

The Magic Emporium, sales app

The project will be a sales app of a company. Giving the ability to Users to view items from the company in an organized way with decent quality of life.

The application will be selling fantasy items (for fun)

The admin will be able to delete any user. They will also be able to add items to stock or modify any existing items. The admin will also be able to delete items from the inventory. Admins will also be able to go into a user view so they can also act as a user for test cases. Admins in the modify inventory screen will be able to see out of stock items.

Link to Use Case video: <https://www.youtube.com/watch?v=e4JfO4rxkMA>

Table of contents

Use Case 01: Predefined Users	3
pass	3
Use Case 02: Persistence	4
pass	4
Use Case 03: Add a user	5
pass	5
Use Case 04: (Admin or that specific User) Delete a user	6
pass	6
Use Case 05: add an item	7
pass	7
Use Case 06: modify an item	8
pass	8
Use Case 07: Delete an item	9
pass	9
Use Case 08: View Full Inventory	10
pass	10

Use Case 09: Add item to cart	11
pass	11
Use Case 10: Remove item from cart	12
pass	12
Use Case 11: Complete purchase	13
pass	13
Use Case 12: Modify a User (Admin)	14
pass	14
Use Case 13: Change a Users own values	15
pass	15
Use Case 14: User Purchase History	15
pass	16
Use Case 15: Search for an Item	16
pass	17
Use Case 16: View items by category	17
pass	18

Use Case 01: Predefined Users

pass

1. Force quit the application¹
2. Login as testuser1
3. Display the username 'testuser1'
4. Logout
5. Login as admin2
6. Display the username 'admin2'
7. Display something specific to the admin user.
 - a. Something like an admin button or a link to edit items.

This use case passes if all of these conditions are met. It fails otherwise.

¹ How to force quit an application in Android:
<https://www.digitaltrends.com/mobile/how-to-force-close-apps-android/>

Use Case 02: Persistence

pass

1. Add an item to the database
2. Force quit the application²
3. Show the item added in step 1 is still in the database
4. Change an item in the database
5. Force quit the application
6. Show the item modifications from step 4 have been saved

² How to force quit an application in Android:
<https://www.digitaltrends.com/mobile/how-to-force-close-apps-android/>

Use Case 03: Add a user

pass

{Create account}

1. User doesn't have an account
2. User presses Create Account button
3. User enters a login Id in the login Id field
4. User enters a password into the password field
5. User enters a name into the User name field
6. User confirms their account creation
7. User is added to the database

{invalid account creation values}

3. User tries to complete account creation without all fields complete
4. Prompt User to complete invalid fields to finish creation

Pass/fail is based on if the user successfully creates their account.

Use Case 04: Delete a user

pass

Admin or that specific user capability.

Admin:

{delete user}

1. Browse a list of users
2. Select a User
3. Click the delete button
4. Removes the User from the database

User

{Delete self}

1. User selects account settings
2. User selects delete button
3. Show confirm field
4. User must type "delete"
5. User presses submit
6. Delete the Users account from the database (we will still keep any payment histories)
7. Bring the User back to log in screen

{cancel deletion}

5. User presses back return to settings

Pass/fail based on if the User or Admin successfully deletes the account

Use Case 05: add an item

pass

Admin Only

{add item}

1. Admin selects modify inventory
2. Admin Selects add item
3. Admin fills in the corresponding data and the stock
4. Admin presses submit button
5. Add item to the database

{add new item cancelation}

4. Admin Selects back
5. New item creation aborted and brought back to the inventory view

Pass/fail based on if an item is added successfully or canceled and not created

Use Case 06: modify an item

pass

Admin Only

{Modify item from Inventory}

1. Admin selects the item in the inventory
2. Admin presses modify item
3. Admin can change any of 5 fields
 - a. Item Name
 - b. Item Count
 - c. Item Description
 - d. Item Category
 - e. Item Price
4. Admin selects submit
5. Item changes are saved

{cancel modification}

4. Admin selects cancel
5. Changes to items are aborted

pass/fail based on if item was successfully modified, or if canceled that the item stayed the same

Use Case 07: Delete an item

pass

Admin Only

{Delete an item}

1. Admin selects modify inventory
2. Admin selects an item
3. Chooses to delete an item
4. Item is removed from Database and the recycler

{No Item selected}

4. No item selected
5. That Item was already deleted will appear below the search

pass/fail based on if item is successfully deleted

Use Case 08: (Admin) View Full inventory

pass

Admin

{View Inventory}

1. Admin selects modify inventory button from the admin screen
2. List of all items including those out of stock appears

pass/fail based on if Admin is able to successfully see the full inventory that includes 0 stock items

Use Case 09: Add Item to Cart

pass

User Only

{Add item to Cart}

1. User presses shop button
2. User finds an item they want to purchase
3. User selects item
4. User presses add to cart button
5. Item is added to cart

{no item selected}

1. User does not select an item
2. If no item is selected
3. Nothing happens

pass/fail if item is successfully added to cart

Use Case 10: Remove item from cart

pass

{Remove item}

1. User presses view cart button
2. User selects an item from cart
3. User presses remove item button
4. Item is removed from cart

{No Item Selected}

1. No item selected from cart
2. User presses remove item button
3. Nothing happens

pass/fail based on if the item is removed or canceled removal

Use Case 11: Complete Purchase

pass

User

{Purchase cart}

1. User presses View Cart
2. User decides to complete their purchase from cart
3. User presses purchase cart
4. Items are removed from cart and inventory
5. Purchase complete
6. A purchase history is created of those items

Pass/fail if user successfully completes purchase and a purchase history of the items are created

Use Case 12: Modify a User (admin)

pass

{Modify a User}

1. Admin presses modify users
2. Select a user
3. Press modify User
4. Admin changes the fields they want (name, login, password, admin status)
5. Admin presses submit
6. User is changed

{No selection}

2. Admin does not select a user and presses modify
3. Nothing happens

{cancel modification}

4. Admin presses back/cancel
5. User Info not changed

pass/fail based on if User values are changed correctly

Use Case 13: Change a Users own values

pass

{Change own values}

1. User selects account settings
2. User can change Password or name both follow following steps
3. Let User pick which to go with
4. User puts input into the field
5. User presses submit button
6. Values are changed

{cancel}

5. User presses cancel button
6. No changes are made

pass/fail if user can successfully change their values

Use Case 14: User Purchase History

pass

{User wants to View past purchases}

1. User selects Purchase History
2. A view of past purchases ordered by date are shown
3. User selects back/cancel
4. User returns to User home screen

pass/fail based on if user successfully sees only their own purchase history in their view

Use Case 15: Search for an item

pass

{Item search}

1. User selects view inventory
2. User clicks search bar
3. User enters a string to search by
4. Search inventory for the string
5. Show all items that have the string in their name somewhere

pass/fail based on if the items that should show up, appear in the list

Use Case 16: View items by Category

pass

{View by category}

1. User selects view inventory
2. User click category dropdown
3. User presses any available category
4. Show items from that category

{View Any}

1. If selecting any
2. Show all items ignoring categories

pass/fail based on if items are shown correctly from the correct category or if all items shown in the case of any