

# Ten Guidelines for Killer Use Cases: Advanced Use Case Workshop

## **Duration**

2 days

## **Instructor**

Steve Adolph

## **Class Limit**

20 students

## **Prerequisite**

None

## **Price**

On-site

Please contact SPC  
for pricing (contact  
information on page 2)

Public Training

\$1,095 (2 days)

\*Discount available for  
early registration

## **Materials Provided**

- Student manual containing the course slides
- Student handouts with class exercises

Use Cases are a wonderfully simple concept; describe a system's functional requirements by telling stories about how that system delivers value to its users. Yet, for such a simple concept, good Use Cases are really hard to write. Existing use case authors frequently must deal with the difficult questions of:

- How many use cases do I need?
- How large should a use case be?
- How should I structure the use case description?
- How precise should I be?
- How much detail should I express in the use case?
- How do I document my details in a use case?
- Why am I doing this in the first place?

These difficulties should not surprise us; good stories are hard to write. However just as there are guidelines for writing good stories, there are guidelines for writing good use cases. Your elusive search for finding a standard convention and language that can be used by everyone in the organization is over.

This workshop provides you with the fundamentals for writing effective use cases along with 10 practical guidelines to ensure their quality. Each guideline captures the experiences of use case practitioners writing practical real-world use cases.

Come hear Steve Adolph, co-author of "*Patterns for Effective Use Cases*" answer the above questions and join in with hundreds of others who have found the most effective way of creating use cases.

This workshop has a significant hands-on element where participants share and discuss their use case experiences. Participants are encouraged to offer feedback to their workshop colleagues and learn from each other's use case experiences.

## **Objectives**

This is a hands-on workshop where the participants will have the opportunity to critique and improve ineffective use cases by applying the learnt guidelines.

- How to apply the 10 guidelines for assessing and improving the quality of use cases
- Learn to use common vocabulary for communicating use case issues within the organization
- Determine how many Use Cases are needed
- Determine how large a Use Case should be
- Structure the Use Case description
- Determine the right level of detail
- Recognize the circumstances that can lead to the creation of sub-optimal use cases
- Enhance your experience by sharing in the use case writing experiences of others.

TRAINING

## Ten Guidelines for Killer Use Cases: Advanced Use Case Workshop

### **Instructor**

Steve is a senior consultant with WSA Consulting Inc. He is the co-author of a popular book, *Patterns for Effective Use Cases* published by Addison Wesley.

Steve has written extensively about software development and is a frequent speaker at conferences. He spends his time providing training and consulting services to software organizations worldwide. He is also a member of the Agile Alliance and one of the founders of Agile Vancouver, Vancouver's local agile software development user group and an active member of the Eclipse foundation for the creation of the OpenUp process.

### **Intended Audience**

This workshop is of benefit to anyone who has previous experience with Use Cases and has tried to write Use Cases and has found it difficult, frustrating, and has not been satisfied with the results. This includes: developers, technical managers, business analysts, product managers, requirements engineers and anyone else who has a need to prepare or understand Use Cases.

### **Prerequisites**

It is recommended that the participants have previous working knowledge of Use Cases or have taken an introductory use case workshop.

### **Outline**

- Why do we create use cases?
- What is so hard about writing good use cases?
- Patterns
- Describing the properties of good examples
- Pattern languages as diagnostic tools
- Use Case pattern form
- Ten Killer Guidelines
  - Adornments
  - Visible Boundary
  - User Valued Transactions
  - Complete Single Goal
  - Verb Phrase Name
  - Scenarios Plus Fragments
  - Leveled Steps
  - Forward Progress
  - Actor Intent Accomplished
  - Ever Unfolding Story



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