**Components of Six-Part Scenario**

A concrete description of the scenario in terms of

1. the condition that affects the system *[stimulus]*
2. the activity that results from the stimulus *[response]*
3. the entity that generated the stimulus *[source of stimulus]*
4. the condition under which the stimulus occurred *[environment]*
5. the artifact that was stimulated *[artifact stimulated]*
6. the measure by which the system’s response will be evaluated *[response measure]*

From Barbacci, Mario R., et al. *Quality Attribute Workshops (QAWs), Third Edition* (CMU/SEI-2003-TR-016). Software Engineering Institute, Carnegie Mellon University, 2003.

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