

The Starbucks Mobile App





<http://www.starbucks.com/coffeehouse/mobile-apps>

Mobile Applications

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Starbucks for Android
Our app for Android is finally here.

Starbucks Card Mobile
It's the fastest way to pay.

Mobile Applications
Two iPhone apps from Starbucks

Starbucks Coffee

Create a little extra time in your
day,

with the Starbucks card mobile app.

It's the fastest way to pay for your
drink.

View and reload your Starbucks card
balance,

and even check your My Starbucks
Rewards Stars.

So now you'll have more time to
relax.

Get to work,
walk the dog,

or just enjoy your coffee even more.

Just scan
and go.

Starbucks card mobile app,
it's the fastest way to pay.

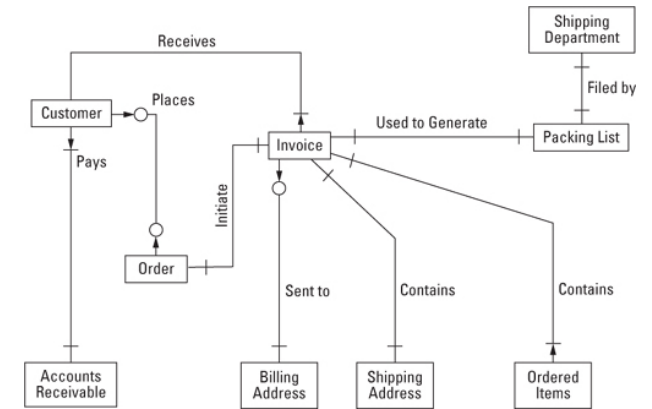
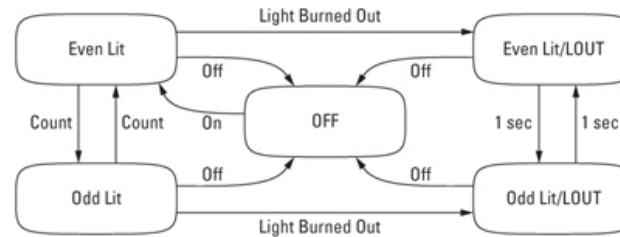
Starbucks Coffee
Get it for iPhone or Blackberry.



As a <role>,
I can <activity>
So that <business value>

Details in discussion
between PO and team

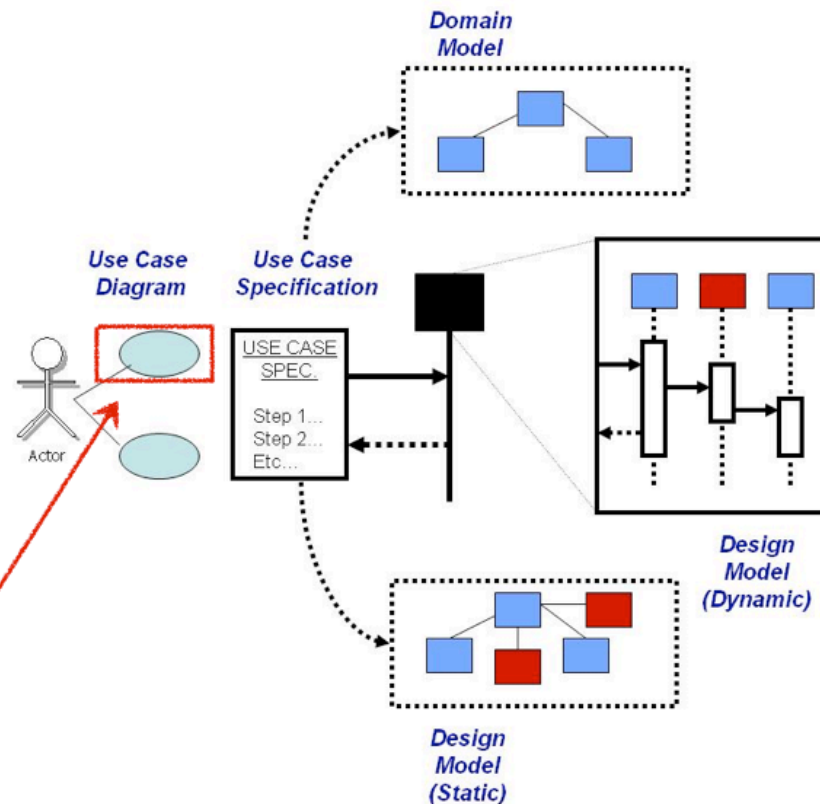
- A list of what will make the story acceptable to the product owner



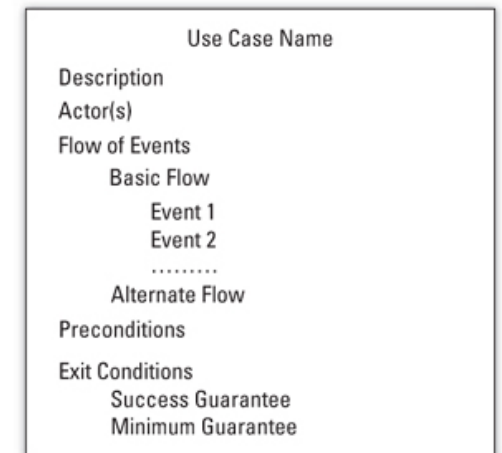
Set SUM(X)=0
FOR each customer X
IF customer purchased paid support
AND ((Current month) >= (2 months after ship date))
AND ((Current month) <= (14 months after ship date))
THEN Sum(X) = Sum(X) + (amount customer paid)/12
END



