Cheat Sheet for Event-Storming Big Picture Workshop

The following document describes a pragmatic "cheat sheet" for event-storming workshops. The information refers to the (highly recommended) book by the event-storming "inventor" Alberto Brandolini: Brandolini, A. (2015). Introducing EventStorming. Leanpub. https://leanpub.com/introducing-eventstorming

Requirements on the location

- Sufficiently long wall (5m) or at least 3 Metaplan walls next to each other
- Assorted Post-Its (see below) "super sticky" preferred
- Fruit and drinks
- Chairs and tables cleared away if possible participants need (a) space to move around, and should (b) not be able to sit down directly (at least not in front of the event storming wall).
 Discussions should take place while standing.

Legend

The legend should be written to a whiteboard. Just one sticky type at a time, otherwise you confuse people. The following sequence describes the usual steps for a "Big Picture" workshop.

1. Domain Events

Item added to cart

- Event before / during / after use of the IT system
- Verb in the past tense
- Relevant to domain experts
- Chronological order!

2. Hot Spots

How is the tax deter-mined?

- Pressing questions
- Inconsistencies
- Don't look for them just note them if you consider them important!

3. Enforcing timeline

Order the domain events so that they signify a sequential flow of events.



4. Pivotal Elements



- The few most significant events in the flow
- Often the events with the highest number of domain experts interested

5. Actors



- can be concrete people or roles
- event something like "angry customer" may help

6. Systems

Partner Management System

- IT system outside our own control
- can belong to another company (e.g. credit card system)
- can also be internal, but outside scope of our project

7. Tell the story (narrator)

Let the teams tell the story. Switch at pivotal elements.

8. Opportunities



- Mark ideas that may be beyond your scope right now
- Candidates for future developments and releases

Cheat Sheet for Design-Level Workshop

Sometimes it makes sense to continue into the design level with the event storming approach. Those relevant stickies to be used there.

1. Commands



- Can come from user, system, domain event, or unspecified
- Can be directed at a system or aggregate
- Present tense, imperative

2. Aggregates

Product

- Aggregate as in the DDD sense
- "Important domain business object"
- don't try to be "final" in naming that can come later