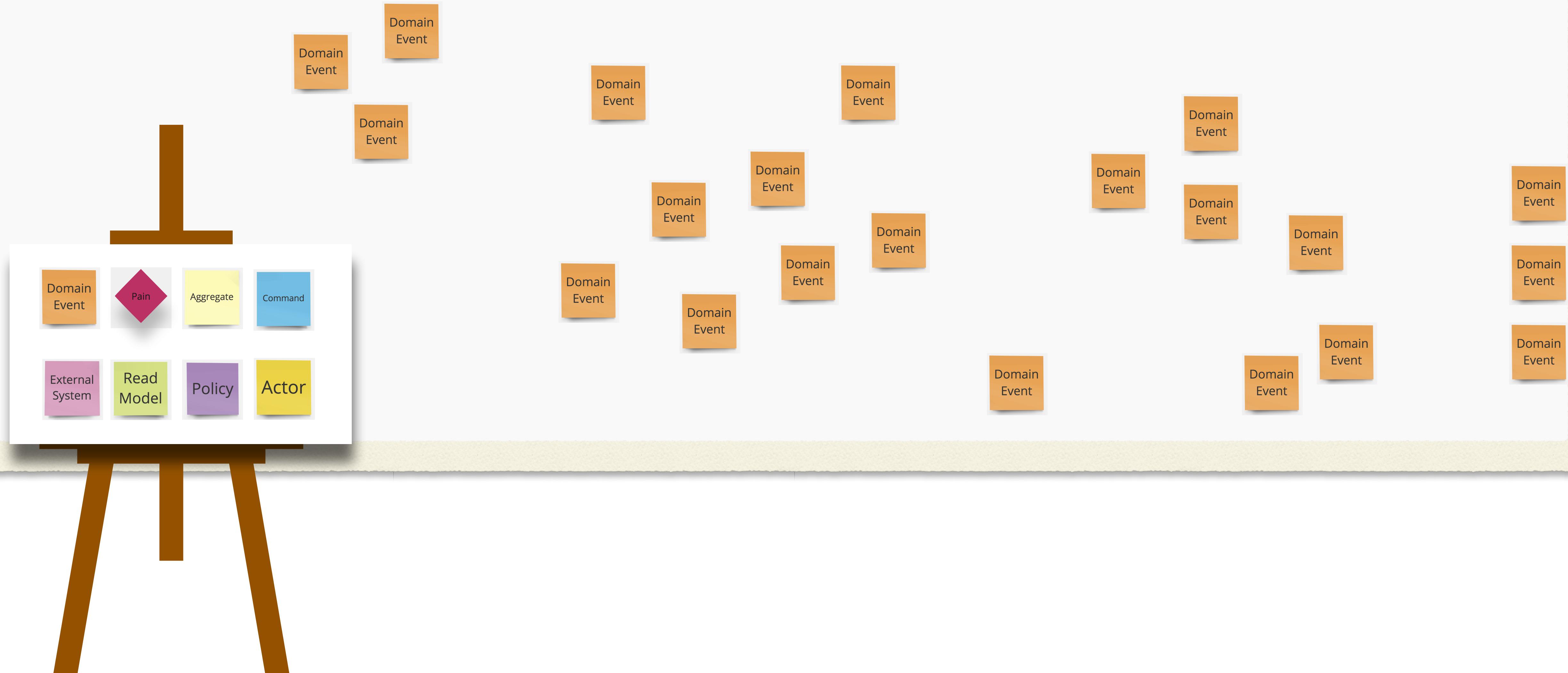
Elena

<https://miro.com>

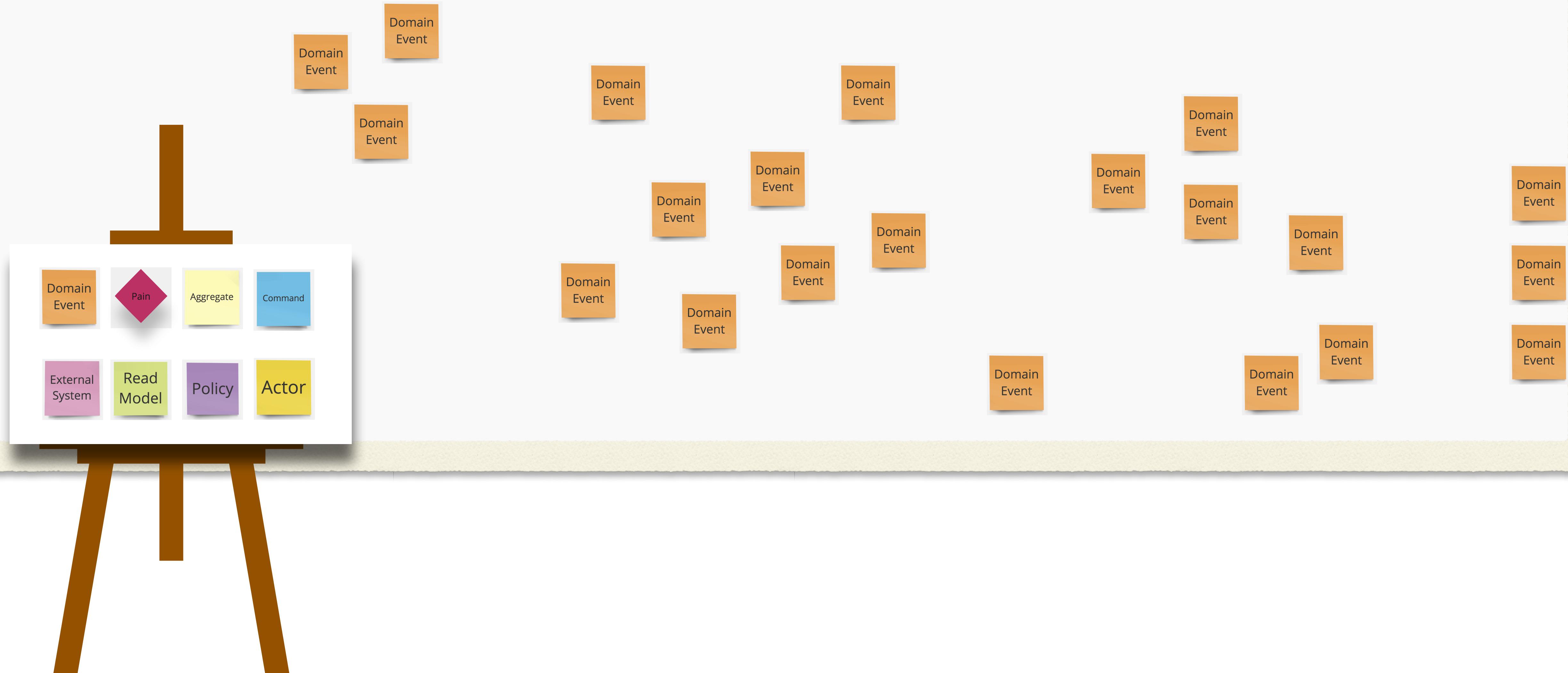
Domain Event

A published record of some business-significant event that has occurred.

