

### Charters

|                          |                                                                                                       |
|--------------------------|-------------------------------------------------------------------------------------------------------|
| Timeboxed                | Set time limit to avoid getting lost                                                                  |
| design tests             | BVA ,Decision Tables, state diagram etc                                                               |
| Execution                | Execute right away                                                                                    |
| Question to answer       | Interaction and test activities                                                                       |
| Template                 | Target, Resources,Information                                                                         |
| Should be inline         | Implicit expectation, goals, questions,existing artifacts,new realizations and discoveries,nightmares |
| Night mare headline game | Stage, headlines, big risk, causes, explore causes                                                    |

### Evaluate results

|                 |                                                                                      |
|-----------------|--------------------------------------------------------------------------------------|
| Never an Always | rules,must always work,ilities                                                       |
| Core            | customers and purpose,short sale pitch for it, alternative paths ,Must have features |
| Quality         | Accuracy,Reliability, Security, availability, usability, accessibility               |
| Risks           | Things that can harm customers                                                       |
| Approx-imation  | range, characteristics, conditions, invert results                                   |

### Variables

|                                                      |
|------------------------------------------------------|
| Out of steam questions                               |
| Review and ask more                                  |
| beginning, middle, end                               |
| too big, too small, just right                       |
| some , none, call                                    |
| starve resrouces                                     |
| too soon, too late, too much, too little             |
| wrong direction                                      |
| right thing, wrong object                            |
| cut corner, restrictive, no long apply, careless     |
| near miss, accident, latent failure                  |
| missing instructions, interruption, illogical design |

### Observation

|                        |                                                  |
|------------------------|--------------------------------------------------|
| The details            | Look past expectation and hope to find           |
| Make invisible visible | Logs, consoles, storage alerts,requests, network |
| Alert for subtle cues  | Seeing ,hearing, touching                        |

### Variables

|                       |                                                                                                      |
|-----------------------|------------------------------------------------------------------------------------------------------|
| Obvious               | Obvious and fractal in nature                                                                        |
| Subtle                | Not intended to be changed or used                                                                   |
| Indirectly accessible | controlled indirectly                                                                                |
| Identifying variables | count, position, format, files, storage, size, depth, timing, frequency, duration, Input, navigation |

### Vary Sequences and Interactions

|                   |                                                          |
|-------------------|----------------------------------------------------------|
| Noun and verbs    | choose random pair                                       |
| Random navigation | What are all ways formullar for same action              |
| Personas          | Try imagining different user situations and skill levels |



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