1. *How does a scenario-based design approach help you identify key design decisions on a project?*

I believe scenario-based design approach helps in identifying key design decisions on a project by enabling rapid communication about usage possibilities and concerns among many different stakeholders which accordingly emphasize people and their experience, direct attention to the use-appropriateness of the design, and make decisions based on real people and scenarios not just hypothetical situations. In addition, scenario-based design approach helps designers to make decisions quicker since it provides them with continuous feedback that allows them to continuously refine their decisions which accordingly makes the development process quicker and more efficient. Lastly, scenario-based approach also promotes empathy and raises usage questions at a more contextual levels which allows those design decisions to be more flexible to change over time.

2. *What kinds of design decisions might not be identified when using scenario-based design (i.e., are there design decisions it doesn't help you with)?*

I think scenario-based design does not help with technical decisions like "what software architecture should we use, client-server or event-driven?" or "what programming language should we use, Python or Java?". In addition, I think scenario-based approach does not also help with design decisions that do not involve customers where you can base your decision on their feedback because you either do not have customers yet to get their feedback (a brand-new product) or the design decision itself is a unique/brand-new one where stakeholders do not know what the outcome could be to base their decision on. I also believe scenario-based design does not help with strict and non-flexible decisions that do not support frequent changes and costs a lot of time and work to make those changes. Lastly, I believe scenario-based approach does not help with design decisions related to external dependencies that are uncontrollable or unpredictable.