UNSTRUCTURED EXPLORATION



ORGANIZE INTO THE TIMELINE

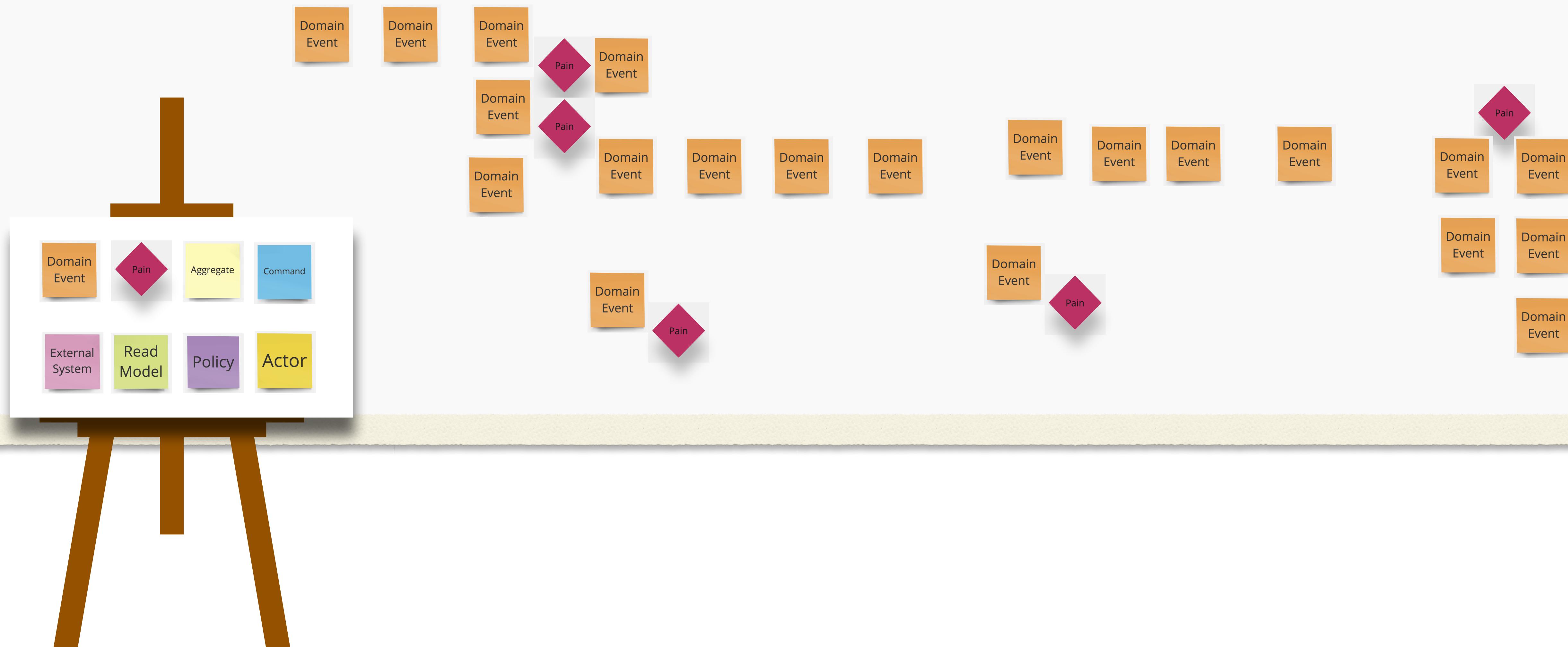




Pain

A painful spot, bottleneck, or hotspot that occurs during the event timeline.

