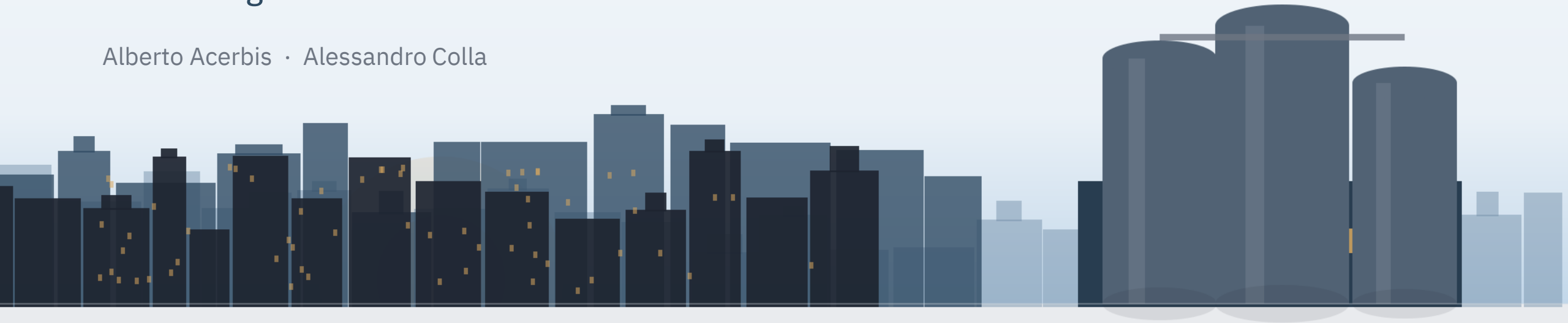


Spec-Driven Development

Redefining the Software Architect in the AI Era

Alberto Acerbis · Alessandro Colla



<https://github.com/BrewUp/DWX26>

The Promise

AI promises to make software development easier.
The hard part is making intent survive generation.

We believe the first sentence.

This talk is about the second.

A new BrewUp feature

feature request

Implement order confirmation for BrewUp.

An order can be confirmed when:

- the customer payment has been authorized;
- all requested beers are available in the warehouse.

When the order is confirmed, reserve the stock.



Sales

commercial commitment



Warehouse

physical stock



Payment

authorization · new for this story

The generated feature

Polished, compiles, tests green.

SalesOrder

SalesOrder

```
├─ PaymentAuthorizationId?  
├─ StockReservationId?  
└─ ConfirmOrder(...)
```

also generated:

- + SalesOrderConfirmed event
- + ReserveItemStock command
- + handlers, read models, tests

SalesOrder.cs

```
internal void ConfirmOrder(  
    PaymentAuthorizationId paymentAuthorizationId,  
    StockReservationId stockReservationId,  
    Guid correlationId)  
{  
    RaiseEvent(new SalesOrderConfirmed(  
        new SalesOrderId(Id.Value),  
        paymentAuthorizationId,  
        stockReservationId,  
        correlationId));  
}
```

The generated feature

Compiles and tests are green. --> 39 files touched with 14 new files

Just one commit

Commit

Changes

File Tree

AUTHOR



Alessandro Colla eglathon@gmail.com

25 June 2026 at 15:30:48 CEST

REFS

no_sdd



origin/no_sdd

SHA

bcae7c3bd7eb203cbf1fe61b91f7f1a499564fd0

PARENTS

[cddf40](#)

