# SRS - Nick

## Use Case Diagram - Nick

## Use Case Descriptions – Nick

|  |  |  |
| --- | --- | --- |
| **Project** |  | |
| **Use Case** | **Take and save photo** | |
| **System** | Camera | |
| **Actors** | **User** | |
| **Goal**  <a longer statement of the goal in context if needed> | take a photo of their meal and save it | |
| **Trigger**  <the action upon the system that starts use case> | The user goes into the camera part of the app and uses it | |
| **Preconditions**  <what we expect is already the state of the world> | 1. The user has sufficient storage 2. The user has a phone with a functional camera 3. The user is in front of a meal | |
| **Success End Condition**  <the state of the world upon successful completion> | A photo of a user’s meal will be saved to the device | |
| **Failed End Condition**  <the state of the world if goal abandoned> | The photo is not taken, and / or not saved | |
| **Primary Actors;**  **Secondary Actors** | User | |
| **Description / Main Success Scenario**  <the steps of the scenario from trigger to goal delivery and any clean up after. Indicate sub steps using numbering> | **Step** | **Action** |
| 1.a | App is open |
|  | Camera image is selected and camera app opens |
|  | Image is taken |
|  | Image is saved |
|  | App is returned to |
|  |  |
|  |  |
| **Alternative Flows**  <a: condition causing branching>  <a1: action or name of sub use case> | **Step** |  |
| 1 |  |

## System Design

### System Architecture - Dan

### Storage/Persistent Data Strategy - Dan

### Trade-offs and Choices - Dan

### Concurrent Processes - Dan

### Package Diagram – James, Jacob

## User Interface Layouts – Nick

Appendix?

## Program Navigation Diagram - Nick

## Data Definitions - Dan

## Analysis and Design Class Diagram – James, Jacob

## Sequence Diagram – James, Jacob

## State Diagram – James, Jacob

## Requirements Traceability Matrix – Nick

## Design Assumptions - Dan