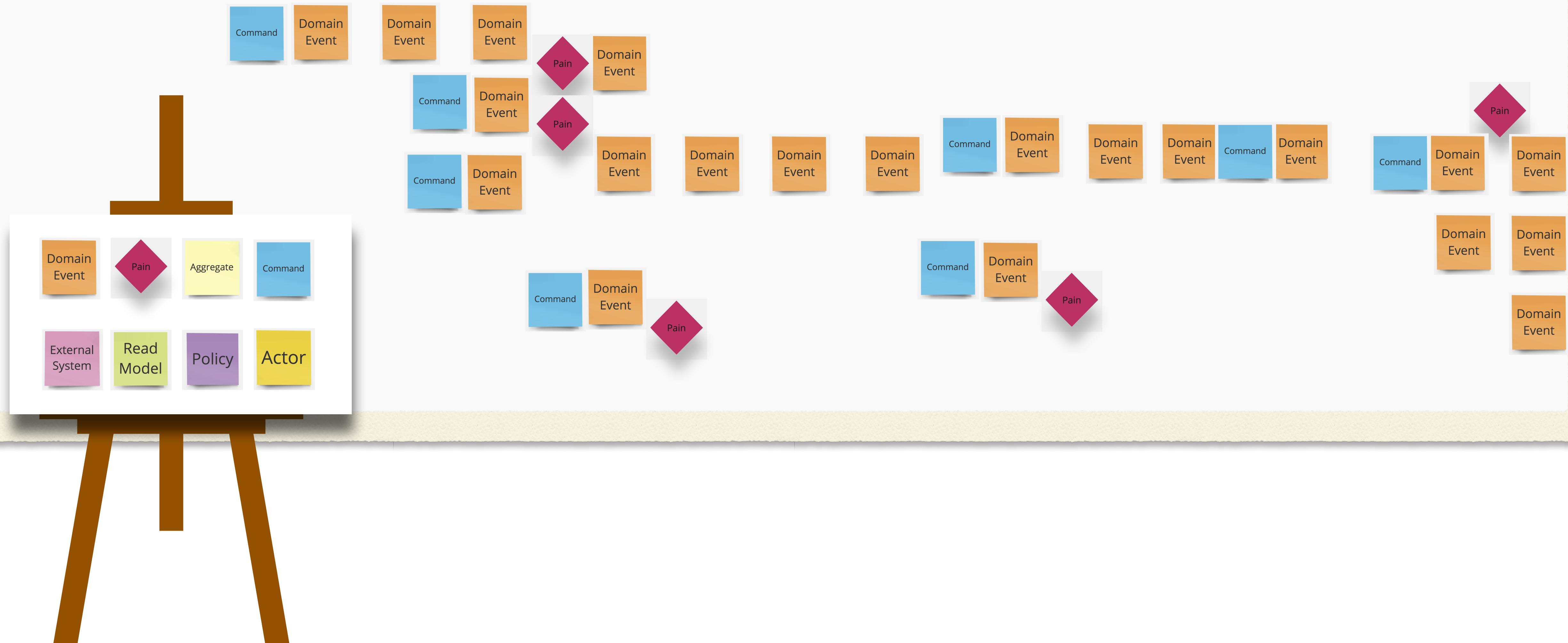
EVERYBODY HURTS



Command

A request on the behalf on an actor to initiate
some business process.

