



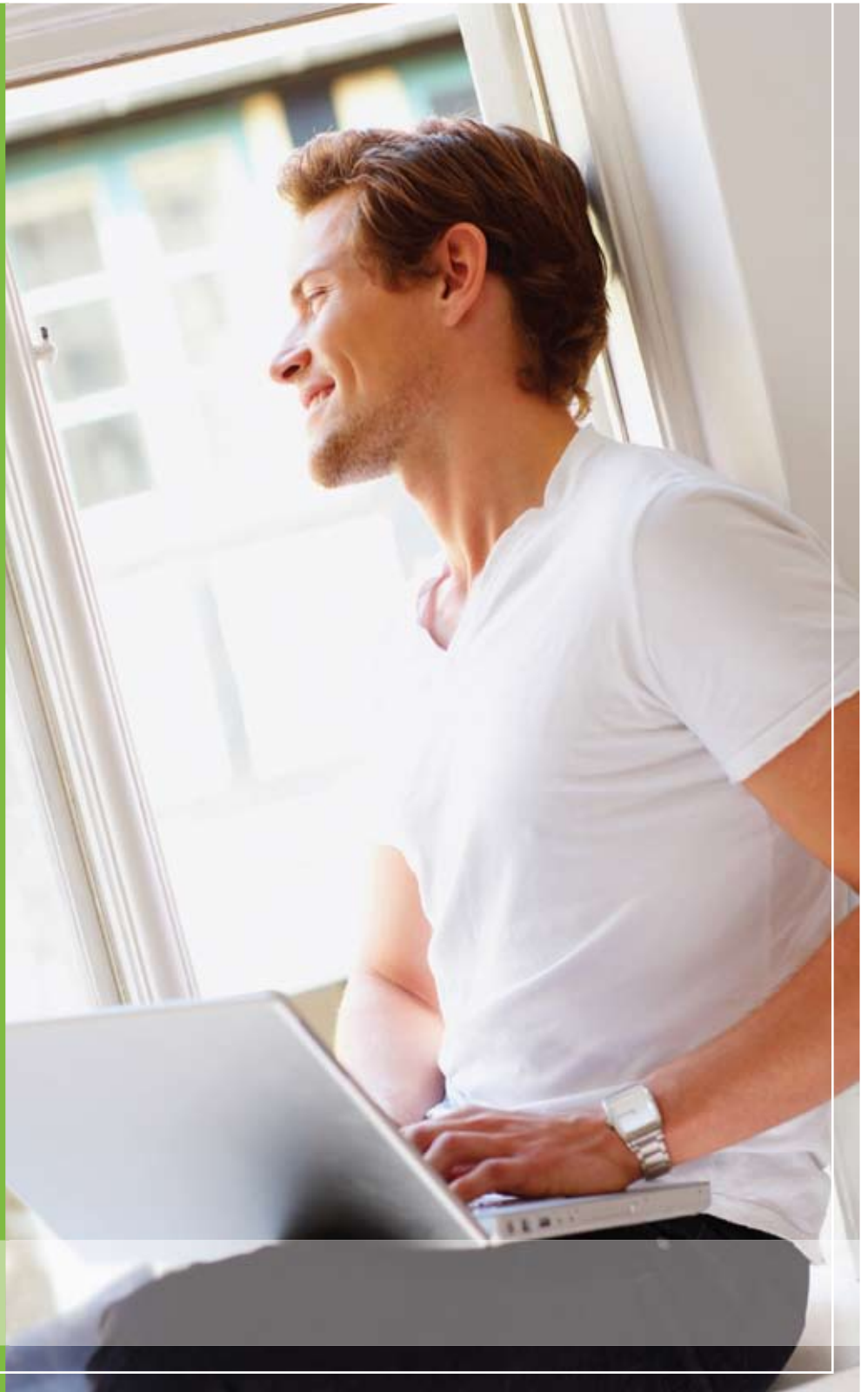
**SCREEN  
ARCHITECT**

**DESIGN – MODEL – SHARE**

Screen Architect enables rapid prototyping of User Interfaces with automatic integration into the analysis model.

A prototyping tool specifically developed to allow rapid prototyping of User Interfaces; Screen Architect is a plug-in to the popular UML CASE tool Enterprise Architect allowing traceability between screen elements, requirements and the underlying analysis model.

It has easy to use functionality, seamless integration with Enterprise Architect and offers great value for money.



Integrates with:



# What for?

## QUICKLY DEVELOP SCREEN MOCK-UPS

Combining a Visual Studio style workspace with the ease of use of Enterprise Architect enables users to quickly develop screen mock-ups and generate HTML prototypes that can be stepped through with the client and other users. Create wireframe diagrams or realistically designed screen mock-ups with minimal fuss and hassle.



DESIGN SCREEN

## ENSURE TRACEABILITY BETWEEN THE ANALYSIS MODEL AND YOUR PROTOTYPES

By prototyping your software application User Interface, you allow users the ability to interact with the prototyped design, picking any problems or misunderstandings up early within the software development process. Through Screen Architects unique integration with Sparx Systems' Enterprise Architect, screen designs and elements are automatically converted into UML elements ready for the Business or Systems Analyst to use within the analysis model. This integration allows traceability between the prototype (screen design) and the analysis model.

