

Scenario-based System Design is an approach that uses scenarios as a central representation throughout the whole system life cycle. This approach provides a good brainstorming tool for planning and enables stakeholders to make alternative choices in decision making. To better understand the importance of this design, an example of 6 Blind Men and 1 Elephant Bu is given. In this story, each man is asked to touch the different parts of the elephant to express what they touch. Although they all have touched the same elephant, they are in different depictions. In the same scenario, although each stakeholder sees the same project in Scenario-Based System Design, different ideas can be developed because of different perspectives.

So if we categorize under main headings, what are the situations in System Design?

He must have an actor first. Then, what information should be known between the actor and the environment associated with it, they should be known. Then there are targets of this actor, they should be determined. Finally, what actions or events take place on the way to this goal, they should be calculated. Here, system design should consider these 4 elements.

There are four communities that actively use scenario-based approaches. The first of these;

Strategic Planning enables the planning of actions to take place on the basis of the future plans of a community. In this way, planning makes it clear to the individual that the different situations that can take place in an uncertain future, how to deal with the situation in the event of a crisis. Thus, the dominant idea in the strategic planning community is that scenario planning is a process of predicting and criticizing much possible future.

Human-Computer Interaction is another area that actively discusses which scenarios are active and how to use them in system design. To observe and then analyze the current use of a system, it is necessary to include real users in the event. In order to anticipate the use of a system that has not yet been installed, the screenwriters must identify in detail the potential users and what they can do with the system. The proposed scenarios can be analyzed to provide a clear rationale for future designs.

Requirement Engineering focuses on the use of scenario analysis, as it exposes the needs of users. Specifically, it focuses on how to determine requirements. There are different scenario approaches in requirement engineering. These typical

scenario-based approaches include Hsia, Samuel, Gao, Kung, Toyoshima ... etc. different approaches come forward.

Object Oriented Analysis/Design models an application area. Defines objects, data structures, and class hierarchies. It is a system model based on perspective. There are three typical scenario-based approaches: Jacobson's use approach, Wirfs-Brock's responsibility-oriented approach, and Koskimies, Systa, Tuomi and Mannisto's automatic modeling support approach.

In summary, each of the four communities has its own scenario use. Strategic planning includes a list of responses that include the action scene. Human-computer interaction uses scenarios to analyze a system and predict a more useful system. Requirements engineering determines user and system requirements and tries to produce all the results that can be used according to usage scenarios. The use of object-oriented analysis/design scenario includes defining objects and data structures and modeling a class hierarchy.