

# Getting Started

- Our approach: independent of technology
- One specification, many manifestations
- Technology may change details, but not the overall concept or idea

## Workflow Overview

- Describe your application — both to yourself and to others
  - Prospectus
  - Specification
- Gather or create content — digital assets
- Compose the content — “source form”
- Deploy and enjoy!

# The Prospectus

- a.k.a. “white paper”
- The *prospectus* is a document that verbally describes your application
- Outline or narrative (prose) form, or both
- Whatever it takes to express your idea “in black and white”

## Key Points

- What information will you present?
- How will the information look? — this includes how information will be organized or sequenced
- In what ways can a user interact with your presentation?

# The Specification

- or, “the devil is in the details”
- The *specification* is a document that is essentially a paper version of your application
- Ideally, anyone who reads your specification should be able to create your application

## Analogies

<i>Film</i>	<i>Music</i>	<i>Multimedia</i>
script	melody	prospectus
storyboard	score	specification
movie	performance	application

# What's in a Specification?

- No hard rules; the primary guideline is “whatever is needed to build the application as envisioned”
- Frequently-used elements:
  - sequence, flow, or outline
  - branches, choices
  - display mock-ups
- The prospectus and specification are means to an end, which is of course your multimedia application
- These documents tend to be most useful when working as a team, but still have value when you are working on your own
- Creating these documents allows you to describe your application independently of the technology that you will use