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## Context of Design

- Goals - what we want to do
  - specification
- Concept
  - bridge between goals and design
- Design - how we will implement goals
  - roles of the User?
    - scenarios or stories
  - What's the Data?
  - What are the Tasks - like checkin, checkout, ...
  - What are the flows?
    - data
    - messages
  - What are the parts?
    - responsibilities
  - How parts communicate
    - socket-based message passing lets any part talk to any other part in the same, relatively simple, way
  - What's the flow?
    - what messages and data flows for each task?
  - Who or what controls the system
    - developer
    - administrator
    - agents - checkin analysis, code analysis, build analysis
  - What causes control actions?
    - User tasks
    - Administration
    - Error handling
  - How do we know about results and errors?