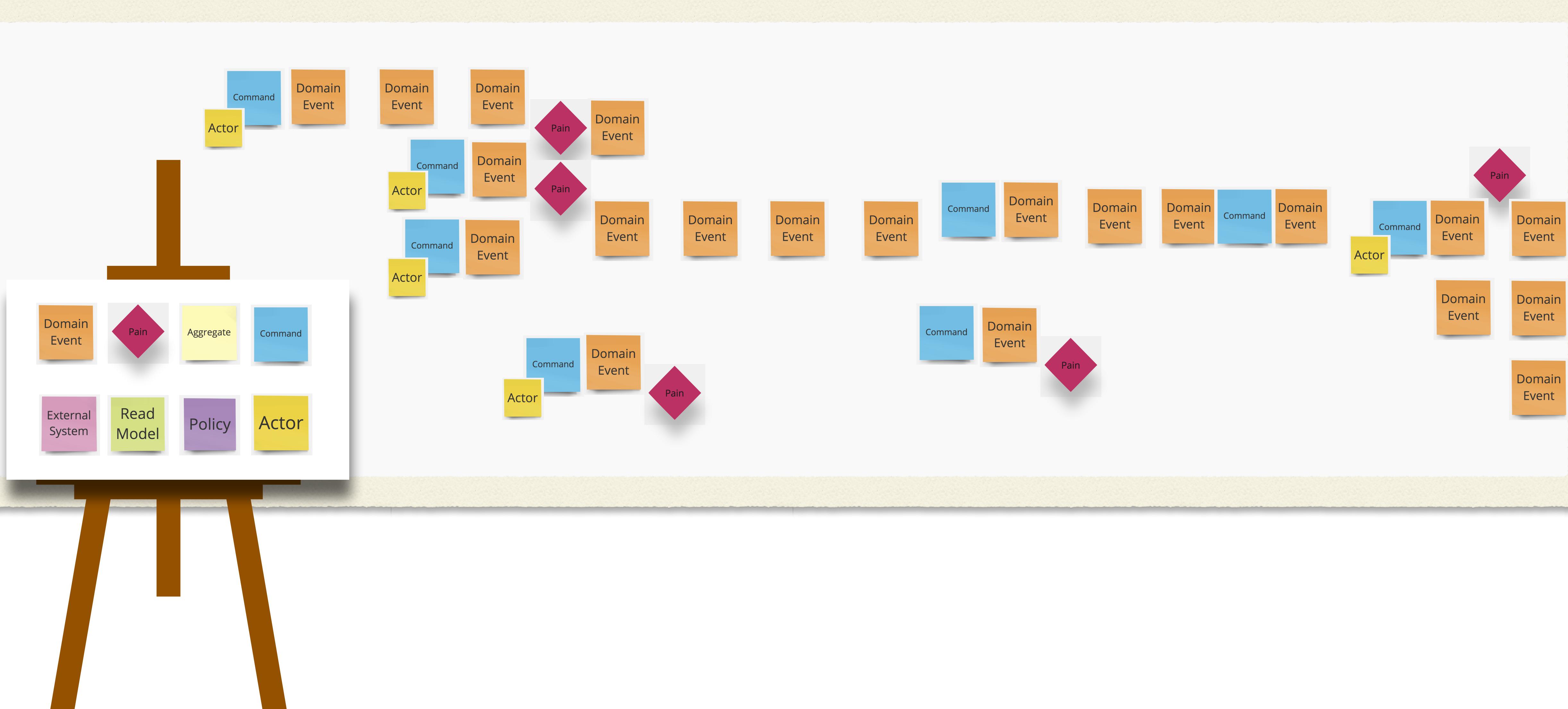
WORK BACKWARDS IN THE STORY



Actor

A user persona within the