Activity --> Use Case



Use Case Scenario Realized
as Domain & Design Models



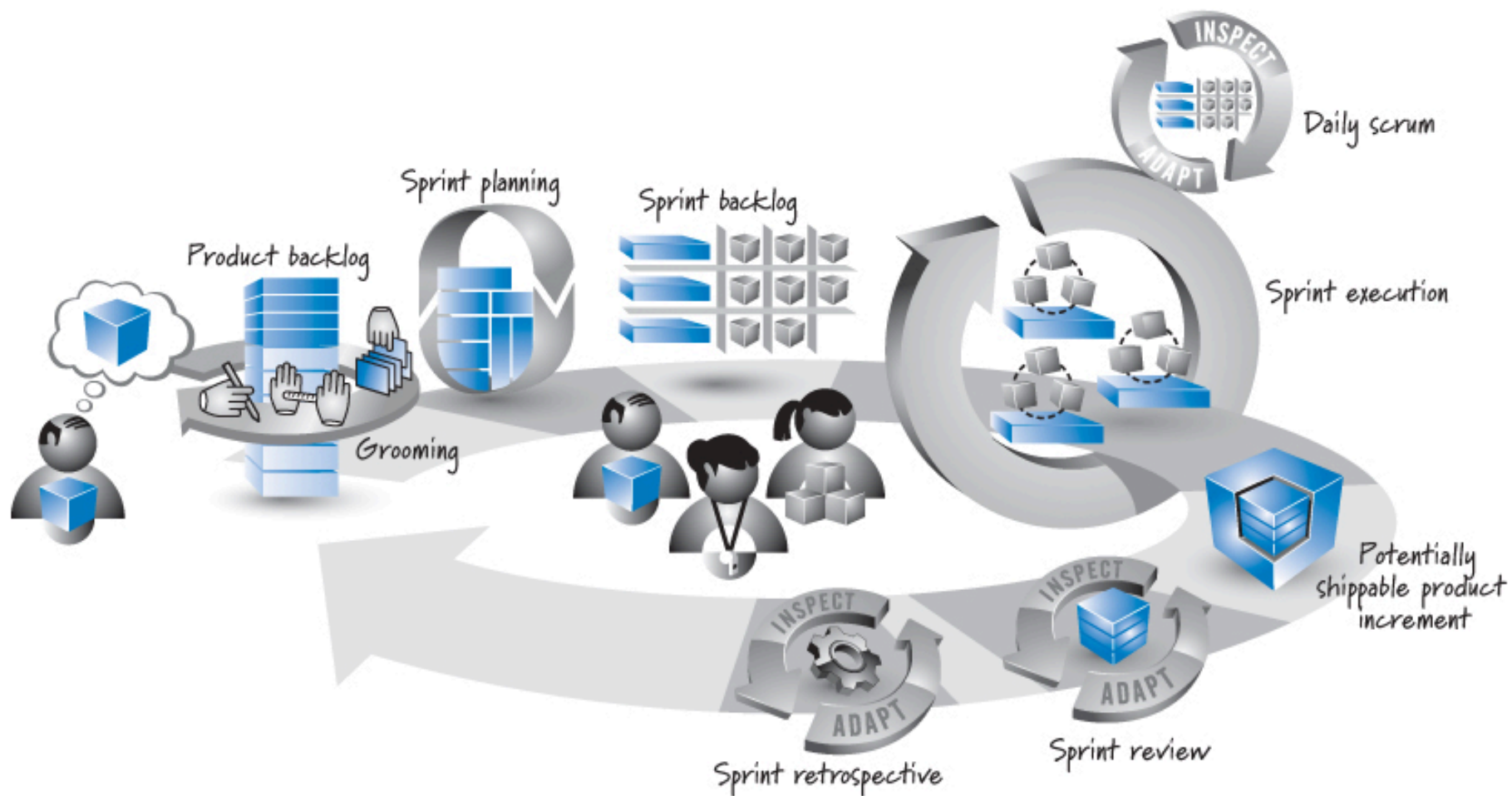


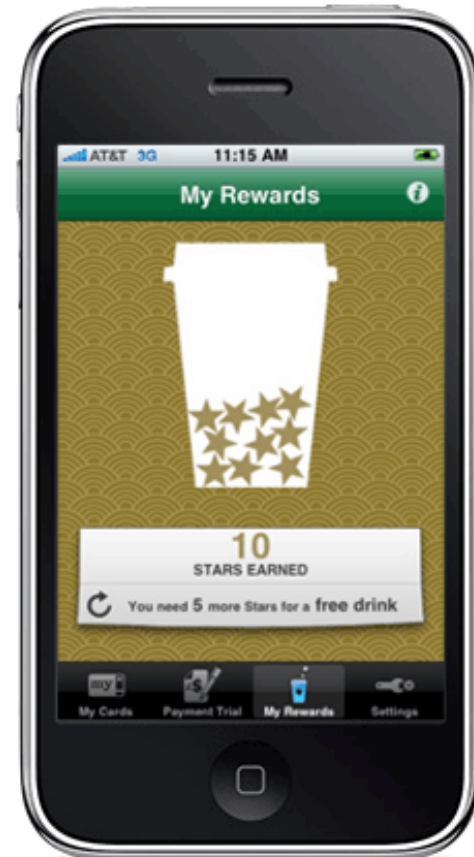
Figure 2.3. Scrum framework

Product Backlog

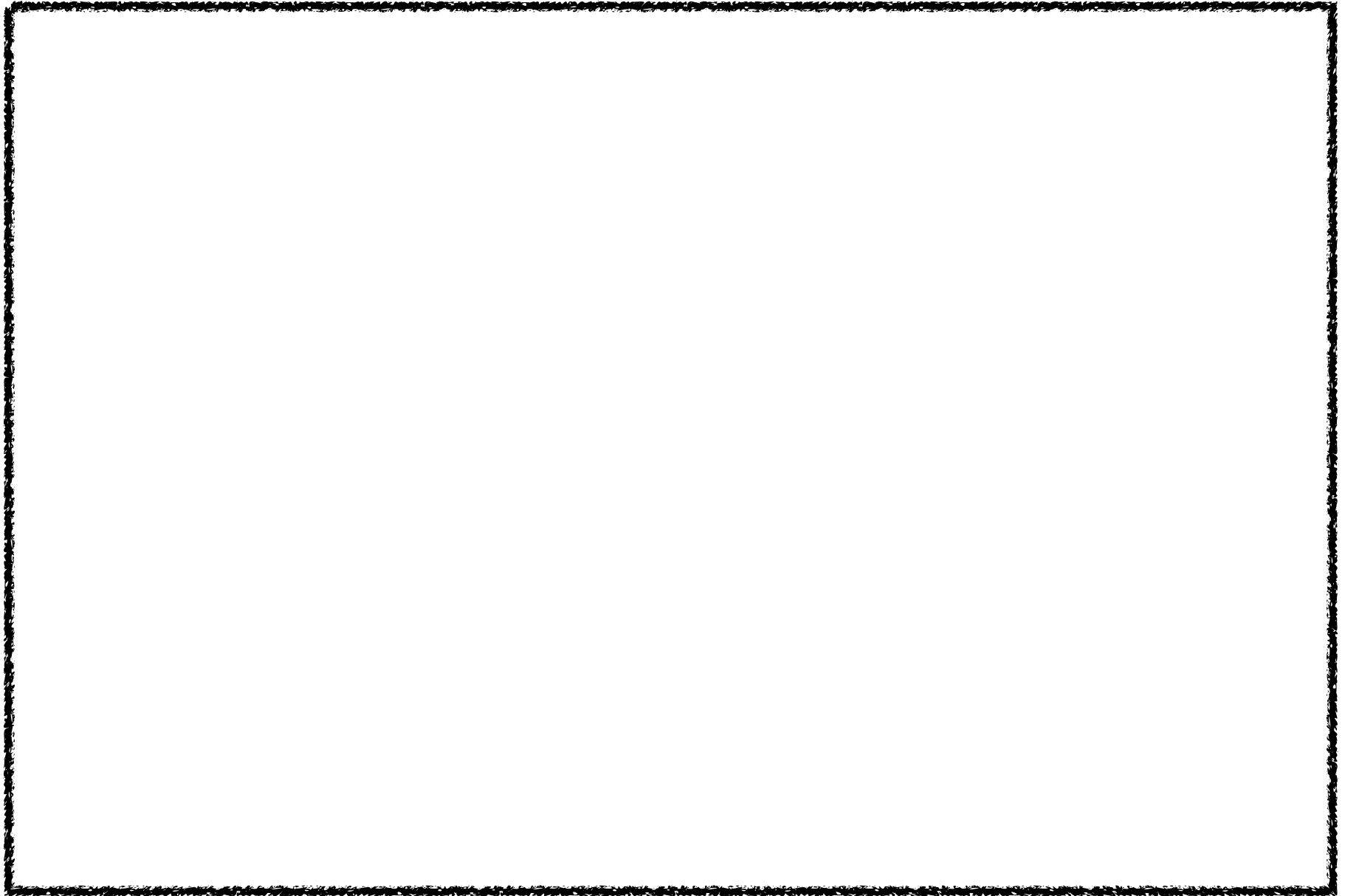
Backlog Item	Importance
Authenticate with a personal pin	100
View Current Balance on Primary Card	100
Pay with Primary Card	100
Check Balance on Card	90
Add Additional Cards	90
Reload Card	90
Enable/Disable Payments	90
Find Starbucks Store	50
Setup Rewards	80
View Recent Transactions	50

