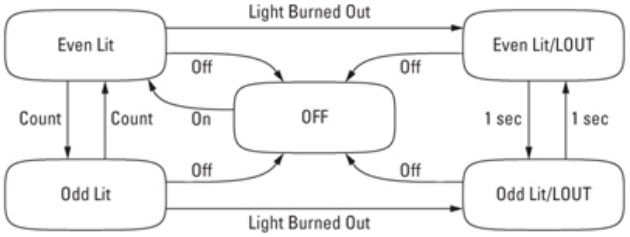
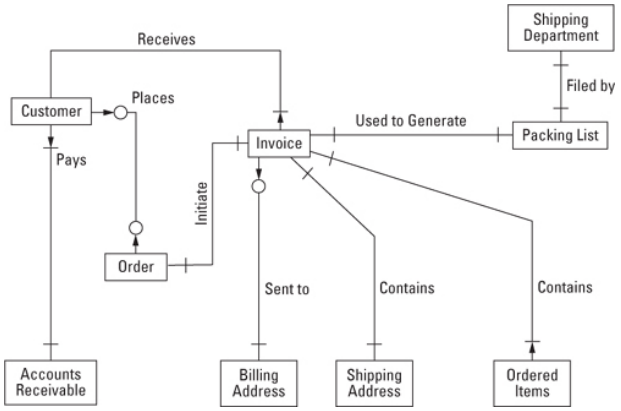
The Starbucks Mobile App

As a <role>,
I can <activity>
So that <business value>

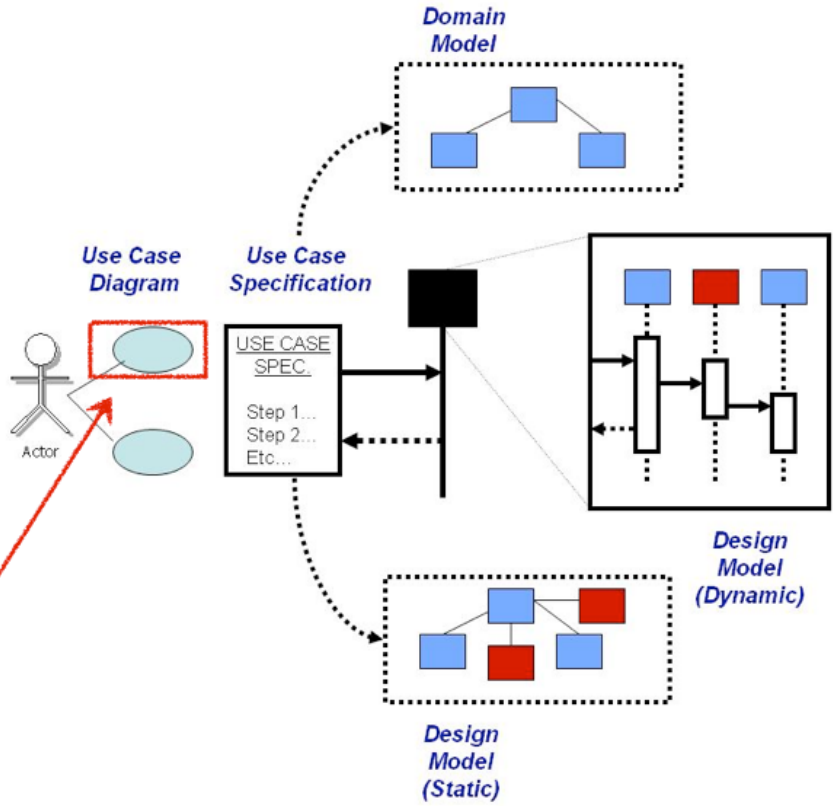
Details in discussion between PO and team

- A list of what will make the story acceptable to the product owner






```
Set SUM(x)=0
FOR each customer X
        IF customer purchased paid support
                AND((Current month)>=(2 months after ship date))
                AND((Current month)<=(14 months after ship date))
        THEN Sum(X)=Sum(X)+(amount customer paid)/12
END
```