domain that requests a command to be executed.

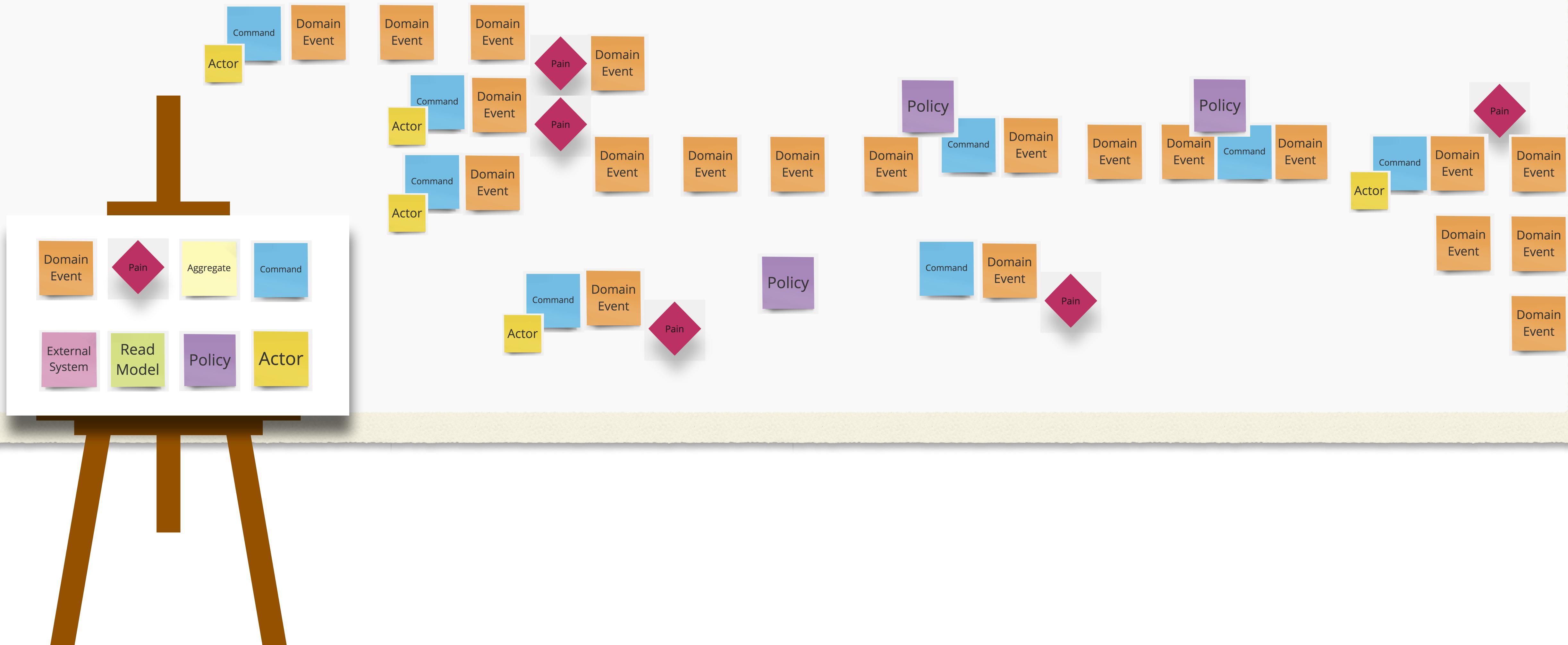
WHODUNIT?