Draft a Story Map

- For the iPhone Starbucks App

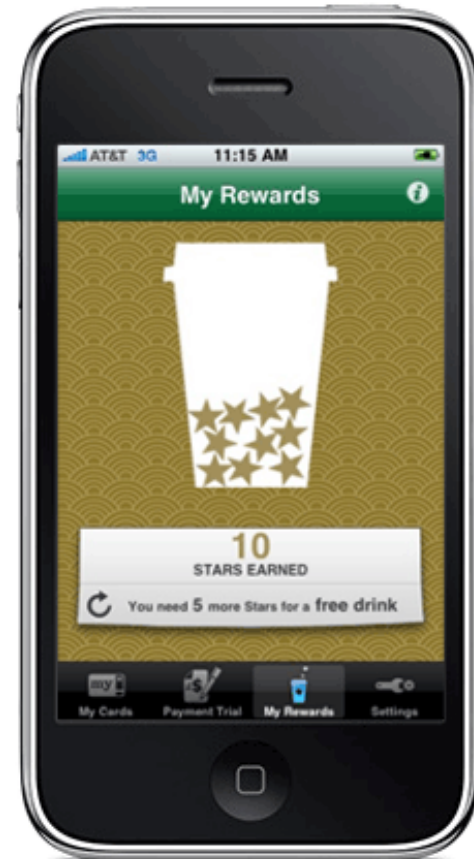


User Story Map

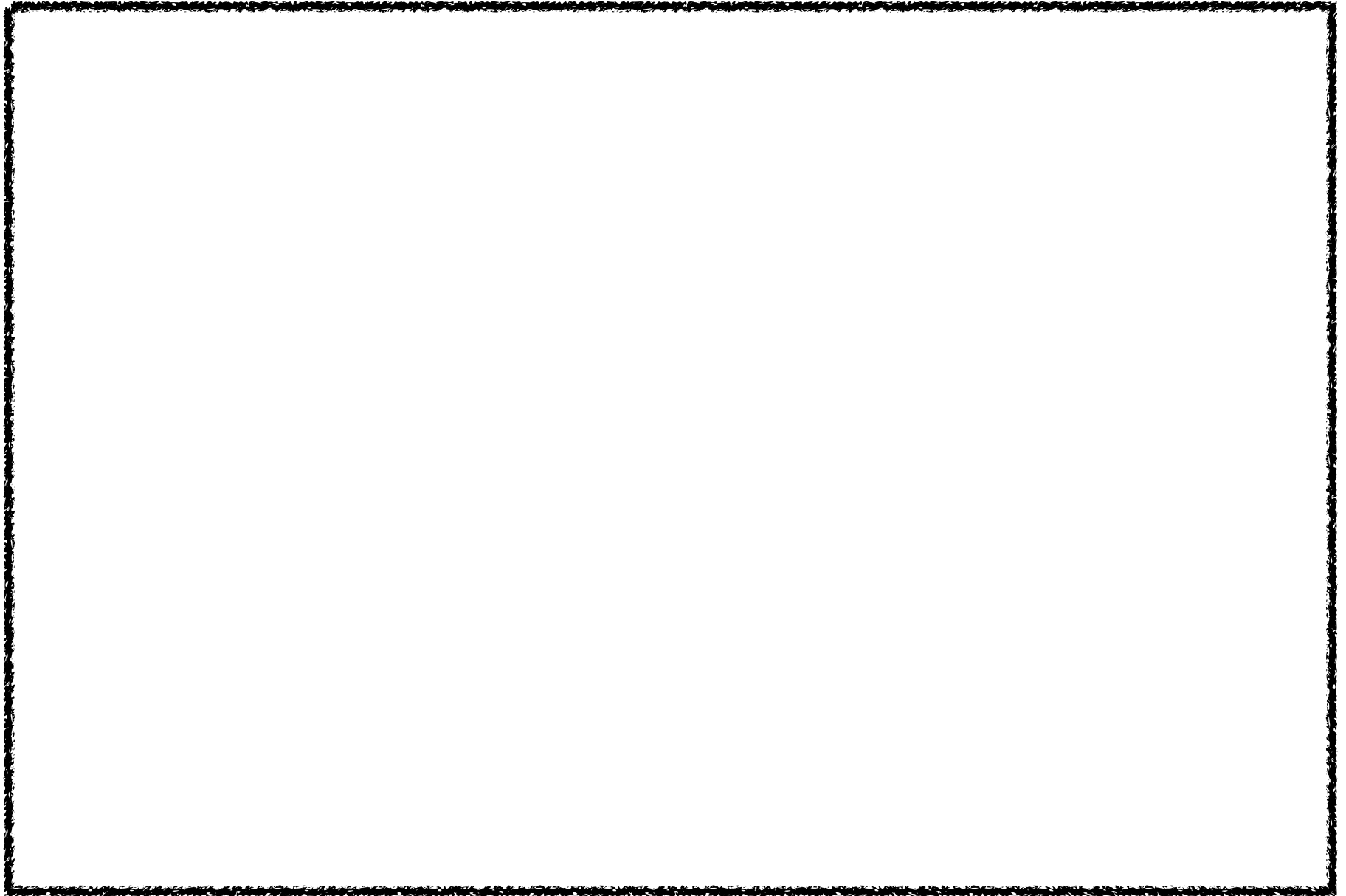


Draw a UI Wireframe

- For the iPhone App's Pin Authentication and Payment Screen.