## SIMPLY AND EASILY VERIFY YOUR USER INTERFACE REQUIREMENTS

The ability to quickly generate a working HTML prototype allows usability of the screen design to be tested prior to spending large amounts of time and effort developing a real-life working prototype. HTML prototypes can be saved and distributed to users for review and feedback or used to verify requirements in user workshops. Changes and updates to the screen designs can be made quickly and easily and updated prototypes again generated.

## ATTACH NOTES AND REQUIREMENTS TO YOUR PROTOTYPE ELEMENTS

By utilising the integration with Enterprise Architect, notes, requirements and additional information can be added to screen elements and automatically generated into RTF or HTML documentation.

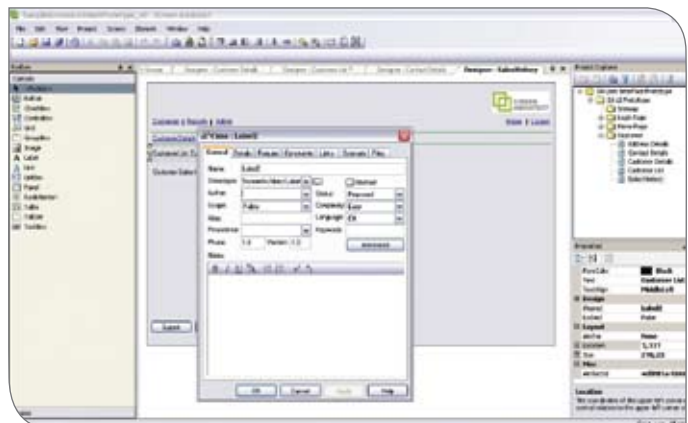
# Who?

## DESIGNERS

Instead of spending a lot of time developing your Graphical User Interface prototypes by cutting HTML, you can quickly and easily create prototypes with Screen Architect that can be used by clients, users and developers.

## INFORMATION ARCHITECTS

Model the information flows between screens and automatically generate your documentation. Information Architects will be keen to make use of the Enterprise Architect and Screen Architect integration. This integration allows greater detail to be modelled and added to the information design.



ELEMENT PROPERTIES

## BUSINESS ANALYSTS

Use Screen Architect to develop wireframes for your use case specifications. Additionally, utilise the features of Enterprise Architect to document requirements, constraints and any additional information against the screen elements created.

# Why?

## SAVE TIME

By utilising Screen Architect on your software projects you can reduce prototyping time, through the use of simple and easy to use features.

Screen Architect allows reuse of design elements and groups of design elements across multiple content areas. Simple to use prototyping features make User Interface prototyping extremely quick and efficient.



HTML PROTOTYPE

## REDUCE COST

Because of the integration between Screen Architect and Enterprise Architect, cost is reduced through reuse of elements across both the screen design and the analysis model. Additionally, by having the ability to Validate User interface requirements early in the software development process, issues will be identified and fixed, minimising rework and reducing wastage.

## INCREASE QUALITY

Screen Architect, through the prototyping process, allows a better User Interface to be developed, which in turn reduces rework and means the team will have fewer problems with the end user software product.

The traceability between screen elements and UML models allows changes and alterations to the software model or User Interface to be highlighted and required updates are not missed.

# Key Features

- **Support for rapid User Interface (UI) modelling and screen design** including drag and drop 'out of the box' UI elements and components that adhere to existing standards;
- **Application structure and navigation modelling** using visual mapping and linking techniques commonly employed by information architects;
- **Support for documenting an organisations given UI standards** that could then be leveraged to create reusable UI templates within a prototype;
- **Support for comprehensively describing and documenting UI design elements** in the same manner supported by EA, including element descriptions, associated business requirements and rules;
- **Capability to generate prototype specifications** either as RTF documents or published HTML pages for incorporation with software design specifications;
- **Integration with UML models** maintained in EA including use cases, activity diagrams and class models;
- **Capability to generate standalone prototypes in HTML** (or similar) format for demonstrating application design concepts such as application structure, navigation, look and feel and business requirements. This would enable end users as well as developers to 'walk through' a proposed application in conjunction with reading the associated requirements and design specifications.

# System Requirements

## SCREEN ARCHITECT V1.0 REQUIRES:

### Windows Version:

- Intel® Pentium® processor (or better)
- Microsoft® Windows 98 SE, Windows NT® 4.0 with Service Pack 5, Windows 2000, Windows XP or Windows 2003
- Microsoft .Net Framework 2.0
- 128 MB of RAM (256MB or higher recommended)
- 70 MB of available hard-disk space
- 800\*600 (1024x768 or higher recommended)

### Enterprise Architect version 6.5 or later for Windows:

- Professional Edition
- Corporate Edition

The Desktop Edition of Enterprise Architect is not supported.



Download your FREE trial at:  
[www.screenarchitect.com](http://www.screenarchitect.com)