ID	Name	Goal	Preconditions	Success End Condition	Failed End Condition	Trigger	Normal Flow	Alternative Flows	Frequency of Use	Assumptions
1	Add item view: user interface	Display the a view title, camera icon, text field and two buttons in the view.	The user access to the applicaion and is logged in. The user taps the plus button in the item list view.	The correct elements(a view title, camera icon, text field and two buttons) are displayed same as the UI design.	Components are not displayed properly.	Login in the application	1. User is in the item list view 2. User taps the plus button in the navigation bar 3. Application displays the add new item view.	N/A	Rare	N/A
2	Add item view: camera or choose pictures	Display the a view title, camera icon, text field and two buttons in the view.	The user access to the applicaion and is logged in. The user is in the add item view.	After the camera icon is tapped, the application displays two options to select: "Select from photo library" and "take a new photo".	Nothing happens after the camera icon is tapped or nothing triggered after any of the two options is tapped.	The camer icon is tapped.	1. User is in the add item view. 2. User taps camera icon. 3. application triggers a action menu where user can have two option to select.	N/A	Rare	N/A
3	Add item view: trigger camera application	Trigger the native camera application once the camera icon is tapped.	The user access to the applicaion and is logged in. The user is in the add item view.	The camera application is triggered successfully and ready to take a picture of the item.	The camera application is not triggered when the camera icon is tapped.	The camer icon is tapped then the "take a new photo" option is tapped.	1. User is in the add item view. 2. User taps camera icon. 3. application trigers a action menu where user can have two option to select. 4. Uesr taps the "take a new photo" option.	N/A	Rare	N/A
4	Add item view: retake photo	After taking a photo, there should be an option for using it and another option for retaking it.	The user access to the applicaion and is logged in. The user is in the add item view and native camera application is triggered	After a photo is taken, the native camera application displays a button "retake" in the left bottom corner and another button "OK" in the right bottom corner. If the "retake" button is selected, current photo will be erased and enable user to take another photo. If the "OK" button is selected, application will pass the photo to the next view.	The native camera application does not display correct two buttons after a photo is taken.	A photo is taken in the triggered camera application.	1. User is in the native camera application triggered in the add item view. 2. User takes a photo of the item. 3. application displays the taken photo, an button with "Retake" on it and another button with "OK" on it.	1. If the "Retake" button is tapped, the application goes back to previous stage and let the user to take another photo. 2. If the "OK" button is tapped, the application goes to next stage which should be display the photo on the add item view.	Rare	N/A
5	Add item view: store photo	After user decides to use the taken photo, it should store a copy in the photo library.	The user access to the applicaion and is logged in. The user is in the add item view and native camera application is triggered	After a photo is taken and selected to used, the taken photo will be stored in the photo library.	The native camera application does not store the photo in the photo library.	A photo is taken and selected to use in the triggered camera application.	1. User takes a photo and selects it in the native camera application triggered in the add item view. 2. The application stores the taken photo in the photo library.	N/A	Rare	N/A
6	Add item view: choose photo from camera roll	User can browse the native photo application to select an desired photo, rather than taking a new photo.	The user access to the applicaion and is logged in. The user is in the add item view.	The native camera roll API is triggered and user the select any photo from the existing albums. The selected photo will be passed to the next view.	The camera roll API is not triggered or a photo URI can not be passed to the next view.	The camer icon is tapped then the "selecte from photo library" option is tapped.	1. The application trigers a action menu where user can have two option to select in the add item view. 2. Uesr taps the "select from photo library" option.	1. application goes back the add item view if user cancel to select a photo from the photo libarary.	Rare	There are already taken photos in the photo libaray.

