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

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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