**Actors Prompt:**

An engineer is working on a set of user stories enclosed between triple back ticks.

As a research participant, I want to make sure that the appearance of the prototype does not distract from the workflow, so that I can complete the user interview.

As an NSF employee, I want to know how brand guidelines are developed and maintained, so that I can incorporate them throughout the project.

As a team member, I want to have an updated acquisitions roadmap, so that I can plan accordingly.

As an NSF employee, I want to have an updated roadmap document, so that I can see prioritized areas to focus on for the next few months and beyond.

As a workshop attendee, I want to have a summary of what we learned, so that I can understand our next steps and how they apply to me.

As a team member, I want to have an updated acquisitions roadmap, so that I can plan accordingly. ```

He created an initial goal model with the intentional elements enclosed between triple quotes:

‘’’

- 'Actors':

-research participant

-NSF employee

-workshop attendee

-researcher

-team member

- 'Goals':

-make operations conducted

-have operations conducted

-recruit operations conducted

-make the prototype

-have an updated roadmap document

-have editorial-planning recommendations

-have a summary

-recruit the last round

-have an updated acquisitions roadmap

'''

The created model is missing many intentional elements. Let us refine the goal model step by step. First, can you list all 'Actors' for the user stories enclosed between triple back ticks. An initial set of actors are added in the enclosed between triple quotes. You must also identify any missing and implicit actors. It is critical that you answer only as a bulleted list and do not include any explanation.

research participant

* NSF employee
* team member
* workshop attendee

**Goals**

The initial goal model does not contain all the stakeholder’s objectives or goals that are conveyed in the user stories enclosed between triple back ticks. Identify any goals explicitly mentioned in the user stories enclosed between triple back ticks as well as any implicit goals. It is critical that you answer only as a bulleted list and do not include any explanation.

Ensure prototype appearance does not distract from workflow

* Understand how brand guidelines are developed and maintained
* Have an updated acquisitions roadmap
* Have an updated roadmap document
* Understand what was learned in the workshop and next steps
* Plan accordingly based on acquisitions roadmap

**IE Links for Goals**

Connect the goals from the previous step to the actors. It is critical that you answer only as a bulleted list that adheres to the following format.

<a actor>: <a hyphenated list of associated goals>

Do not include any explanation.

**Tasks for Goals**

Please provide a detailed breakdown of tasks for each of the following goals, created in the previous response. It is critical that you answer only as a bulleted list that adheres to the following format.

<a goal>: <a hyphenated list of tasks to achieve the goal>

Do not include any explanation.

Ensure prototype appearance does not distract from workflow:

* Conduct usability testing
* Gather feedback from users
* Iterate on design based on feedback

Understand how brand guidelines are developed and maintained:

* Research existing brand guidelines
* Interview brand management team
* Document brand guidelines in project documentation

Have an updated acquisitions roadmap:

* Review current acquisitions roadmap
* Consult with stakeholders on updates
* Update acquisitions roadmap document

Have an updated roadmap document:

* Gather project status updates
* Prioritize focus areas
* Document updated roadmap

Understand what was learned in the workshop and next steps:

* Compile workshop notes
* Identify key takeaways
* Define next steps and action items

Plan accordingly based on acquisitions roadmap:

* Align project activities with acquisitions roadmap
* Allocate resources based on roadmap priorities
* Monitor progress and adjust plans as needed

**IE Links for Tasks of Goals**

Connect the tasks of goals from the previous step to the actors. It is critical that you answer only as a bulleted list that adheres to the following format.

<a actor>: <a hyphenated list of associated tasks of goals>

Do not include any explanation.

**Soft Goals**

Next, there are no soft goals in the initial goal model. Please suggest soft goals. Note you must identify any soft goals explicitly mentioned in the user stories enclosed between triple back ticks as well as any implicit soft goals. It is critical that you answer only as a bulleted list and do not include any explanation.

* Ensure prototype appearance is visually appealing
* Maintain brand consistency in project materials
* Enhance user experience during user interviews
* Improve project understanding through updated roadmaps
* Enhance knowledge retention from workshops

**IE Links for Soft Goals**

Connect the soft goals created in the previous step to the actors. It is critical that you answer only as a bulleted list that adheres to the following format.

<a actor>: <a hyphenated list of associated soft goals>

Do not include any explanation.

**Tasks for Soft Goals**

Next, the initial goal model misses different tasks that can be undertaken to achieve goals and soft goals.

Please provide a detailed breakdown of tasks for each soft goal created in the previous response. You can generate a variable number of tasks for soft goals. It is critical that you answer only as a bulleted list that adheres to the following format.

<a soft goal>: <list of tasks to achieve the soft goal>

Do not include any explanation.