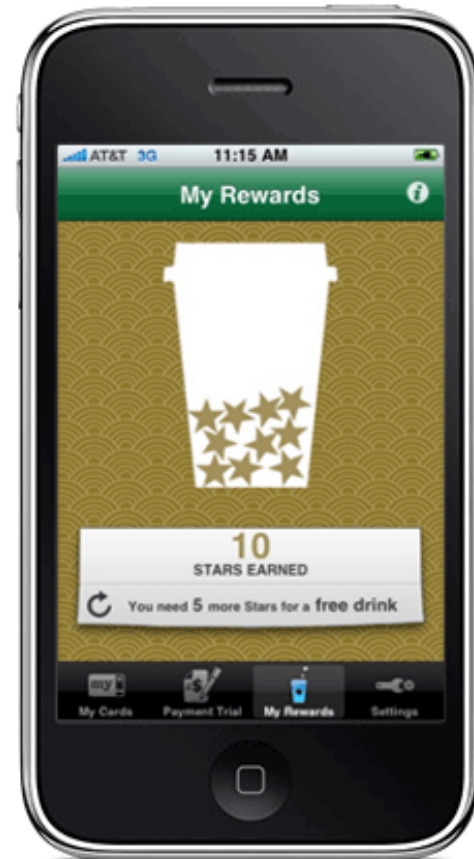


UI wireframe

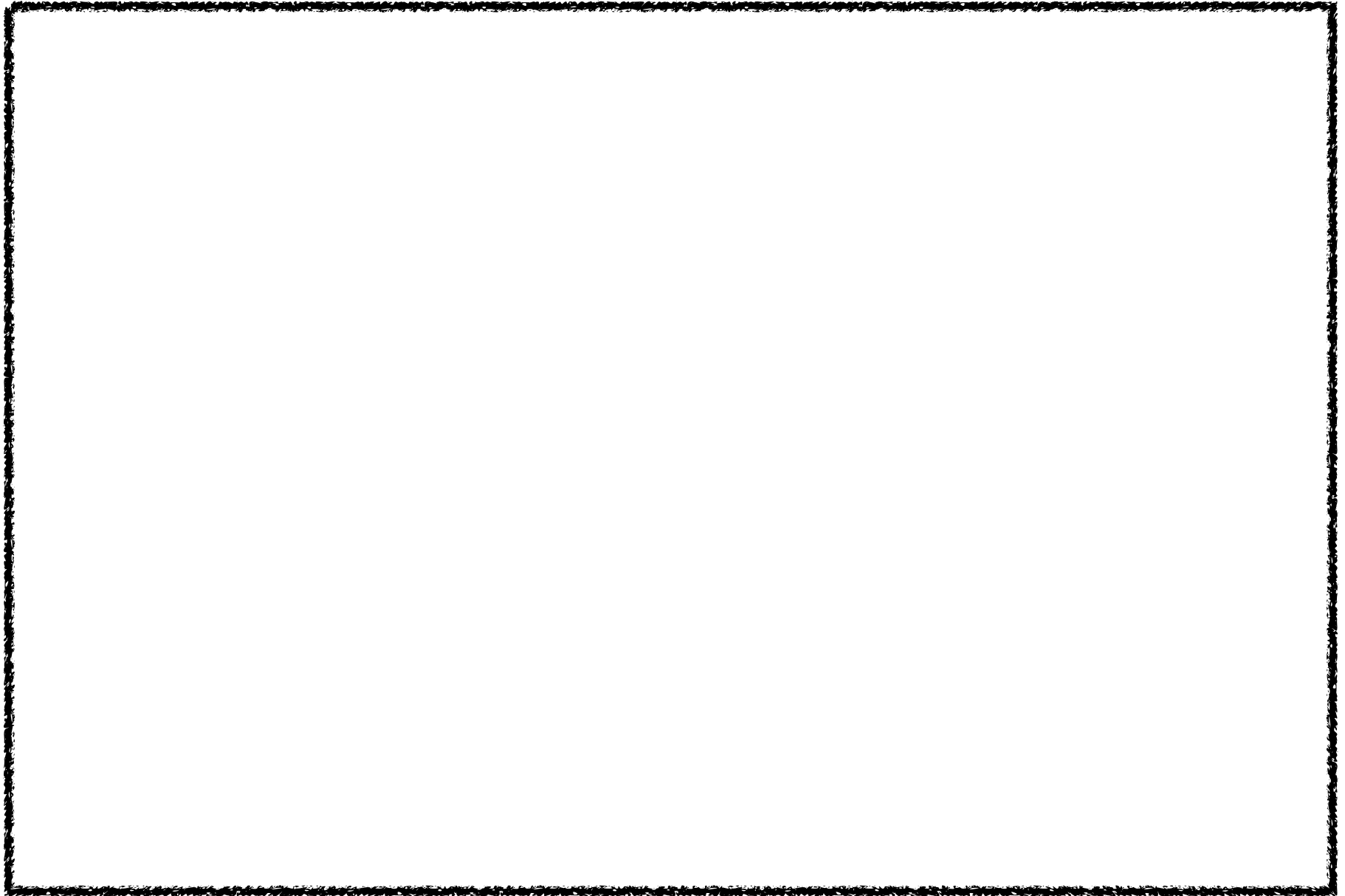


Create a Use Case Diagram

- For the iPhone Starbucks App



Use Case Diagram

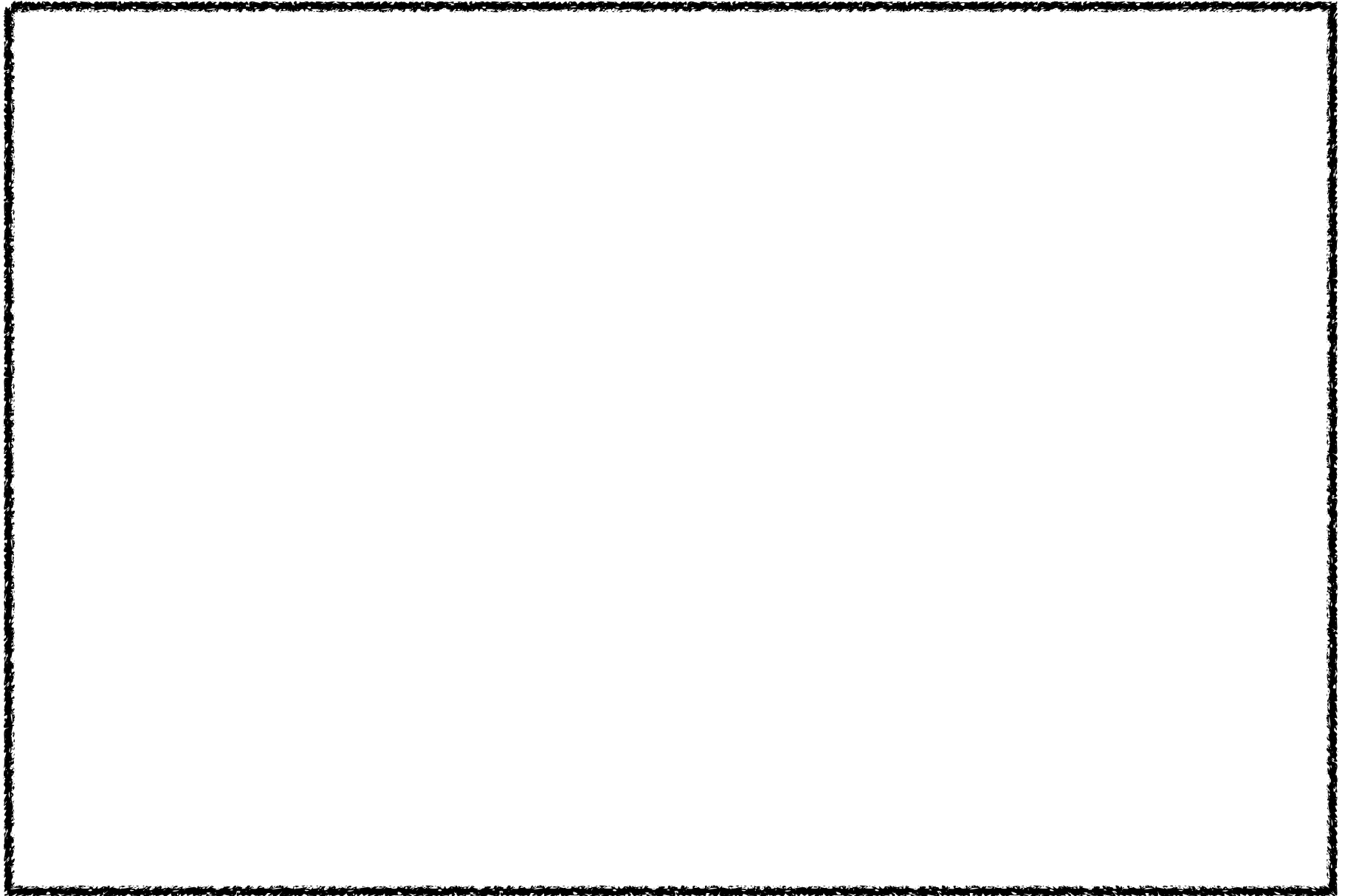


Model a UML Activity Diagram