Activity --> Use Case

Use Case Scenario Realized as Domain & Design Models

Use Case Name

Description

Actor(s)

Flow of Events

- Basic Flow
  - Event 1
  - Event 2
  - .....
- Alternate Flow

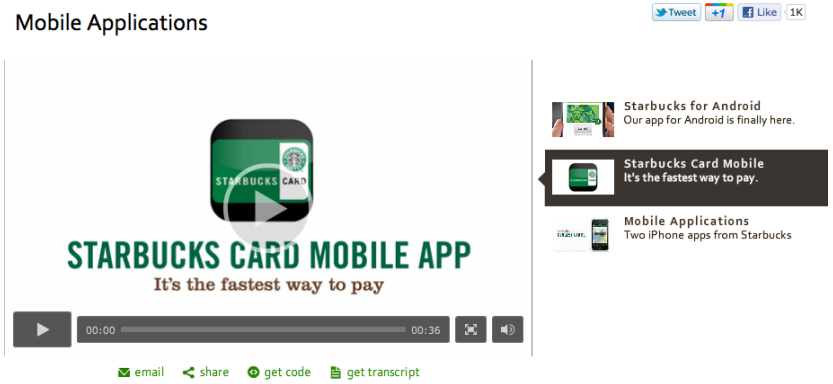
Preconditions

Exit Conditions

- Success Guarantee
- Minimum Guarantee


STARBUCKS
COFFEE
®

http://www.starbucks.com/coffeehouse/mobile-apps



Starbucks Coffee

Create a little extra time in your day,

with the Starbucks card mobile app.

It's the fastest way to pay for your drink.

View and reload your Starbucks card balance,

and even check your My Starbucks Rewards Stars.

So now you'll have more time to relax.

Get to work,
walk the dog,

or just enjoy your coffee even more.

Just scan
and go.

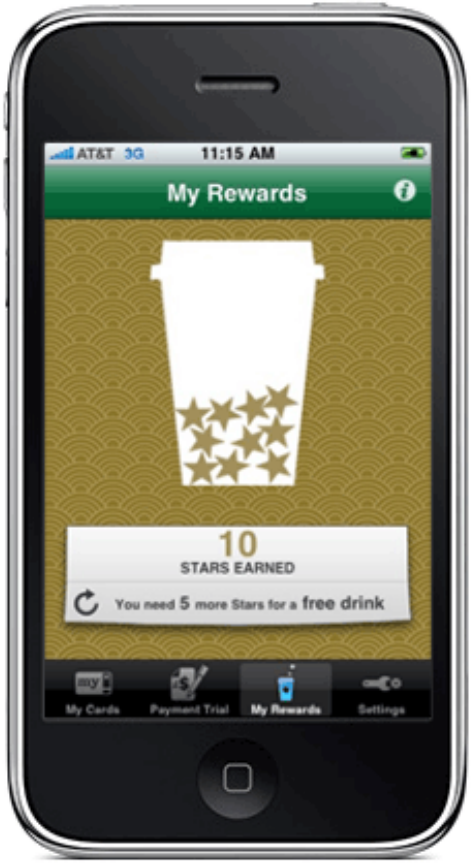
Starbucks card mobile app,
it's the fastest way to pay.

Starbucks Coffee
Get it for iPhone or Blackberry.

