HACETTEPE UNIVERSITY

BBM382

Software
Engineering
Reading Assignment 2

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The Blind Men and The Elephant: Views of Scenario-Based System Design

Scenario-based system design uses scenarios, involves users in system design, sets a vocabulary for everyone involved in the system development project, anticipates the tasks to come in the future from the system users and adds to the ease of developing instructional materials. This system design addresses a quite multiple factors, and those factors used in a variety of societies like human-computer interaction, requirements engineering, strategic planning, and object-oriented analysis/design.

Purpose of the paper is to set a language in software design which will be beneficial for stakeholders that come from different backgrounds to provide an analysis of scenario-based system design.

Scenarios in System Design

Although that some applications may not use one of them, the list below consists of elements that are used in a variety of fields and they are the elements of a **scenario**:
- Actors
- Background information on the actors and assumptions about their environment
- Actors' goals or objectives
- Sequences of actions and events.

Scenarios come in all shapes and forms.

Now, let's analyze four communities that utilize scenario-based approaches:
1. **Strategic planning:** Estimates the organization's future environment and helps stakeholders to arrange actions.
   Main idea in this community is scenario planning is a process of envisioning evaluating a variety of potential futures.
2. **Human-computer interaction:** Its goal is to provide computer systems that are usable, safe, fluent for users' tasks.
   Actors are real people who do real tasks. Actors' and their tasks should be described to envision the use of the system. For describing the actors' tasks, one can use day-in-the-life scenarios as they are one of the most powerful methods.
3. **Requirements engineering:** Brings out the demands of users' about the computer systems, delivering precise specifications.
4. **Object-oriented analysis/design:** Methodology for assembling a world model.