Policy

A statement that when one or more specific Domain Events occur, something else should happen.

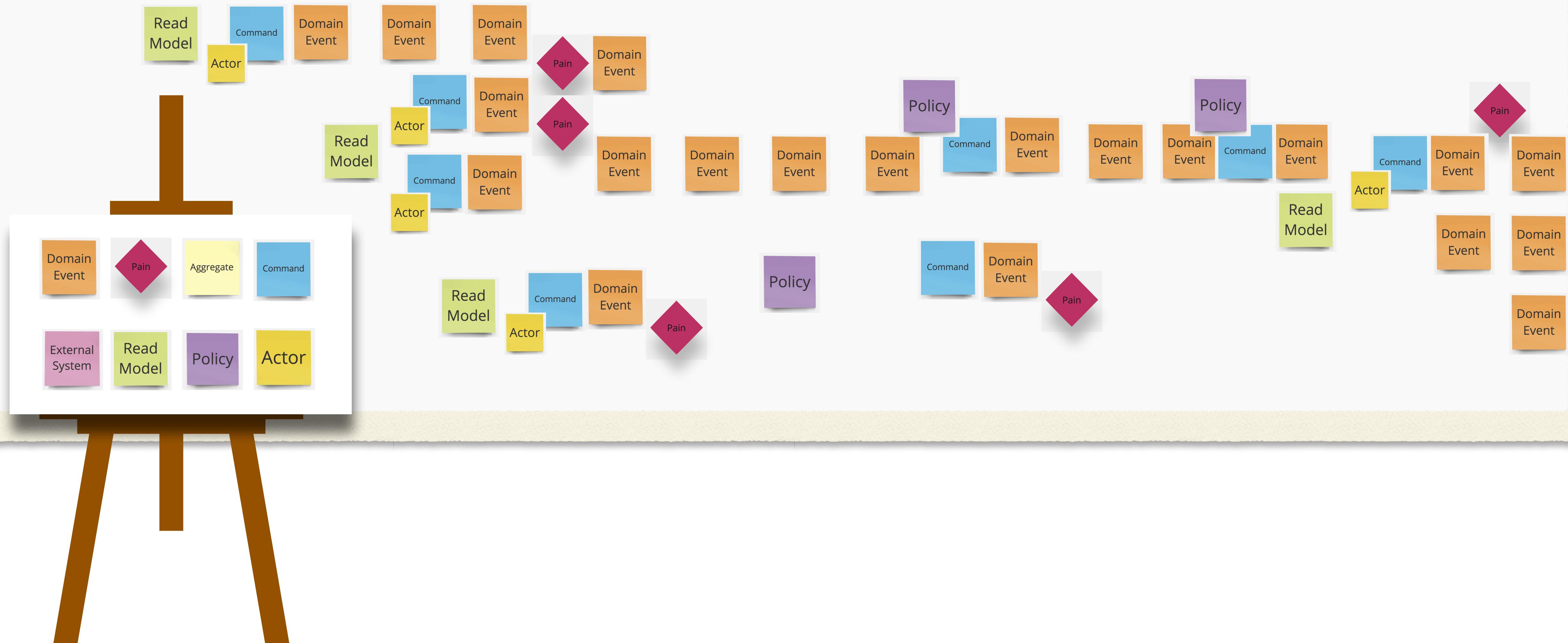
MAKE IT SO



Read Model

A view of the data captured within the domain
that an Actor uses to gather information
necessary to make a decision.

