Scenario-Management

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Scenario Evolution

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Software as a chameleon artifact will have, more and more, a huge impact on the society as whole. Change in global terms will be a central issue, as we move to a world where the rules and processes are more and more dependent on software. As such, not only the society will demand that software be changeable, like it demands today, but the world itself will be changeable as software becomes pervasive in several day-to-day activities.

From the point of view of requirements engineering, I understand that a requirement baseline is fundamental to provide a basis for managing change in the software evolution process. The requirements baseline is an anchor in the universe of discourse and as such the communication channel with the world in which the software works.

A baseline evolves both from a maintenance time perspective as well as from a development time perspective. Thus, a requirement baseline has to be capable of evolving in two dimensions, in the interactions akin to the requirements definition and the interactions due to the reification of the client’s needs. Feedback is always present as a reaction to the availability of the software in the universe of discourse, which also changes due to the presence of software.

At PUC-Rio, we propose to integrate scenarios, an evolving description of situations in the environment, into a requirements baseline, making possible their evolution as well as the traceability of the different views of the requirements baseline. There are three important aspects of our proposal: use of scenarios as means for describing evolution, the vision that scenarios start from situations in the macrosystem, and the integration of their representation into a environment oriented towards hypertext navigation and configuration in management.