Prototyping

The *Prototyping* pattern creates elements and a Wireframe diagram for modeling smart phones (Android and iPhones). A series of widgets and composite elements allow the device's interface to be modeled to create compelling diagrams. Elements of the user interface can be related to Requirements, Use Cases or User Stories and also to down-process elements such as the Components that implement the interface.

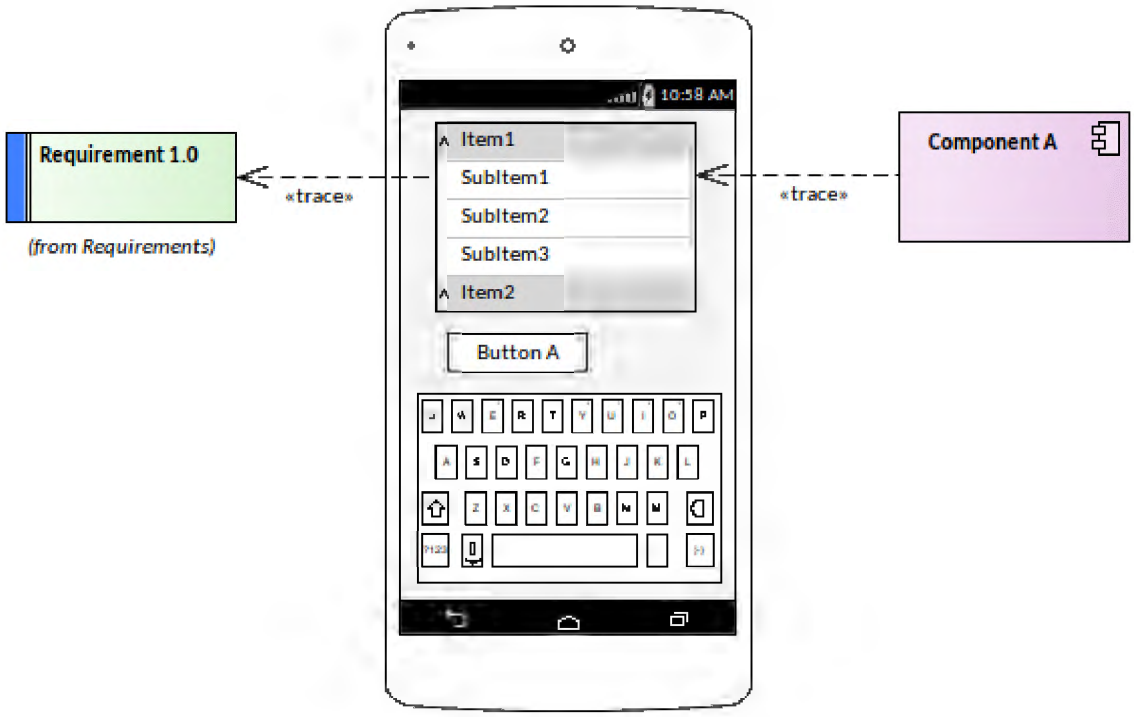

Figure 1. Shows an Android Smart phone with some User Interface composite elements and widgets that have a Trace relationship to a Requirement and from a Component.

Discussion

The purpose of the pattern is to allow a User Experience Analyst, Business Analyst or other stakeholder to create models of the User Interface of Hand Held devices including the controls they contain. Modeling them in the Repository allows them to be traced to a wide variety of other elements including Requirements and Components.

It is typically used when there is a need to create detailed models of the user interface for an initiative for the purpose of documenting the users' requirements and to specify the interface for the implementation teams.

The following is a list of some things you may want to do when working with this pattern.

- Change the name of the diagram to suit the initiative.
- Change the name of the phone to suit the initiative.
- Change the name and types of controls to suit the interface being modeled.

The following is a list of some of the next steps available when applying the pattern.

- Create trace relationships to other elements - the device itself or the elements representing the controls can be linked to other elements in the repository using a trace relationship. This provides traceability between high level elements such as specifications and requirements and lower level elements that define the details of the implementation such as Components.
- Generate Documentation - Use the automatic Document Generation facility to create high quality documentation.

Reference

The following help topics will assist you learn about how to work with this pattern.

Prototyping

Screen Design

Business Analysis Body of Knowledge (BABOK)

Traceability Tools

Documentation

The following are some of the tools that will be helpful when working with this pattern.

Document Generator

The Document Generator is a powerful facility in Enterprise Architect that allows a Database Engineer or other stakeholder to create high quality corporate or technical

documentation directly from the model, suitable for internal or external audiences. For more details see the Documentation help topic or the more general topic on Model Publishing.

Element Discussions

The Element Discussion facility is a fully featured collaboration tool allowing modelers and model viewers and reviewers to communicate with each other directly inside the repository. Modelers using the full client or occasional viewers using WebEA can both post and reply to discussions and communicate and engage in chat. For more details see the Element Discussions help topic.

Specification View

The Specification View can be used as a way of working with any element type in a spreadsheet or word process view. It is particularly useful when there are a large number of elements as is typically the case when describing a system of any appreciable size. For more details see the Specification View help topic.

Relationship Matrix

The Relationship Matrix provides a spreadsheet like view of two groups of elements and the relationships that exist between them. It can be a used as a powerful analysis mechanism to visually indicate how elements are related to each other and to discover which elements are missing relationships. For more details see the Relationship Matrix help topic.

Traceability Window

The Traceability Window automatically displays the relationships that exist between Use Cases and other model elements including up-process and down-process elements. The traceability tree view can be conveniently expanded to see deeper relationships and elements displayed in the window can be located in all diagrams in which they appear. For more details see the Traceability Window help topic.