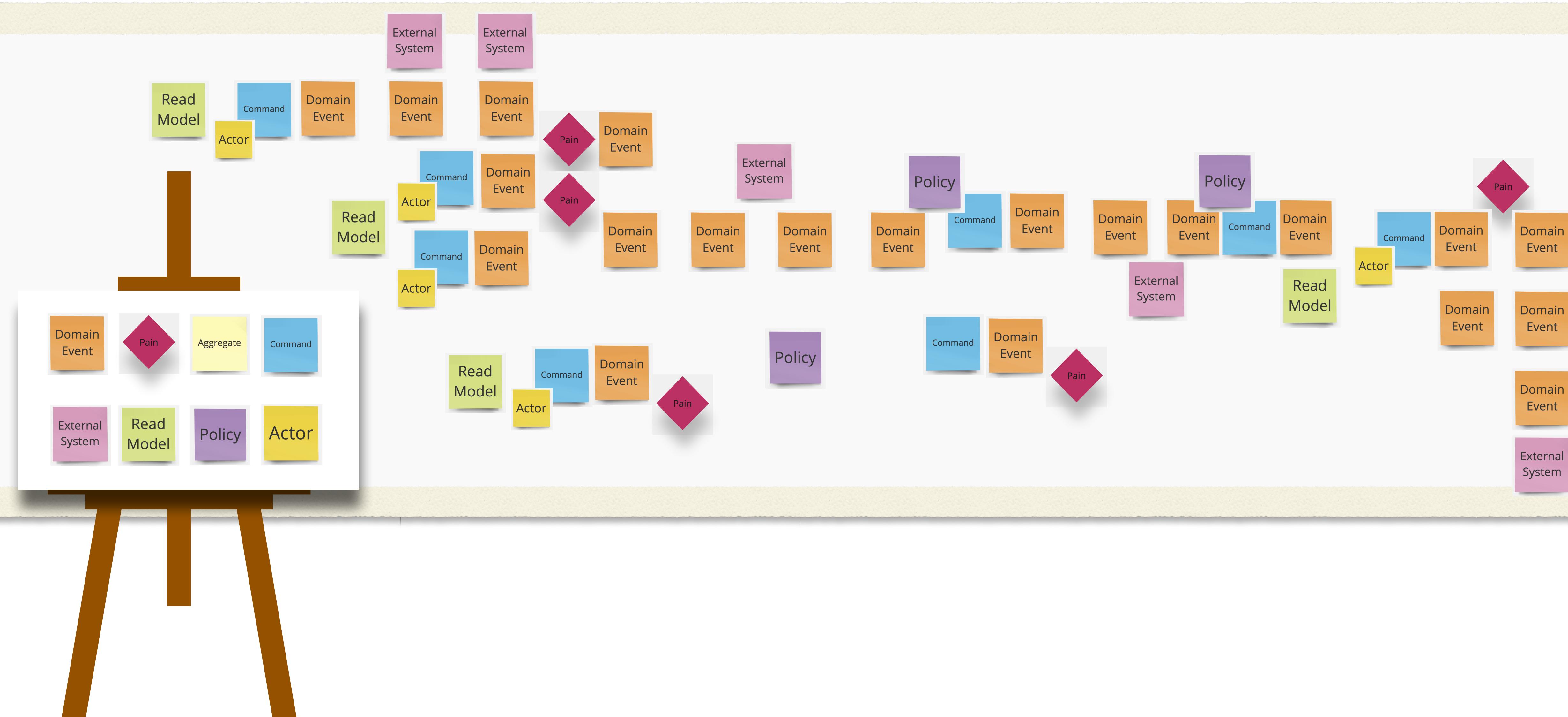
DECISIONS, DECISIONS...