Ensure prototype appearance is visually appealing:

* Conduct user interface design review
* Implement design recommendations
* Test user reactions to prototype visuals

Maintain brand consistency in project materials:

* Develop brand style guide for project
* Review project materials for brand adherence
* Update project materials with brand elements

Enhance user experience during user interviews:

* Create user interview protocol
* Train interviewers on user experience best practices
* Gather user feedback on interview process

Improve project understanding through updated roadmaps:

* Gather input on roadmap requirements
* Update roadmap with prioritized information
* Communicate roadmap changes to stakeholders

Enhance knowledge retention from workshops:

* Develop workshop summary document
* Share workshop insights with team members
* Implement action items from workshop in project planning

**IE Links for Tasks of Soft Goals**

Connect the tasks of soft goals from the previous step to the actors. It is critical that you answer only as a bulleted list that adheres to the following format.

<a actor>: <a hyphenated list of associated tasks of soft goals>

Do not include any explanation.

**Contribution Links**

The Contributionrelationship statement describes how softgoals, task, believes, or links contribute to the satisficing of another intentional element. The five categories of Contribution Links are enclosed between triple back-ticks symbols.

``` MAKE : The contribution of the contributing element is positive and sufficient. BREAK : The contribution of the contributing element is negative and sufficient. HELP : The contribution of the contributing element is positive but not sufficient. HURT : The contribution of the contributing element is negative but not sufficient. EQUAL : There is equal contribution in both directions. ```

Please suggest different contribution links to link all the intentional elements such as, goals, soft goals, Tasks, and Resources that you identified. Note you must identify any contributions links that explicitly mentioned in the user stories enclosed between triple back ticks as well as any hidden contribution links. It is critical that you answer only as a bulleted list that adheres to the following format.

<Contribution Link Category>::<Source intentional elements> : <Destination intentional elements>

* MAKE::Ensure prototype appearance is visually appealing : Conduct user interface design review  
  MAKE::Ensure prototype appearance is visually appealing : Implement design recommendations  
  MAKE::Maintain brand consistency in project materials : Develop brand style guide for project  
  MAKE::Maintain brand consistency in project materials : Update project materials with brand elements  
  MAKE::Enhance user experience during user interviews : Create user interview protocol  
  MAKE::Enhance user experience during user interviews : Train interviewers on user experience best practices  
  MAKE::Improve project understanding through updated roadmaps : Gather input on roadmap requirements  
  MAKE::Improve project understanding through updated roadmaps : Update roadmap with prioritized information  
  MAKE::Enhance knowledge retention from workshops : Develop workshop summary document  
  MAKE::Enhance knowledge retention from workshops : Share workshop insights with team members

**Dependencies Links**

The Dependency statement of GRL describes an intentional relationship between two actors, i.e., one actor (the Depender) depends on another actor (the Dependee) on something (the Dependum). Noite that the dependum is optional.

Please suggest different Dependency links to link all the intentional elements such as, goals, soft goals, Tasks, and Resources that you identified. Note you must identify any Dependency links that explicitly mentioned in the user stories enclosed between triple back ticks as well as any hidden Dependency links. It is critical that you answer only as a bulleted list that adheres to the following format.

<Depender> DEPENDES-ON <Dependee> FOR <Dependum>

* research participant DEPENDS-ON team member FOR summary of what we learned
* NSF employee DEPENDS-ON team member FOR updated acquisitions roadmap
* workshop attendee DEPENDS-ON team member FOR updated acquisitions roadmap
* NSF employee DEPENDS-ON team member FOR updated roadmap document

**Resources**

**Not used because Dependum identified in the previous prompt are the resources.**

A resource is an (physical or informational) entity, with which the main concern is whether it is available. The initial goal model with the intentional elements enclosed between triple quotes does not have resources. Identify resources that are explicitly mentioned in the user stories enclosed between triple back ticks as well as any implicit resources. It is critical that you answer only as a bulleted list and do not include any explanation.



**Decomposition Links**

DECOMPOSITON statement provides the ability to define what other elements need to be achieved or available in order for a task to perform. Note that only Task and Goal can be decomposed into goal, task, resource, and softgoal. A Task Decomposition Structure shows the essential components of a task, which include subtasks that must be performed, subgoals that must be achieved, resources that must be accessible, and softgoals that must be satisfied. Similarly, a Goal Decomposition Structure connects a goal with its sub-goals directly, which is a short hand form of one Goal Means\_Ends Structure and the related Task Decomposition Structure.  The three categories of Decomposition Links are enclosed between triple back-tick symbols.

``` AND DECOMPOSITON: The relations between the dependent elements are “AND”. Each of the sub-components are necessary. OR DECOMPOSITON : The relations between the contributing elements are “OR”. Any of the sub-components is sufficient. XOR DECOMPOSITON: The relations between the contributing elements are “XOR”. Either of the sub-components are necessary, but not both. ```

Please suggest different Decomposition links to link all the intentional elements such as, goals, soft goals, Tasks, and Resources that you identified. Note you must identify any Decomposition links that explicitly mentioned in the user stories enclosed between triple back ticks as well as any hidden Decomposition links. It is critical that you answer only as a bulleted list that adheres to the following format.

