

Design Process

Note Title

1/25/2007

Forward-thinking design

“think things through”

Software is soft, malleable

⇒ never finished

⇒ may be used in ways the designer never imagined

Goals:

- Flexible — reusable parts (orthogonality)
- Extensible (you can add completely new things easily)
- Simple (consistent philosophy comes through)

How?



Think of all possible uses & features & implement them all

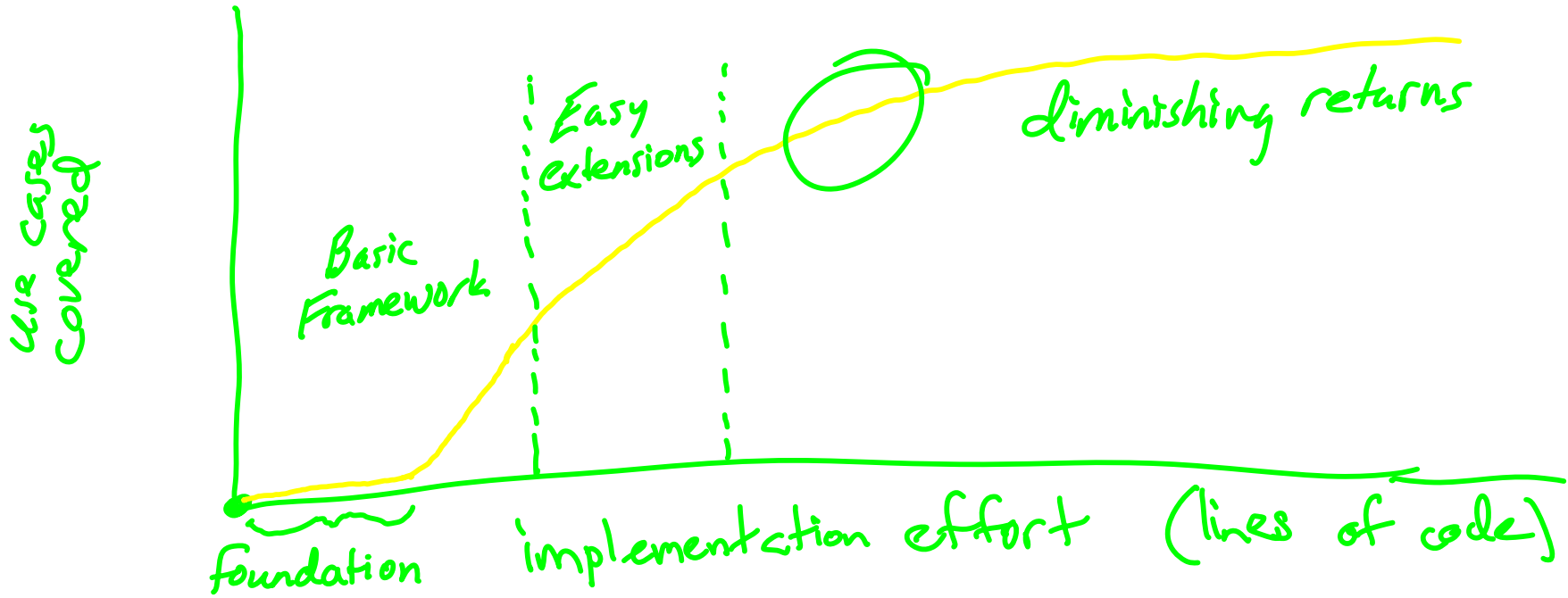
⇒ never finish --- never get started!

Ⓑ Think about the kinds of things that might be needed & ensure the design can support important ones

1. Brainstorm — a list of possible "use cases"
(stop when gets ridiculous)

2. evaluate competing designs & see how they would extend to support the use cases

3. decide on the most useful set of features & a supporting design



Survey Brainstorming: What if the survey designer wanted to...

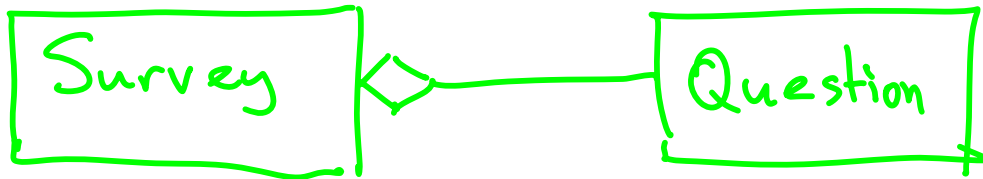
- useful {
 - add a picture to a question? ...an answer?
 - change a question from "choose one" to "select all that apply?"
- provide framework {
 - create a question where subject ranks responses?
 - next question depends on time/correctness?
 - next question depend on entire history of responses?
- user spec. problem {
 - have sections of the survey that could be skipped (mini-surveys?)
- interesting {
 - Req: ○ reorder answer choices?
 - present answers choices in a random order?
 - present questions in random order?
 - reorder the questions?
 - copy a question?

Decider interface

sections of the survey that could be skipped
(mini-surveys?)

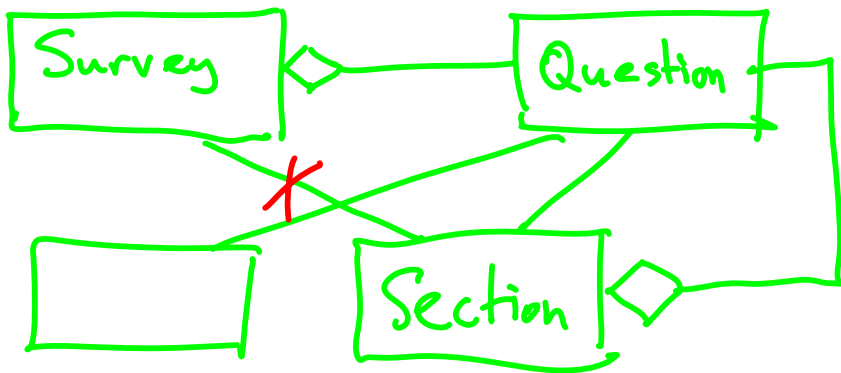


①



Simple, but doesn't support

②



③

