Automated Wireless Asset Tracking for Underground Mines

Version 1.0

Revision History

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| **Date** | **Version** | **Description** | **Author** |
| 10/20/14 | 1.0 | Completed use case. | Philip Kurowski |
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# Brief Description

[The name of the use case is unique across the system so that developers (and project participants) can unambiguously refer to the use case.  
The description should briefly convey the role and purpose of the use case. A single paragraph should suffice for this description.]

# Participating actor

## <Participating actor One >

[Participating actors are actors interacting with the use case.]

# Entry conditions

[Entry conditions describe the conditions that need to be satisfied before the use case is initiated.]

## < Entry condition One >

# Flow of Events

## First event Flow Title

[This use case starts when the actor does something. An actor always initiates use Cases. The use case should describe what the actor does and what the system does in response. It should be phrased in the form of a dialog between the actor and the system.

The flow of events describes the sequence of actions of the use case, which are numbered for reference. The common case (i.e., cases that occur frequently) and the exceptional cases (i.e., cases that seldom occur, such as errors and unusual conditions) are described separately in different use cases for clarity.

## Another Event Flow Title

[There may be, and most likely will be, a number of events flows in a use case.]

# Exit Conditions

[Exit conditions describe the conditions that are satisfied after the completion of the use case.]

## < Exit condition one >

# Quality requirements

[Quality requirements are requirements that are not related to the functionality of the system. These include constraints on the performance of the system, its implementation, the hardware platforms it runs on, and so on]

## <Quality requirement one>