- For the Starbucks “Place Order” to “Got Coffee” Process

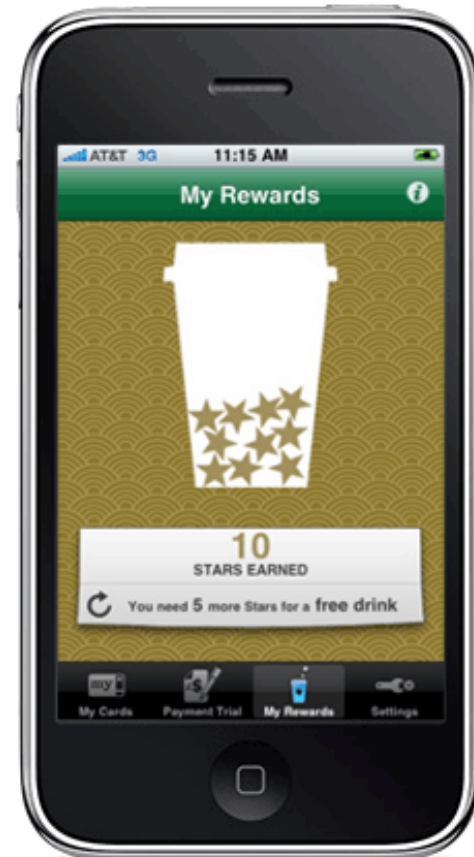


UML Activity Diagram



Draft “one” Use Case

- For the iPhone Starbucks App
- Note: One Use Case Specification + System Sequence Diagram



