

Scenario: description of a situation in the application domain.
Syntax: Title + Goal + Context + {Resources}₁^N + {Actors}₁^N + {Episodes}₂^N + {Exceptions}

Title: identification of the scenario. In the case of a sub-scenario, the title is the same as the episode sentence (see below in the Episode definition), without the constraints.
Syntax: Phrase | ([Actor | Resource] + Verb + Predicate)

Goal: aim to be reached in the application domain. The scenario describes the achievement of the goal.
Syntax: [Actor | Resource] + Verb + Predicate

Context: composed by at least one of the following sub-components:
Geographical Location: physical set of the scenario.
Temporal Location: time specification for the scenario development.
Precondition: initial state of the scenario.
Syntax: {Geographical Location} + {Temporal Location} + {Precondition}
 where Geographical Location is:
 Phrase + {Constraint}
 where Temporal Location is:
 Phrase + {Constraint}
 where Precondition is:
 [Subject | Actor | Resource] + Verb + Predicate + {Constraint}

Resources: relevant physical elements or information that must be available in the scenario.
Syntax: Name + {Constraint}

Actors: persons, devices or organization structures that have a role in the scenario.
Syntax: Name

Episodes: set of actions that details the scenario and provides its behavior. An episode can also be described as a scenario.
Syntax (using partial BNF):
 <episodes> ::= <group series> | <episode series>
 <group series> ::= <group> <group> | <non-sequential group> | <group series> <group>
 <group> ::= <sequential group> | <non-sequential group>
 <sequential group> ::= <basic sentence> | <sequential group> <basic sentence>
 <non-sequential group> ::= # <episode series> #
 <episode series> ::= <basic sentence> <basic sentence> |
 <episode series> <basic sentence>
 <basic sentence> ::= <simple sentence> | <conditional sentence> | <optional sentence>
 <simple sentence> ::= <episode sentence> CR
 <conditional sentence> ::= IF <condition> THEN <episode sentence> CR
 <optional sentence> ::= [<episode sentence>] CR
 where <episode sentence> is described:
 (([Actor | Resource] + Verb + Predicate) | ([Actor | Resource] + [Verb] + Title)) + {Constraint}

Exceptions: usually reflect the lack or malfunction of a necessary resource. An exception hinders the achievement of the scenario goal. The treatment of the exception may be expressed through other scenario.
Syntax: Cause [(Solution)]
 where Cause is:
 Phrase | ([Subject | Actor | Resource] + Verb + Predicate)
 where Solution is:
 Title

Constraint: a scope or quality requirement referring to a given entity. It is an attribute of Resources, basic Episodes or sub-components of Context.
Syntax: ([Subject | Actor | Resource] + Must [Not] + Verb + Predicate) | Phrase

+ means composition, {x} means zero or more occurrences of x,
 () is used for grouping, | stands for or and [x] denotes that x is optional