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7	Add item view: not add photo	application should display a placeholder picture if no photo is choosen.	The user access to the applicaion and is logged in. The user is in the add item view.	application will not prevent user to the next stage if the user save a new item without choosing a photo.	User cannot go to the next stage if the user does not use any photo.	User taps save button without taking a photo or selecting a photo from the photo library.	1.User is in the add item view. 2. User taps the save button with the validated item name input but without using any photo.	N/A	Rare	N/A
8	Add item view: add item's name	application should be display display an editable text field in the add item view, which enable user to input the text item's name.	The user access to the applicaion and is logged in. The user is in the add item view.	The text input field in the add item view is editable, user can edit the text value of it.	The text input field in the add item view is not editable, user cannot edit the text value of it.	Uesr taps the text fields in the add item view.	1. User is in the add item view. 2. The text input field displays correct placeholder text: "Enter item's name" 3. User taps the text input field. 4. The application triggers the keyboard. 5. User can input the item's name.	N/A	Rare	N/A
9	Add item view: store item's name	After the save button is tapped, ther application will store the value of the text input field as the item's name in the application.	The user access to the applicaion and is logged in. The user is in the add item view and has typed the item's name in the text field.	After the save button is tapped, the value of the text input field will be stored in the application successfully.	After the save button is tapped, the value of the text input field is not stored in the application/	Uesr taps the text fields in the add item view.	1. The text input field in the add item view is edited by the user with a validated name. 2. User taps the save button. 3. The application saves the value of the text field in the application.	N/A	Rare	The text input value is validated.
10	Add item view: validate inputs	After the save button is tapped, ther application will validate the input's value. The values will only be saved f the inputs are validated.	The user access to the applicaion and is logged in. The user is in the add item view.	After the save button is tapped, the application will validate all the inputs, including the photo and the text field. If the they are all validated, then the data will be saved. Otherwise the application will display the error message to prompt the user to input the validated data.	The application is not able to validate the input, such as the input length of the item's name.	Uesr taps the save button in the add item view.	1. User is in the add item view. 2. User taps the save button. 3. The application validates the input fields.	1. If all the data are validated, the application will save the data in the application, then return to the item list view. 2. If any of the data is invalidated, the application will display an error message to ask user to input correctly.	Rare	N/A

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11	App registers tracker	System can store a unique id of the tricker and bound it with the item in the application	The user access to the applicaion and is logged in. The user is in the add item view and validated inputs of the item are saved.	The system has saved the validated inputs of the item and the application sends a request to pair the tracker with this item via bluetooth.	The system is unable to send any request to the tracker.	Uesr taps the save button in the add item view with validated inputs , and the system has saved all the input data in the application.	1. The application has saved the item's data . 2. The application send a request to register the tracker.	1. If the bluetooth sensor is turned off, prompty user to turn it on.	Rare	N/A
12	Tracker receives register request from App	The tracker should able to receive and read the request from the application via bluetooth.	The application has sent a request to register the tracker with bluetooth.	The server hosted on the tracker is able to read and interpretate the register request sent from the application	The server hosted on the tracker is not able to read and interpretate the request sent from the application	The application has sent a register request to the nearby tracker.	1. The application send a request to register the tracker. 2. The tracker received the request and read the data in it. 3. The tracker pairs itself with the application via the data in the request.	N/A	Rare	N/A
13	App stores tracker data	The application stores the tracker's special ID and pair it with the item's data as a reference.	The tracker has received a register request from the tracker and already registered itself with the application.	The application stores an unique ID of the tracker and pair it with the item.	The application cannot store any data of the tracker.	The tracker stored the application's registered data and sends back a registering succeed response.	1. The tracker pairs itself with the application via the data in the request. 2. The application stores the tracker's unique ID in the storage.	N/A	Rare	N/A
14	App activates the tracker	After pairing the tracker, the application can activate the locating function via bluetooh.	The tracker is paired with the application.	The application sends a bluetooth request to the paired tracker, which enables the tracker starts the locating service and send data to the S3 database.	The application cannot activate the tracker's locating service at all	For the first time that the tracker has been paired with the application and the application has been paired with the tracker.	1. The tracker has finished the pairing routine with the application. 2. The application has finished the pairing routine with the tracker. 3. The application send a request to the tracker to activate its' locating service. 4. The tracker receives the request and starts the locating services.	N/A	Rare	N/A
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30	Item details view: trigger Apple Map	The application should be able to use the item's location data, pass it to the Apple Map application, and trigger the nativation function and lead the user to the item's location	User is in the item details view.	The Apple Map application is triggered after the user taps the navigate button. It gets into the navigation mode and lead user to the location based on the distance. If the user is closed to the item, then it will navigate the user to the item in "walking" mode. If the item is far from the user it will be in the "transit" mode	The Apple Map application is not triggered after the navigate button is tapped. Or the Apple Map application is triggered but it does not receive the correct location data of the item and activate the navigate mode either.	User taps the navigate button	1. User taps the navigate button. 2. The application triggers the Apple Map application and passs the geolocation of the item to it. 3. Apple Map automatically activates navigation mode and lead user to the item.	N/A	Often	There are item's location data stored in the application already
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