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## ABSTRACT

Software projects reserve time for the initial activity of describing requirements and a vision statement. The length and depth of the content might vary depending on the chosen software process. The pace of requirement changes and business vision alterations presents an issue for software engineers. Based on the empirical CHAOS study by the Standish Group, the concepts of agile development, in combination with modern object-oriented technologies, are the ingredients for project success. This study presents how a vision can be documented during OOSE. To judge the effectiveness of the vision, three popular object-oriented methodologies, XP, RUP and SCRUM are introduced.

Because object-oriented software development makes use of visual techniques, the report investigates how visual notations such as UML may be appropriate to improve the content of business vision documentation, in particular the scope, context problem, goals, stakeholders and features.

To measure the effectiveness of the visual notation, this dissertation presents criteria and collects results from expert interviews and questionnaires in the field of business vision documentation. The questions are based on a case study vision document that has been created in textual and visual form.

The results were analyzed and reveal that visual vision modeling is a complementary activity, which can in some cases replace existing sections in business vision documents.

The report concludes with guidelines and recommendations to produce effective business vision documents for object-oriented software engineering.