Abstract

A story is an easily accessible story or narrative to make an application live. A good story is highly specific and articulated entirely in the problem domain: the native world of the users. An important function of a story is to enable specific (quantified, relevant, explicit) discussions.
From story to design

Customer objectives
Application
Functional
Conceptual
Realisation

market vision

story

a priori solution know how

partial design

analyze design

use case

analyze design

analyze design

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TSHTfromStoryToDesign
A day in the life of Bob

This brilliant invention will change the world forever because it is so unique and valuable that nobody believes the feasibility. It is great and WOW at the same time, highly exciting.

Vtables are seen as the solution for an indirection problem. The invention of Bob will obsolete all of this in one incredible move, which will make him famous forever.

He opens his PDA, logs in and enters his private secure unique non-trivial password, followed by a thorough authentication. The PDA asks for the fingerprint of this little left toe and to pronounce the word shit. After passing this test Bob can continue.
Criterions for a good story

- accessible, understandable
  "Do you see it in front of you?"

- valuable, appealing
  attractive, important
  "Are customers queuing up for this?"

- critical, challenging
  "What is difficult in the realization?"
  "What do you learn w.r.t. the design?"

- frequent, no exceptional niche
  "Does it add significantly to the bottom line?"

- specific
  names, ages, amounts, durations, titles, ...