External System

A system that exists outside of the modeled domain that collaborates with the domain being modeled.

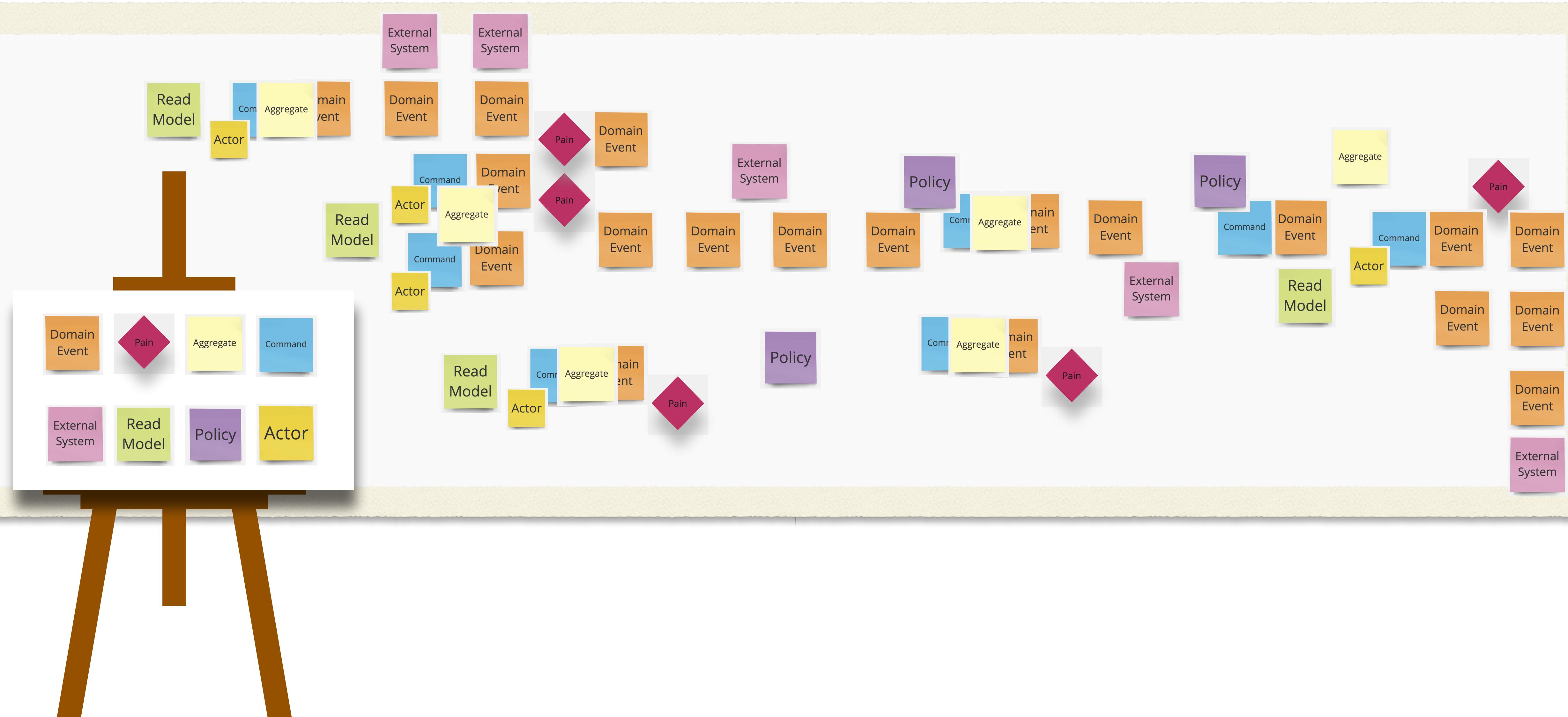
HELLO FROM THE OTHER SIDE



Aggregate

A transactionally-consistent group of entities that maintains business invariants. Commands are executed on Aggregates, and they publish Domain Events.

RETURN OF THE NOUNS



GO HUNTING FOR BOUNDED CONTEXTS