Write a User Story

- For the iPhone App:

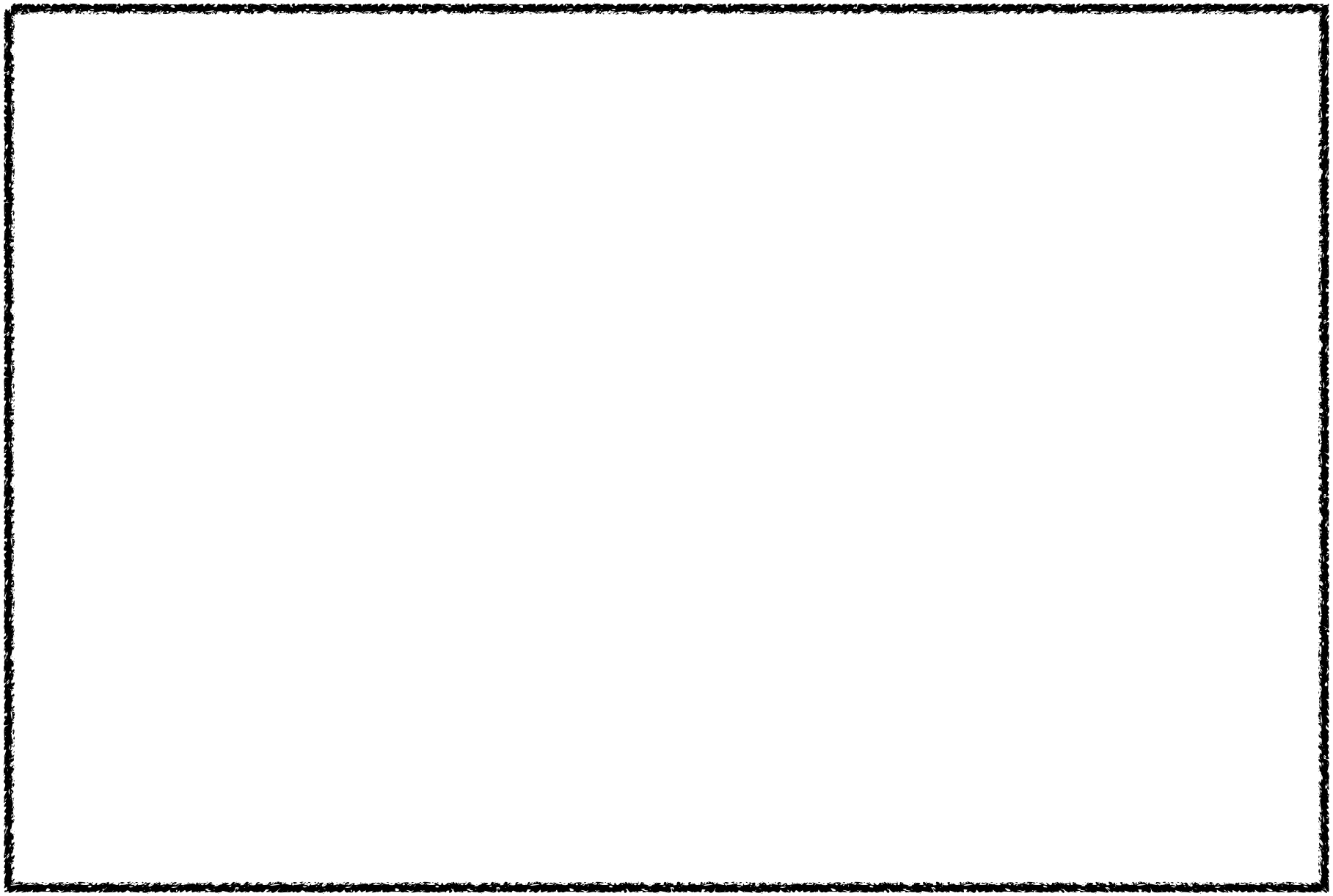
  Starbucks Card Mobile



User Story (Draft)

- **As a Customer**
    - with the Starbucks card mobile app.
- **I can ...**
    - View and reload your Starbucks card balance,
    - and even check your My Starbucks Rewards Stars.
    - Just scan and go.
- **So that...**
    - Create a little extra time in your day
    - It's the fastest way to pay for your drink.
    - So now you'll have more time to relax.
    - Get to work, walk the dog,

