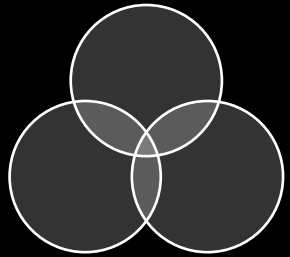
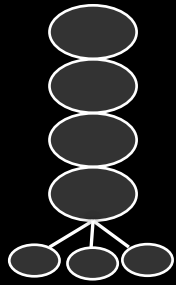




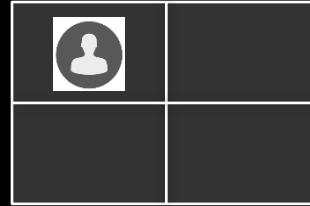
# Sunny Day Use Case



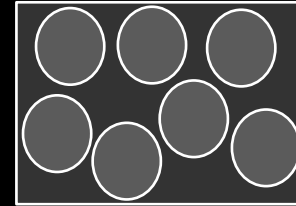
triangle



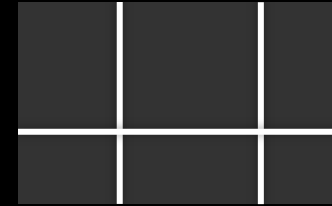
story



persona



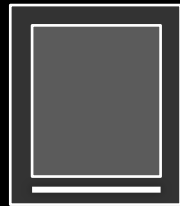
topic map



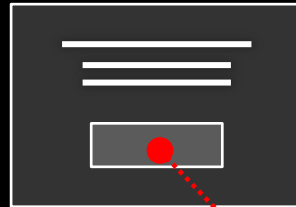
radiator



six pack



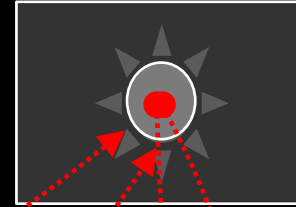
UVP



validation



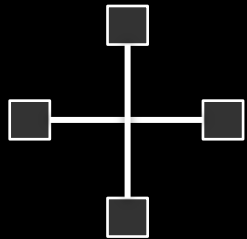
HRB



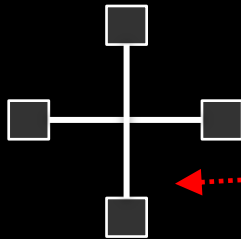
sunny day



proto



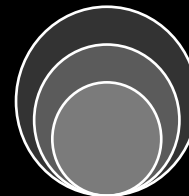
compet'n



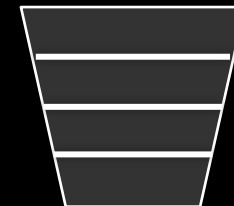
MVP



USP



TamSamSom



funnel



pitch

Use Case =  
A sequence of user-  
triggered interactions  
to achieve a goal

**Sunny Day** =  
shortest, most likely  
positive use case

no exception cases, no alternate  
paths, no errors

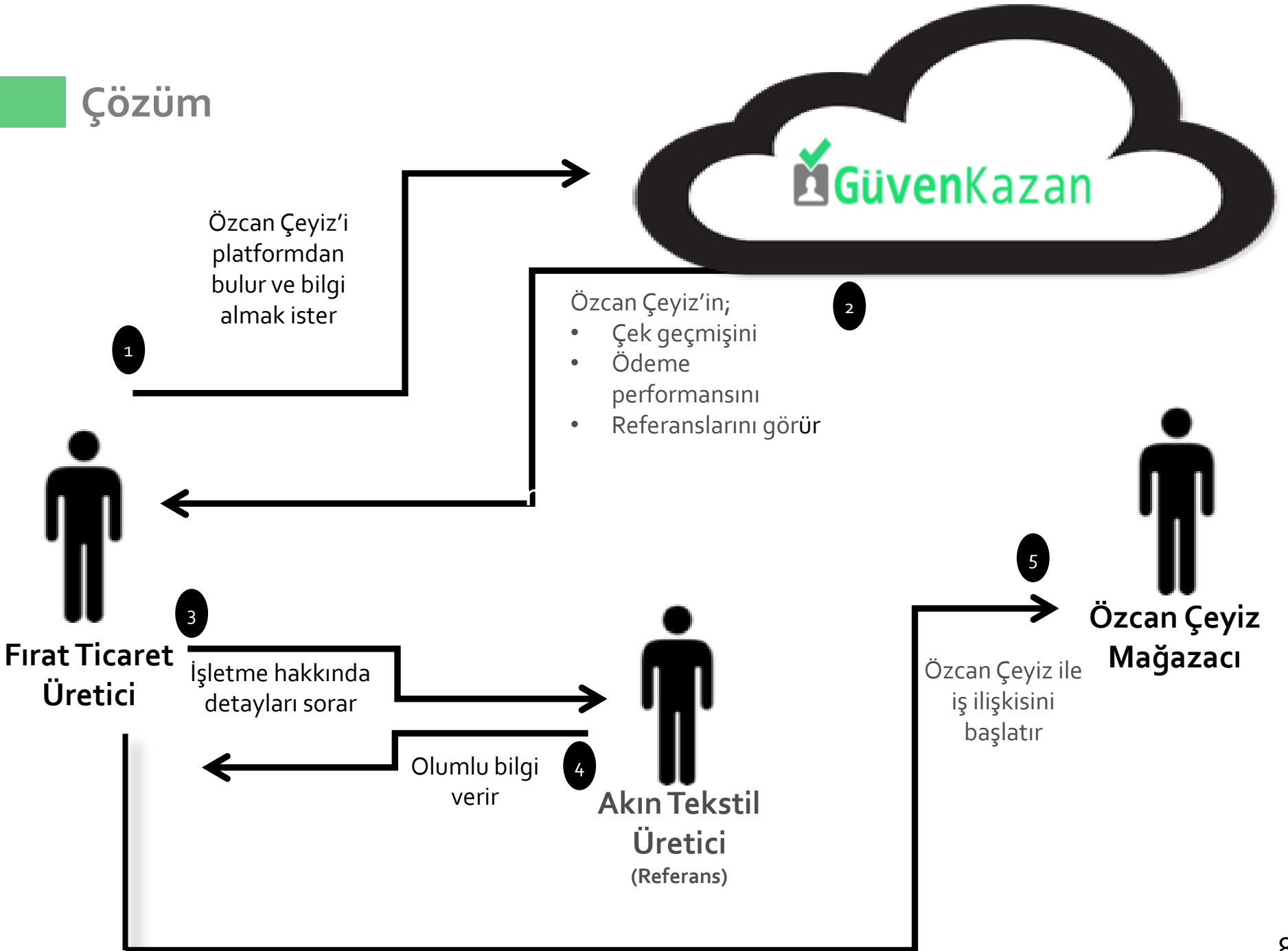
At the end of  
Sunny Day use case  
HRB realizes UVP  
as described in H1+H2

# Sunny Day clarifies MVP

Asymmetries between team  
members surface early on

Sunny Day explains the  
basic happy path to  
outsiders in simplest  
possible terms

## Çözüm





In a Use Case  
**Actors** and **Product**  
interact with few (~10)  
Steps and Events

**Actors** are  
humans, 3<sup>rd</sup> parties,  
external systems and  
time

# Use active voice when describing steps/actions

Passive voice hides complexity  
“users uploads invoice photos”

Draw  
stick figures for humans  
boxes for systems  
cloud for cloud  
clock for time

# Write down the minimum viable interface

“users provides background info” vs.  
“users enters id number, last name”

# Sketch Sunny Day Use Case

- Work individually and independently
- Start with HRB trigger
- Push the story through your UVP (H1 and H2 realized)
- Discuss step by step round robin
- Consolidate to one Sunny Day, stick it on your radiator

do it



# Sunny Day Use Case