Use Case Name: << use case name >>

Brief Description:

<< description... >>

Actors: << list of actors >>

Basic Flow:

1. << step 1. >>
2. << step 2. >>
3. << step 3. >>
4. << step 4. >>

Alternate Flow:

4a. <<alternative to step 4. >>

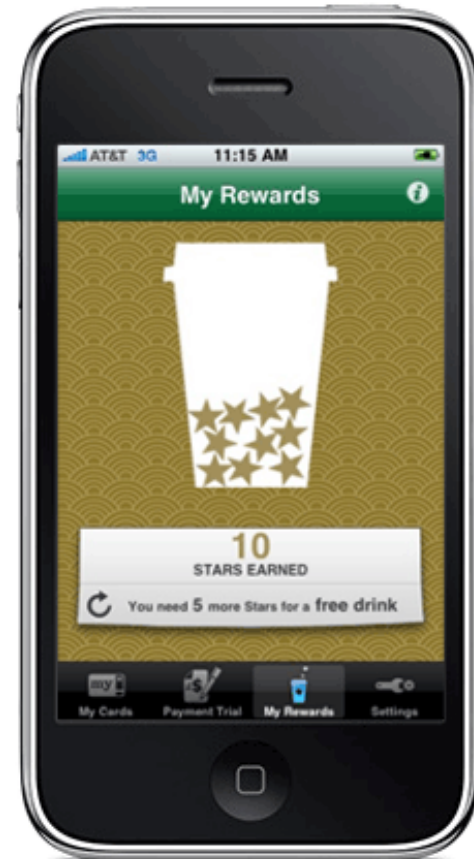
Preconditions: << list preconditions >>