User Story

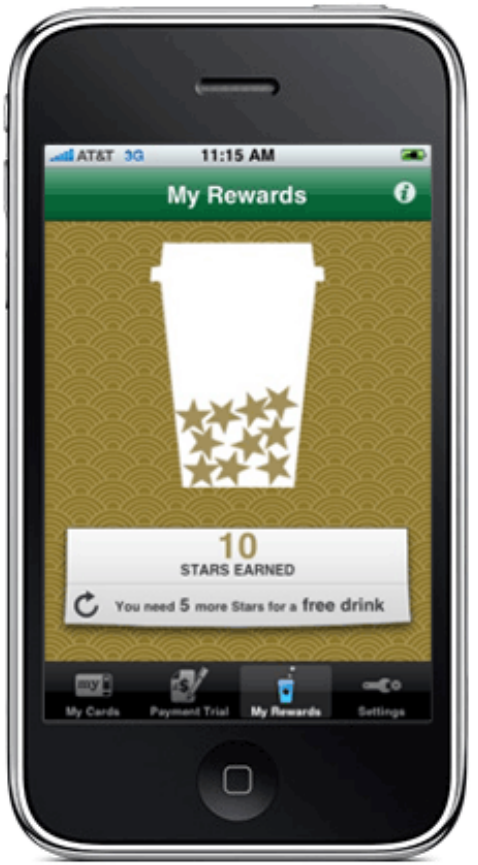


User Story

As a customer with the Starbucks card mobile app,
I can view, reload, check my rewards and pay on the go,
so that I can have a little extra time in my day to relax,
get to work faster and walk my dog.

Draw a UI Wireframe

- For the iPhone App's Pin Authentication and Payment Screen.



Product Backlog

Backlog Item	Importance
Authenticate with a personal pin	100
View Current Balance on Primary Card	100
Pay with Primary Card	100
Check Balance on Card	90
Add Additional Cards	90
Reload Card	90
Enable/Disable Payments	90
Find Starbucks Store	50
Setup Rewards	80
View Recent Transactions	50

