Approche conceptuelle d’un système mobile et distribué : De l’environnement dans le Design

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1 Analyse de l’environnement

2 Analyse des besoins

Scénarios d’utilisation

“The race documentation system runs on a user’s PDA and allows her/him to follow the regatta in real-time. The PDA provides manipulation tools, and a map of the race area where the racing ships are regularly re-located. The user may be interested in several ships, or alternatively by other user interests, to set her/his own area of interest. If she/he is interested in a specific ship, information (year, name, crew and pictures) and real-time data (location, speed and heading) on this ship are provided. When being close enough to the race area, the user takes and shares ships pictures with other users.”

Tâches

Arbre des tâches situé

3 Prototypage du client

4 Déploiement de l’architecture