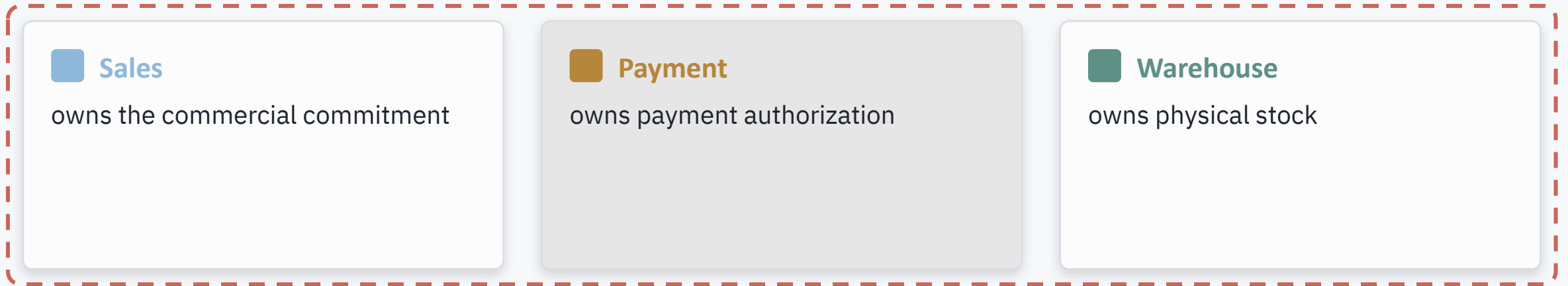
feat: implement order confirmation

- + src/BrewUp.Shared/DomainIds/PaymentAuthorizationId.cs
- + src/BrewUp.Shared/DomainIds/StockReservationId.cs
- M src/BrewUp.Shared/ExternalContracts/Sales/SalesOrderJson.cs
- M src/BrewUp.Shared/Helpers/OrderState.cs
- M src/BrewUp.Shared/Messages/Events/Sagas/RequestBeersAvailabilityChecked.cs
- M src/BrewUp.Shared/Messages/Events/Sagas/SagaSalesOrderAvailabilityCheckedIntegrationEvent.cs
- M src/Sagas/BrewUp.Sagas.Domain/Entities/SalesOrderSaga.cs
- M src/Sagas/BrewUp.Sagas.Domain/Orchestrators/SalesOrderSagaOrchestrator.cs
- M src/Sagas/BrewUp.Sagas.ReadModel/EventHandlers/SagaSalesOrderAvailabilityCheckedEventHandler.cs
- M src/Sagas/BrewUp.Sagas.SharedKernel/Messages/Events/SagaCustomerBudgetVerified.cs

- M src/Sagas/BrewUp.Sagas.SharedKernel/Messages/Events/SagaSalesOrderAvailabilityChecked.cs
- + src/Sagas/BrewUp.Sagas.Tests/Orchestrators/SalesOrderSagaDecisionReferenceTests.cs
- + src/Sales/BrewUp.Sales.Domain/CommandHandlers/ConfirmSalesOrderCommandHandler.cs
- M src/Sales/BrewUp.Sales.Domain/DomainHelper.cs
- M src/Sales/BrewUp.Sales.Domain/Entities/SalesOrder.cs
- M src/Sales/BrewUp.Sales.Facade/Acl/SagaSalesOrderAvailabilityCheckedIntegrationEventHandler.cs
- M src/Sales/BrewUp.Sales.ReadModel/Dtos/SalesOrder.cs
- + src/Sales/BrewUp.Sales.ReadModel/EventHandlers/SalesOrderConfirmedEventHandler.cs
- M src/Sales/BrewUp.Sales.ReadModel/SalesReadModelHelper.cs
- M src/Sales/BrewUp.Sales.ReadModel/Services/ISalesOrderService.cs
- M src/Sales/BrewUp.Sales.ReadModel/Services/SalesOrderService.cs
- M src/Sales/BrewUp.Sales.SharedKernel/Enums/SalesOrderStatus.cs
- + src/Sales/BrewUp.Sales.SharedKernel/Messages/Commands/ConfirmSalesOrder.cs
- + src/Sales/BrewUp.Sales.SharedKernel/Messages/Events/SalesOrderConfirmed.cs
- + src/Sales/BrewUp.Sales.Tests/Domain/ConfirmSalesOrderSuccessfully.cs
- + src/Sales/BrewUp.Sales.Tests/Facade/SagaSalesOrderAvailabilityCheckedIntegrationEventHandlerTests.cs
- + src/Sales/BrewUp.Sales.Tests/ReadModel/SalesOrderConfirmedEventHandlerTests.cs
- + src/Warehouse/BrewUp.Warehouse.Domain/CommandHandlers/ReserveItemStockCommandHandler.cs
- M src/Warehouse/BrewUp.Warehouse.Domain/DomainHelper.cs
- M src/Warehouse/BrewUp.Warehouse.Domain/Entities/Availability.cs
- M src/Warehouse/BrewUp.Warehouse.Facade/Acl/RequestBeerAvailabilityRaisedEventHandler.cs
- M src/Warehouse/BrewUp.Warehouse.ReadModel/EventHandlers/ItemStockAddedEventHandler.cs
- + src/Warehouse/BrewUp.Warehouse.ReadModel/EventHandlers/ItemStockReservedEventHandler.cs
- M src/Warehouse/BrewUp.Warehouse.ReadModel/ReadModelHelper.cs
- + src/Warehouse/BrewUp.Warehouse.SharedKernel/Messages/Commands/ReserveItemStock.cs
- + src/Warehouse/BrewUp.Warehouse.SharedKernel/Messages/Events/ItemStockReserved.cs
- + src/Warehouse/BrewUp.Warehouse.Tests/Domain/ReserveItemStockSuccessfully.cs
- + src/Warehouse/BrewUp.Warehouse.Tests/Facade/RequestBeerAvailabilityRaisedEventHandlerTests.cs
- + src/Warehouse/BrewUp.Warehouse.Tests/ReadModel/ItemStockReservedEventHandlerTests.cs

Would you approve this PR?

One aggregate, three authorities



DDD speaking, Payment is implicit and not explicit.

The right nouns, invented evidence

The references look right. The evidence is manufactured by the workflow.

```
where the ids come from?
```

```
// saga
```

```
new PaymentAuthorizationId(correlationId.ToString());
```

```
// warehouse ACL
```

```
new StockReservationId(Guid.CreateVersion7().ToString());
```

● An id — but no Payment authorization decision

● An id — but no Warehouse reservation lifecycle

**An identifier is not evidence unless the owning authority produced the decision it refers to.
it refers to.**

One transaction?

Authorize payment
+
Reserve stock
+
Confirm Sales Order
=

One transaction?