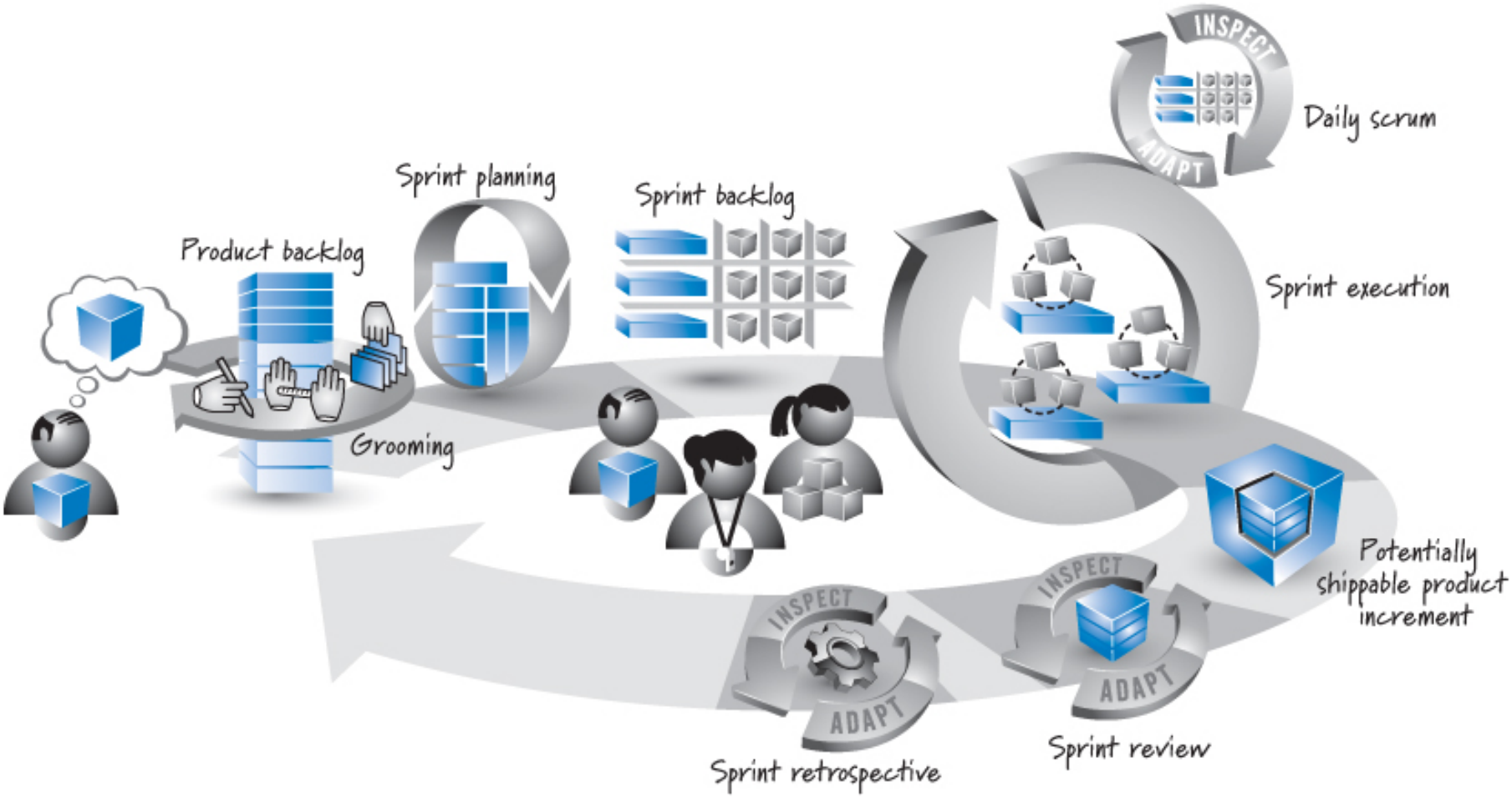