< Decomposition Type>::<Source intentional elements> : <Destination intentional elements>

* AND DECOMPOSITON::Ensure prototype appearance is visually appealing : Conduct usability testing : Gather feedback from users
* AND DECOMPOSITON::Ensure prototype appearance is visually appealing : Iterate on design based on feedback
* AND DECOMPOSITON::Maintain brand consistency in project materials : Review brand guidelines
* AND DECOMPOSITON::Maintain brand consistency in project materials : Update project materials with brand elements
* AND DECOMPOSITON::Enhance user experience during user interviews : Develop user interview protocol
* AND DECOMPOSITON::Enhance user experience during user interviews : Train team on user experience best practices
* AND DECOMPOSITON::Improve project understanding through updated roadmaps : Review current acquisitions roadmap
* AND DECOMPOSITON::Improve project understanding through updated roadmaps : Consult with stakeholders on updates
* AND DECOMPOSITON::Improve project understanding through updated roadmaps : Update acquisitions roadmap document
* AND DECOMPOSITON::Enhance knowledge retention from workshops : Compile workshop notes
* AND DECOMPOSITON::Enhance knowledge retention from workshops : Define next steps and action items

**Generate XML using Fewshot examples:**

Please create an XML that includes all the outputs that you generated so far. An example of the right output is shown between triple back ticks.

```

<?xml version='1.0' encoding='ISO-8859-1'?>

<grl-catalog catalog-name="URNspec" description="" author="vaish">

<element-def>

<intentional-element id="72" name="Car objects" description="" type="Ressource" decompositiontype="And"/>

<intentional-element id="80" name="Easy to use" description="" type="Softgoal" decompositiontype="And"/>

<intentional-element id="82" name="Realistic simulation" description="" type="Softgoal" decompositiontype="And"/>

<intentional-element id="84" name="Simple design" description="" type="Softgoal" decompositiontype="And"/>

<intentional-element id="88" name="Generate cars" description="" type="Goal" decompositiontype="And"/>

<intentional-element id="96" name="Create new cars" description="" type="Task" decompositiontype="And"/>

<intentional-element id="98" name="Keep same cars" description="" type="Task" decompositiontype="And"/>

</element-def>

<link-def>

<contribution name="Contribution105" description="" srcid="96" destid="82" contributiontype="Unknown" quantitativeContribution="0" correlation="false"/>

<contribution name="Contribution106" description="" srcid="96" destid="84" contributiontype="Unknown" quantitativeContribution="0" correlation="false"/>

<decomposition name="Decomposition111" description="" srcid="96" destid="88"/>

<decomposition name="Decomposition114" description="" srcid="98" destid="88"/>

<dependency name="Dependency116" description="" dependerid="88" dependeeid="72"/>

</link-def>

<actor-def>

<actor id="11" name="Traffic Simulator" description=""/>

</actor-def>

<actor-IE-link-def>

<actorContIE actor="11" ie="72"/>

<actorContIE actor="11" ie="80"/>

<actorContIE actor="11" ie="82"/>

<actorContIE actor="11" ie="84"/>

<actorContIE actor="11" ie="88"/>

<actorContIE actor="11" ie="96"/>

<actorContIE actor="11" ie="98"/>

</actor-IE-link-def>

</grl-catalog>

```

The generated XML must adhere to the below list of criteria.

• No duplicate values for 'name' attribute in XML

• No duplicate values for 'id' attribute? in XML

• No empty string as a value for 'name' attribute

• If you include Date attributes 'modified' and 'created', the values of 'modified' attribute must be greater than the value of 'created' attribute

• The XML must not have an empty grl-catalog element

• Do not add elements outside the section named 'grl-catalog'

• In the XML, element named 'intentional-element' must have non-empty values for following attributes- name, id, type

• XML must have section 'actor-def' consisting of actors

• In the XML, each actor element has an 'id' attribute. Do not use the value of 'id' attribute of an actor element as the value for 'srcid' or 'destid' attributes within the section named 'link-def'

• XML must have a section with title 'actor-IE-link-def'

• Within the section with name 'actor-IE-link-def', no two elements with different value for 'actor' attribute, have same value for 'ie' attribute"

• For an element named 'intentional-element', the value for the attribute 'type' of the tag must be one of the following values - Task, Goal, Softgoal, Resource, Belief?"

• For an element named 'intentional-element', the value for the attribute 'decompositiontype' of the tag must be one of the following values - AND, OR, XOR

• For an element with name 'contribution', the value for the attribute 'contributiontype' of the tag must be one of the following values- Make, Help, Break, Hurt

• For an element with name 'contribution', the values for attributes- srcid and destid, in each tag must be different

• Each element with name 'contribution', must have attribute 'srcid' and its value must not be empty string

• Each element with name 'contribution' must have attribute 'destid' and its value must not be empty string

• Each element with name 'decomposition' must have attribute 'srcid' and its value must not be empty string

• Each element with name 'decomposition' must have attribute 'destid' and its value must not be empty string

• Each element with name 'decomposition', must have different the values for attributes- 'srcid' and destid'