Payment authorized
Stock reservation failed

Several policies are plausible. None is correct until someone with domain authority decides.

Availability is not a durable fact

Order A	Order B
check: available	check: available
\	/
reserve	

Reserve first → payment fails → ~~stock~~ **remains held**

The simple Confirm() method is a distributed business process.

A longer prompt?

Conversation A

prompt v1

Conversation B

prompt v2

Conversation C

prompt v3

**Synchronized copy and paste is not governance.
Every new session does not consider previous ones.**

From prompting to engineering discipline.

Used in this story

Constitution → specify → clarify → plan → task → implement

Prompt versus specification

Prompt	Specification
Requests an output	Records a decision
Lives in a conversation	Lives with the system
May be copied	Is referenced and checked
Invites assumptions	Makes constraints explicit

A prompt asks for an output.

A specification records decisions that subsequent outputs must respect.

spec.md

Language and ownership become durable.

/speckit.specify · Ubiquitous Language

Sales Order

A commercial commitment
made by a customer.

Payment Authorization

An outcome produced by Payment.

Stock Reservation

An outcome produced by Warehouse.

memory · Bounded Context Rules

BC-004

Payment Authorization is produced by
Payment. Sales stores the id as evidence.

BC-006

Stock Reservation is produced by
Warehouse. Sales stores the id as evidence.

BC-011

The agent MUST NOT invent timeout,
retry, expiry, void or release policy.

Where humans must decide

```
/speckit.clarify
```

1. Confirmation sequencing (OQ-1 / FR-010)
2. Payment authorized but stock not reservable (OQ-2 / FR-011)
3. Partial reservation and the confirmation invariant (OQ-3)

The agent may identify the ambiguity. ambiguity.

The domain expert must resolve it. resolve it.

The specification must preserve the resolution.

Let's plan and watchout for tokens cost!

```
/speckit.plan
```

This is the moment where we choose the tech stack and we create the implementation plan

As per /specify, we suggest to use a powerful frontier model to generate the plan

Create the tasks list

```
/speckit.task
```

```
Generate actionable task lists for implementation
```

```
Also, here we prefer to use a powerful frontier model
```

Start to code

```
/speckit.implement
```

Execute all tasks to build the feature according to the plan

We can use a very cheap model because it just has to write code following strict rules

What is the result?

Show me the code!

Behaviour before mechanism

Specification	Plan
What must happen?	How is it coordinated?
Who owns the decision?	Which component coordinates?
Which outcomes are valid?	Events, retries, process manager?
What happens on failure?	Which technical mechanism?

SDD prevents technical design from silently inventing domain behaviour.

AI is not your senior architect. It's a very fast junior with no memory of your business, no taste, and no shame.

The implementation still violated the specification

It has the two references we asked for — but the workflow manufactured them.

```
// saga
var paymentAuthorizationId =
    new PaymentAuthorizationId(
        correlationId.ToString());

// warehouse ACL
StockReservationId stockReservationId =
    new(Guid.CreateVersion7().ToString());

reserveCommands.Add(new ReserveItemStock(...));
```

Invented evidence

Payment did not produce the authorization. Warehouse did not define a reservation lifecycle. The id was minted, not earned.

Make architectural drift visible

```
/speckit.analyze
```

CRITICAL – Invented external decision evidence

PaymentAuthorizationId and StockReservationId are recorded, but their domain meaning is not produced by the owning authorities recorded in the specification.

- BC-003 Payment owns authorization outcomes.
- BC-004 Payment Authorization is produced by Payment.
- BC-006 Stock Reservation is produced by Warehouse.
- BC-007 Warehouse owns physical stock and reservations.
- BC-011 The agent must not invent reservation lifecycle, timeout, retry, void or release policy.

SDD does not guarantee obedience. It makes architectural drift inspectable.

New requirement

Approved wholesale customers may order using using pre-approved payment terms.

No immediate payment authorization is required.

- _____
- _____
- _____
- _____

What changes first?

The specification changes first — and shows the blast radius.

A Specification

B Plan

C Code

```
spec.md · Confirmation Policy
```

Confirmed when:

- stock has been reserved
- either payment is authorized
or valid payment terms are recorded.

```
/speckit.analyze · after the change
```

HIGH — Requirement no longer covered

Task T-18 requires `PaymentAuthorizationId` for every Sales Order confirmation.
The evolved spec allows `PaymentTermsApprovalId` for eligible wholesale customers.

The architect as context governor

Still necessary	More explicit with agents
Designing components and boundaries	The same boundaries, encoded as decision authority
Communicating decisions	Decisions made persistent and checkable
Reviewing the design and the code	Reviewing the whole artifact chain
Resolving ambiguity during implementation	Exposing ambiguity before execution

Not deterministic output — verifiable decisions.

The architect designs the context within which the AI is allowed to operate.

A prompt describes a task.

A specification records a decision.



Architecture makes those decisions survive implementation.

The prompt described the workflow.



The specification defined who had the authority to perform it.

Thanks!



 aacerbis
 alberto.acerbis@intre.it



 alessandrocolla
 alessandro.colla@evoluzione.agency