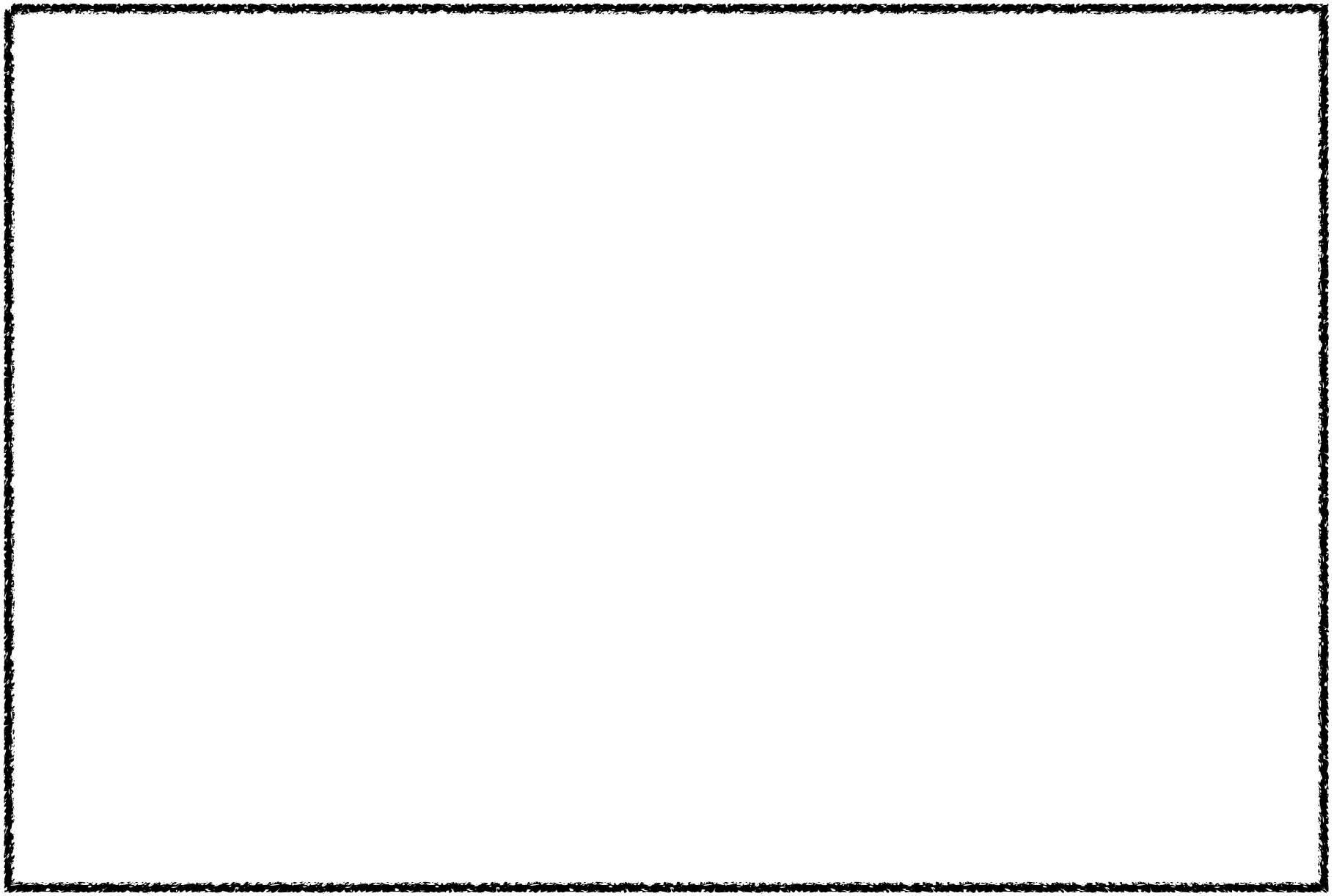