Success Guarantee: << list here... >>

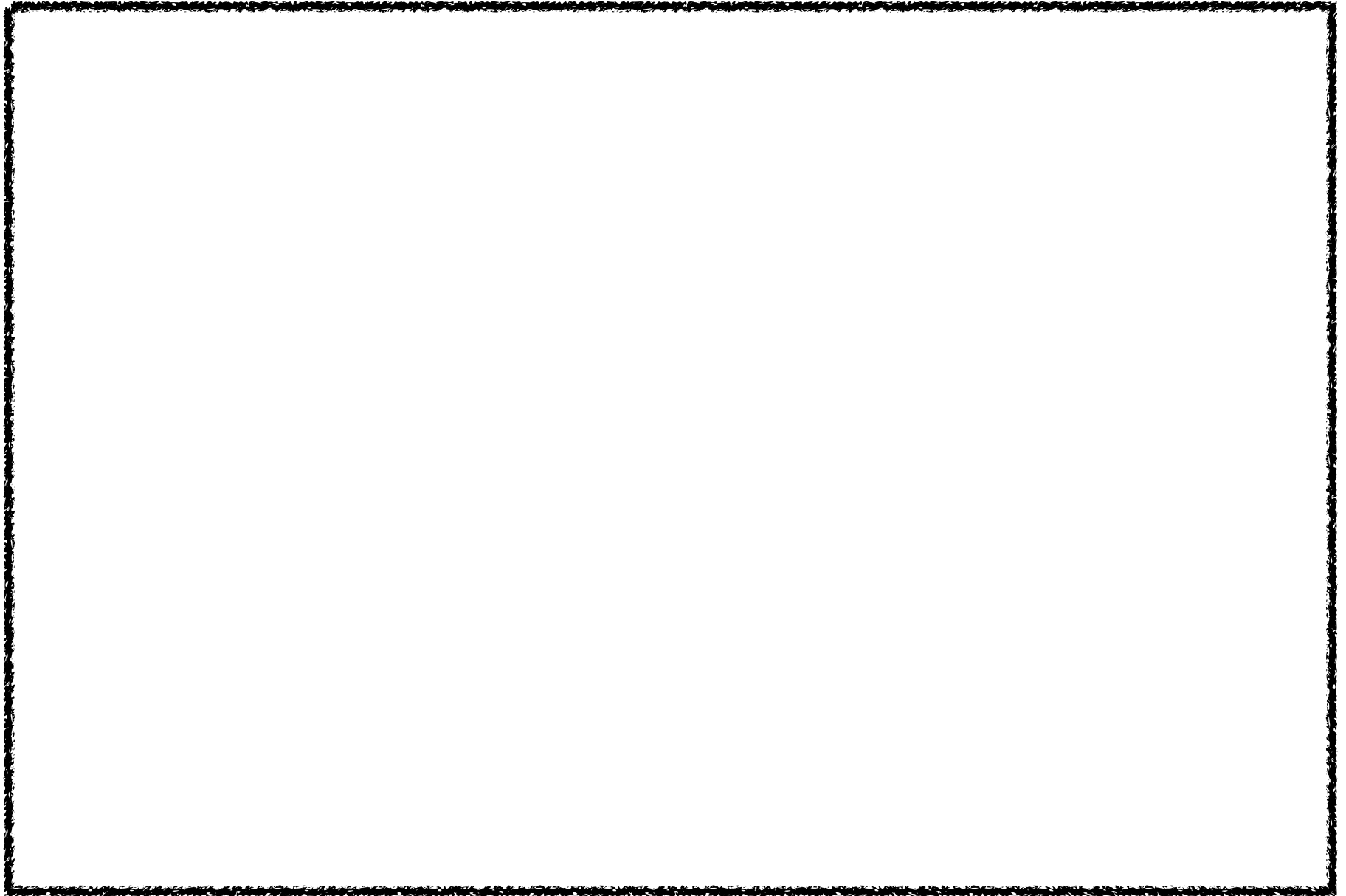
Minimal Guarantee: << list here... >>

Write a User Story

- For the iPhone Starbucks App

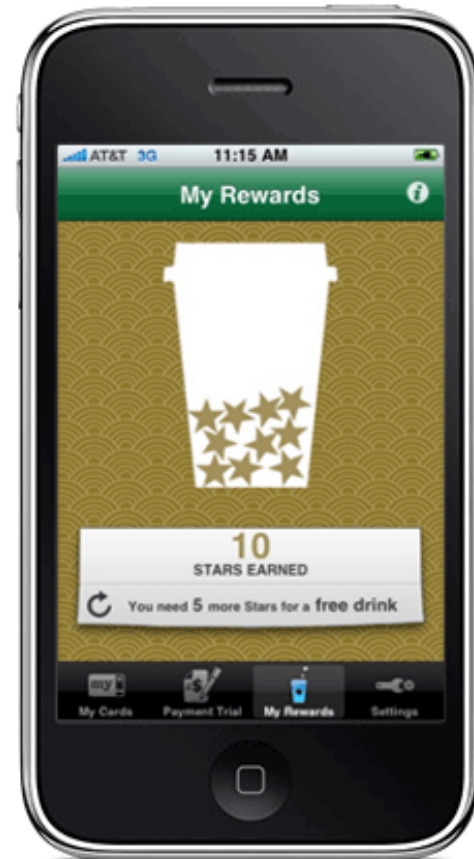


User Story

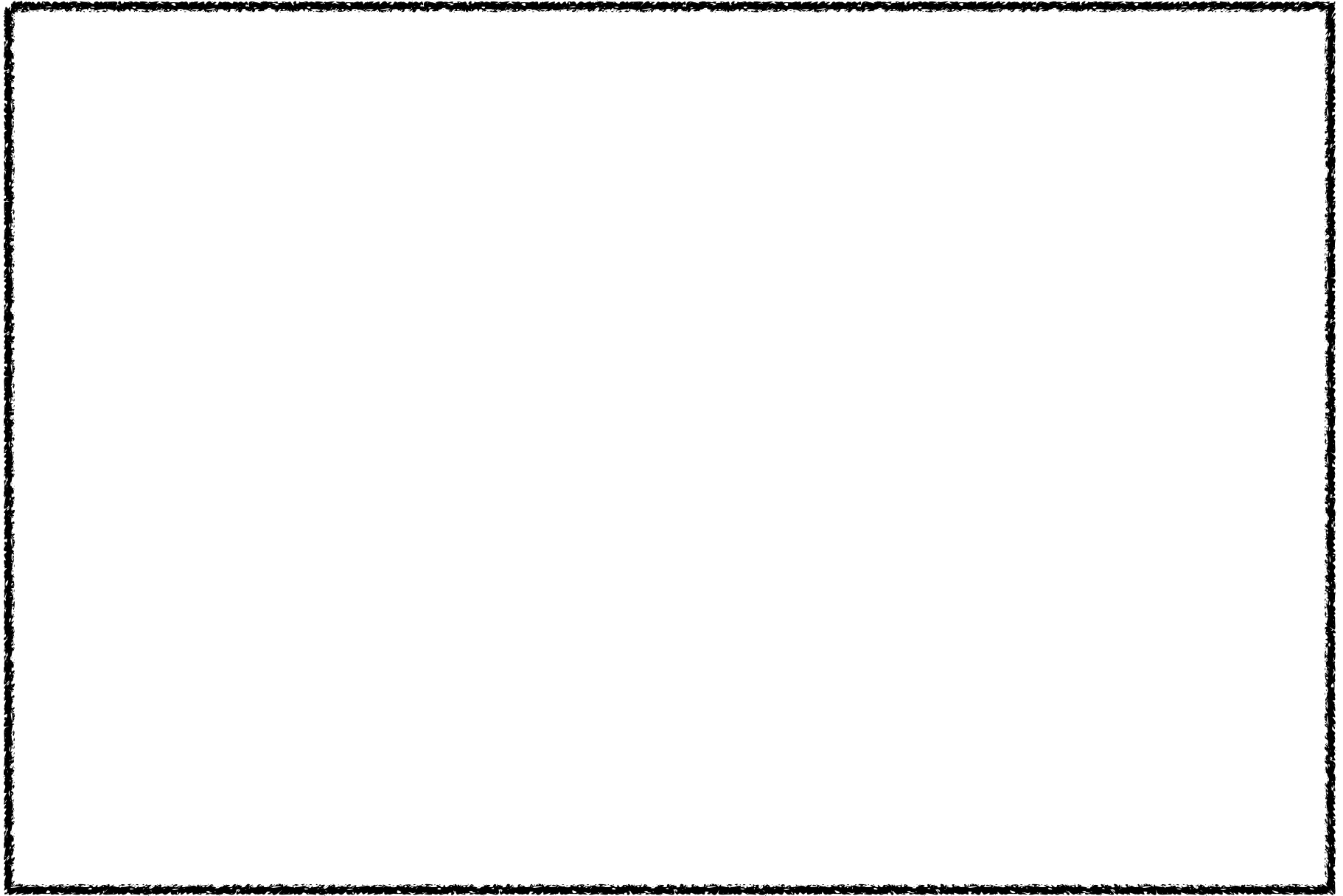


Write a Definition of “Done” as BDD Scenarios for the User Story.

