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| **Project** | Rate my Plate | | |
| **Use Case** | **Create Meal** | | |
| **System** |  | | |
| **Actors** | **User** | | |
| **Goal**  <a longer statement of the goal in context if needed> | To have a new meal successfully create and saved | | |
| **Trigger**  <the action upon the system that starts use case> | The user selects create new meal | | |
| **Preconditions**  <what we expect is already the state of the world> | 1. User has sufficient storage space 2. User is in the application | | |
| **Success End Condition**  <the state of the world upon successful completion> | A new meal is created and an ORAC rating is generated for the meal. These are then saved | | |
| **Failed End Condition**  <the state of the world if goal abandoned> | Meal is not saved or ORAC rating is not generated | | |
| **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 | Camera is used to take an image/ or image is selected | |
| 1.b | The image is then tagged geolocation | |
| 1.c | The image is then tagged with ingredients | |
|  | |
| 1.d | ORAC rating is generated from these tagged | |
|  |  | Image with ORAC rating is then saved | |
| **Alternative Flows**  <a: condition causing branching>  <a1: action or name of sub use case> | **a** | User aborts and exits application | |
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| **Project** | Rate my Plate | | |
| **Use Case** | **View Meals** | | |
| **System** |  | | |
| **Actors** | **User** | | |
| **Goal**  <a longer statement of the goal in context if needed> | A saved meal is viewed by the user | | |
| **Trigger**  <the action upon the system that starts use case> | User selects View Meals | | |
| **Preconditions**  <what we expect is already the state of the world> | 1. Application is open 2. There is at least 1 saved meal on the device | | |
| **Success End Condition**  <the state of the world upon successful completion> | A saved meal of the user’s choice is viewed | | |
| **Failed End Condition**  <the state of the world if goal abandoned> | A saved meal is not viewed, or information about the meal is missing and/or missing. | | |
| **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 | View Meals is selected | |
| 1.b | A gallery opens up of all locally saved meals | |
| 1.c | The user browses through saved meals | |
| 1.d The user selects a meal they wish to view | | |  |
| 1.e | The selected meal is brought up, showing details of the meal | |
| **Alternative Flows**  <a: condition causing branching>  <a1: action or name of sub use case> | **1a** | User aborts and exits the application | |
| b | User changes decision and goes back to gallery | |
|  | c | User exits to main menu | |
|  | **1b** | User selects desired meal | |
|  | c | User selects edit meal | |
|  |  | User adds new tags to image and/or new geolocation | |
|  | d | New ORAC rating is generated | |
|  | e | Edited meal is saved | |
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| **Project** | Rate my Plate | |
| **Use Case** | **Search Meal** | |
| **System** |  | |
| **Actors** | **User** | |
| **Goal**  <a longer statement of the goal in context if needed> | A meal is viewed from all meals saved online | |
| **Trigger**  <the action upon the system that starts use case> | User selects Search Meal | |
| **Preconditions**  <what we expect is already the state of the world> | 1. Application is open 2. Phone has internet connection | |
| **Success End Condition**  <the state of the world upon successful completion> | User views a meal of their choosing from all the saved meals on the database. | |
| **Failed End Condition**  <the state of the world if goal abandoned> | A meal is not viewed and/or data is missing from the meal | |
| **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 | Search Meal is selected |
| 1.b | A gallery of all meals in the database is brought up |
| 1.c | The user browses saved meals |
| 1.d | The User selects a meal of their choosing |
| 1.e | The selected meal is brought up in more detail |
| **Step** | |  |
| 1 | **Branching** |
| **Alternative Flows**  <a: condition causing branching>  <a1: action or name of sub use case> | A1 | Saved meals in the database are sorted according to user’s preferences |
|  | The user browses saved meals |
|  |  | The selected meal is brought up in more detail |
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