Consider the problem of Internet shopping. Everyone wants to save time and money by shopping on the Internet rather than going to a store to shop. Entrepreneurs want to make money by eliminating the costs of a physical store. But what does it mean to shop? For this homework, consider the domain of food shopping.

Do the following:

- Develop a basic root concept for this problem including an initial analysis of the stakeholder groups.
- Develop at least one basic hypothetical primary stakeholder and as many others as needed.
- Using your own and others' experiences buying food at a store, write one problem scenario that illustrates something interesting in the problem domain from the point of view of the primary stakeholder and write a problem claim that arises from the scenario.

In addition to the textbook Virtual Science Fair Case Study, you might read other case study problem scenarios and problem claims at the Usability Case Study website at [http://ucs.ist.psu.edu](http://ucs.ist.psu.edu). This is a website maintained by the textbook authors and contains (mostly) real world examples of using SBD to design user interfaces. Click on the Case Studies tab in the left column. The Garden-com case study is the most developed and most related to the on-line grocery store problem. Problem scenarios and problem claims are under Requirements Analysis.

There is no "right" answer for this assignment, but your scenario and claim should follow the general format and level of detail of the case study and examples in Chapter 2.

On Thursday, we will discuss and compare your scenarios and claims in class.