- For the iPhone Starbucks App

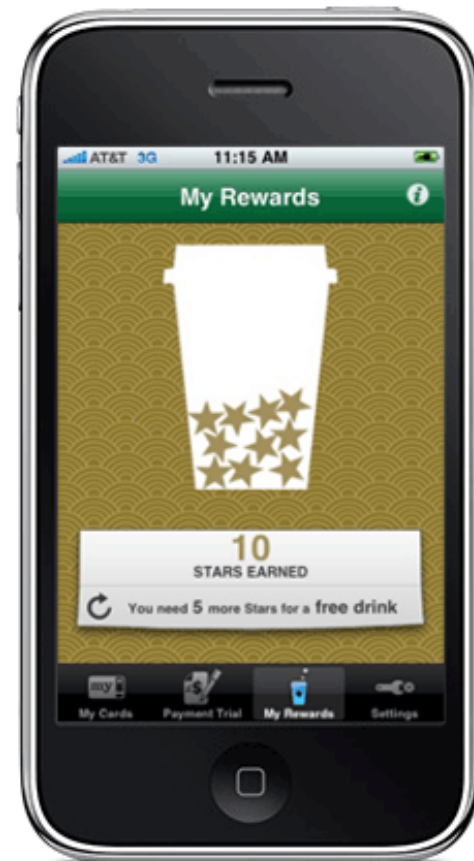


User Story - BDD Scenarios

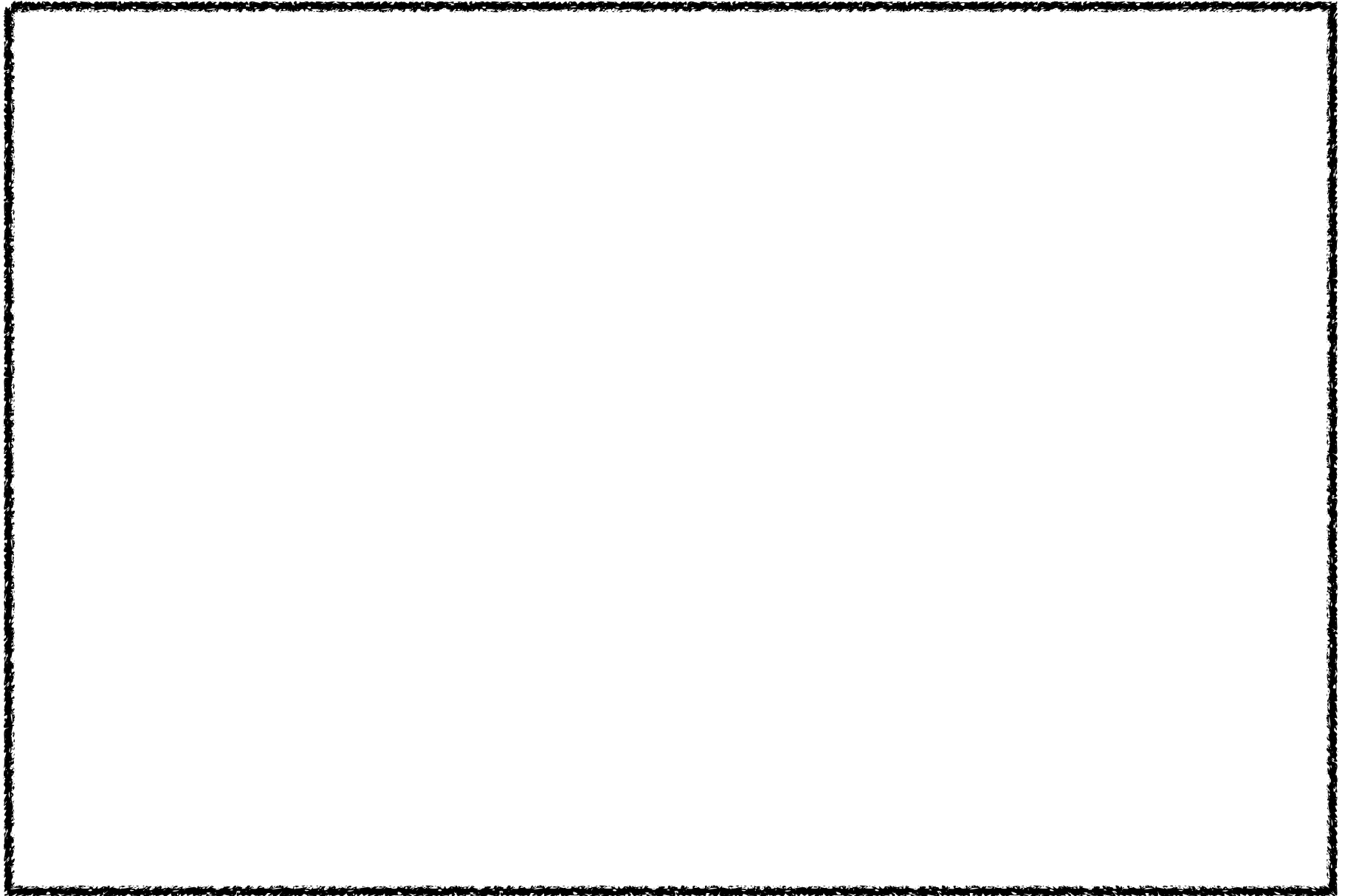


Model a UML Collaboration Diagram (a.k.a Communication Diagram)

- For the iPhone Starbucks App

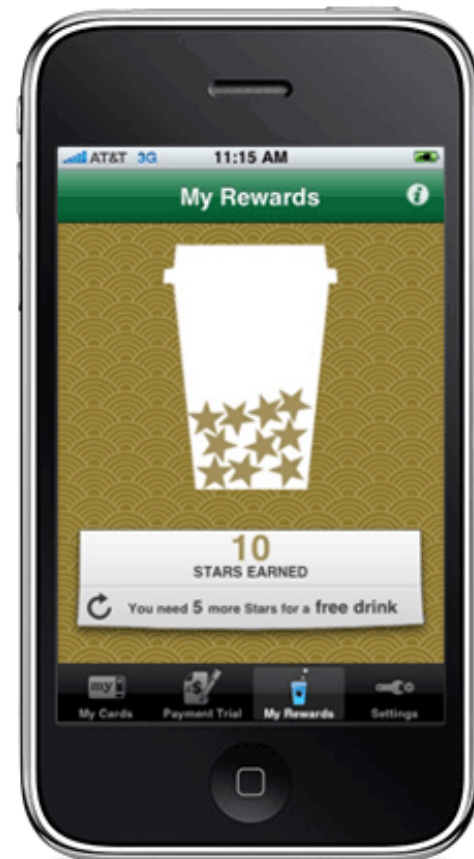


UML Collaboration



Model a UML Class Diagram (Domain Objects Only)

- For the iPhone Starbucks App



UML Class Diagram (Domain)

