

USE CASE DISCOVERY CANVAS - INSTRUCTIONS

Outlined here are the definitions of each of the sections in the Use Case Discovery Canvas and the basic sequence of steps and tips to elicit and capture the information during the discovery and initial description of a business use case using IAG's industry standard Use Case Discovery Canvas.

1 Use Case Name
Choose a name that describes what is being done from the internal (business) point of view

2 Description
Elicit a short overview/purpose to kickstart the discussion, and/or summarize the who, when, what, why after the elicitation and analysis has been completed

3 Triggers and Outcomes
Frame and limit the scope of discussion by identifying the start and end points of the use case

4 Actors
Ask who the primary individuals involved will be. In some cases this may be left to after the process has been defined to determine who best players should be.

5 Primary Scenario Steps
Start with the steps for the happy path, starting from the trigger through to the outcome -- avoiding (but identifying) the variations and alternate paths.

Tip: For the canvas sticky notes, use simple action verb labels for the steps and recording the details and sub-steps in the use case document.

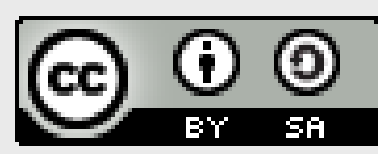
6 Variations
Add the names of the variations as they are discovered during the process discussion. These may be elaborated as alternate scenarios or sub-step detail in the use case document, in the scenario steps section, or in another canvas.

7 Alternate Scenario Steps
When a variation results in an alternate or exception flow from the primary path, those steps are elicited and visually modeled here on an a separate canvas.

Tip: For space management, sticky notes may be re-sized and ordered vertically or horizontally with or without lines indicating directional flow as necessary.

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DESCRIPTION <i>A brief description of the process (outlining key actions and outcomes)</i>	SCENARIO STEP(S) <i>The ordered steps for the different use-case scenarios.</i>		
ACTORS <i>Individuals involved in the process trying to achieve a desired goal</i>			
TRIGGERS <i>Event(s) that cause the use case to begin</i>			
OUTCOMES <i>The result, or successful outcome of the use case</i>	PRE-CONDITIONS <i>Things that must be in place for the use case to begin</i>	POST-CONDITIONS <i>What has changed in the system due to what has occurred in the use case</i>	VARIATIONS <i>Conditions that are different than those in the "happy path" primary scenario.</i>



This canvas is based on an IAG Use Case Discovery Canvas. For canvas template instructions and examples visit www.iag.biz/canvas-templates

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8 Pre-conditions
Elicit and identify pre-conditions during the use case discussion. Following the elicitation of the steps, add and validate the preconditions and resulting process steps have been defined.

Tip: This may discover new re-requisite use cases.

9 Post-conditions
Post-conditions become known as you progress through use case steps. They can be extracted from the process flow once all steps have been written.

Tip: This may discover new resultant use cases.

10 Use Case Elaboration
For Agile Analysis, this canvas may be sufficient to support an epic or user story -- and to help discover and describe acceptance criteria. For more complex systems or use cases, a team would iterate through this canvas to elaborate the detail of each of the sticky-note steps. These could be modeled as user stories or in a use case document.

Tip: Remember the canvas is a collaboration tool and high-level visual model. Avoid trying to write detailed steps on the sticky-notes that would be better recorded in another tool or use case document.