Professional Achievement

Points

This is your friendly reminder…

You must have 400 points by the end of this class or you will get an Incomplete
Schedule:

- Today
  - Prototyping and Use Cases
- Week 10 – class #1
  - Use Cases for your Scenario
  - Use Case Diagrams
  - Your 1st prototype
Team Meetings—if I haven’t seen you or we don’t have a meeting scheduled—get in touch ASAP.
Your PROTOTYPE/SOLUTION needs to be your focus NOW.
What is a PROTOTYPE?
Quick and Dirty Prototyping

HOW: Using any materials available, quickly assemble possible forms or interactions for evaluation.

WHY: This is a good way to communicate a concept to the team and evaluate how to refine the design.

IDEO team members designing a shopping device quickly prototyped various concepts to evaluate qualities like weight, size, and orientation.
What does a PROTOTYPE do?
PROTOTYPES

1. Provide a partial and preliminary version as a mock up of software/solution
2. Inexpensively demonstrate how a solution will work – functionality/navigation/interfaces
3. Make abstract concepts more concrete and requirements tangible
4. Provide shared work product upon which technical and businesspeople can collaborate

Adapted from Memory Jogger
### Prototype as Specification

#### Core Requirements
- **Actors (People)**
- **Process**
- **Data**
- **Business Rules**

#### JM Prototype
- **Persona** (One or more actors that you consider important enough to show)
- **Process** (A selection of actions that a persona does using the “system”)
- **Data Master** (The fields you need to handle for the scenario to be successful)
- **Business Rules & Events** (Logic executing the business rules for your scenario to be a success)
Use Case Diagrams & Use Cases
Understanding **HOW** people will do their work using your solution
What actions will your users perform using your solution?

The Use Case Diagram

- Customer
  - Selects Items
  - Pays for items
- Customer Service
  - Answers Questions
- My eStore
Use Case Diagram Exercise

As a team…

1. Who are all the actors that would use your solution? 5 minutes

2. What are all the actions that they would do using your solution? 10 minutes

3. Draw a preliminary use case diagram for your solution. 15 minutes
Use Cases are a description of how an actor accomplishes a goal using your solution.

Adapted from Memory Jogger (p. 150)
So, what’s in a use case?

- High-level identifying data
- A summary of what the use case achieves
- Detailed steps the actor will need to take
- Exception steps that may be needed as a result of errors
- Variations that describe alternative paths through the use case
Use Case Template
Use Case Exercise

As a team…

1. Pick one of the simpler Use Cases on your diagram.
2. Write a brief description of the case focusing on what the actor is trying to accomplish and how he/she gets it done.
3. List the steps in the primary path, test them.
4. Are there any alternative paths?
5. What errors might occur, how would you handle these exceptions.

You have 30 minutes.
Tuesday, bring . . .

1. An improved Use Case Diagram for your solution
2. Use cases for all the interactions you wish to include in your scenario (i.e. what you will show your client)
3. Your first working prototype
Project Team Work Time