Figure 2.3. Scrum framework

UI wireframe

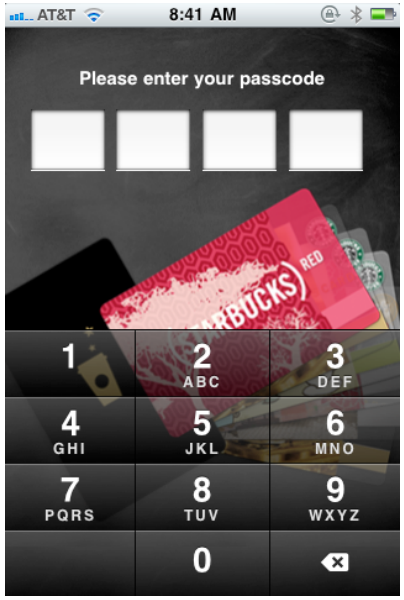


UI wireframe

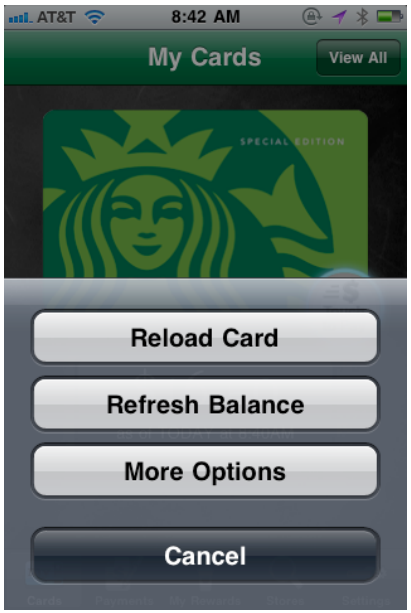
Pin Screen

Main Screen

Payment Screen

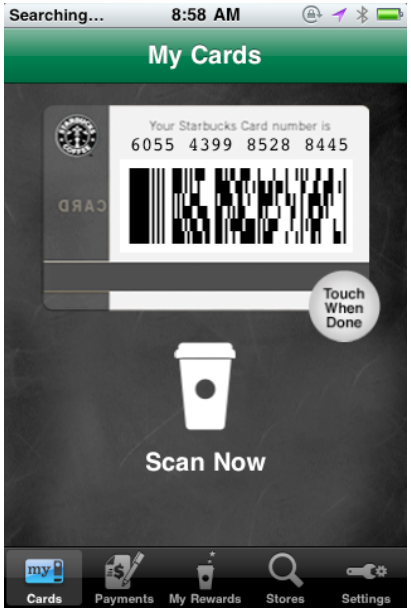


Pin Screen

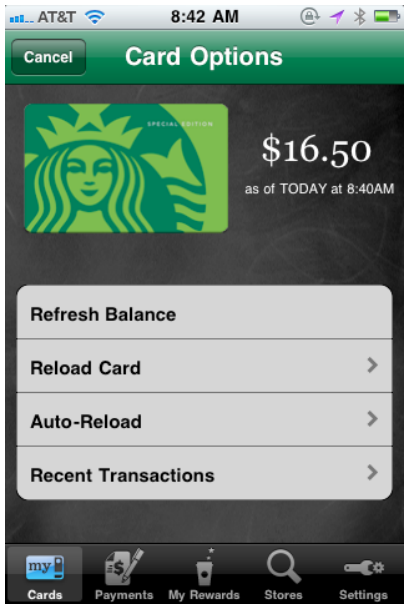


My Cards - Options

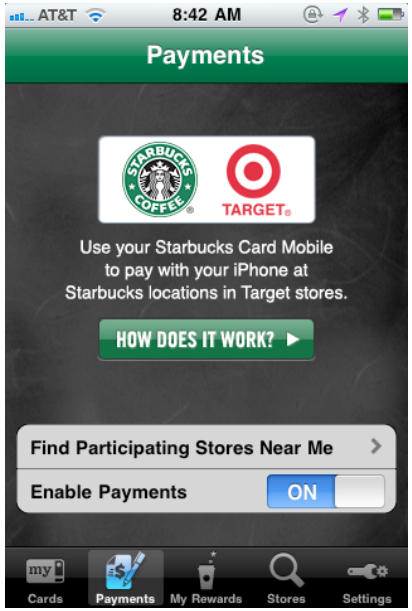
My Cards - Main



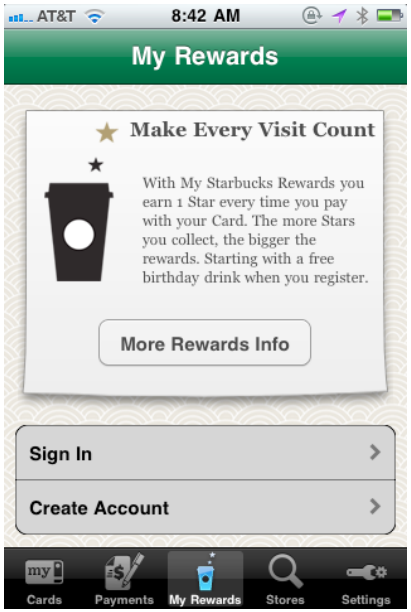
My Cards - Pay



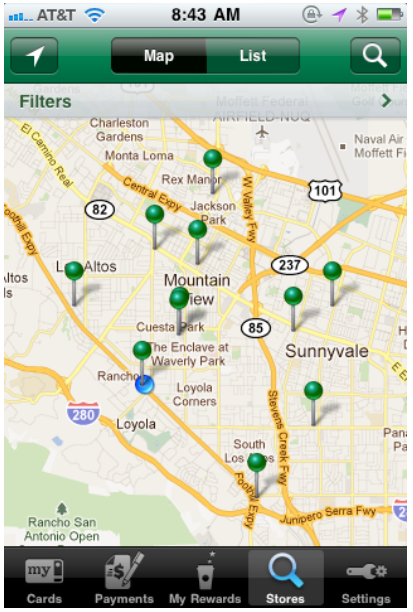
My Cards
More Options



Payment Setup



Rewards Setup

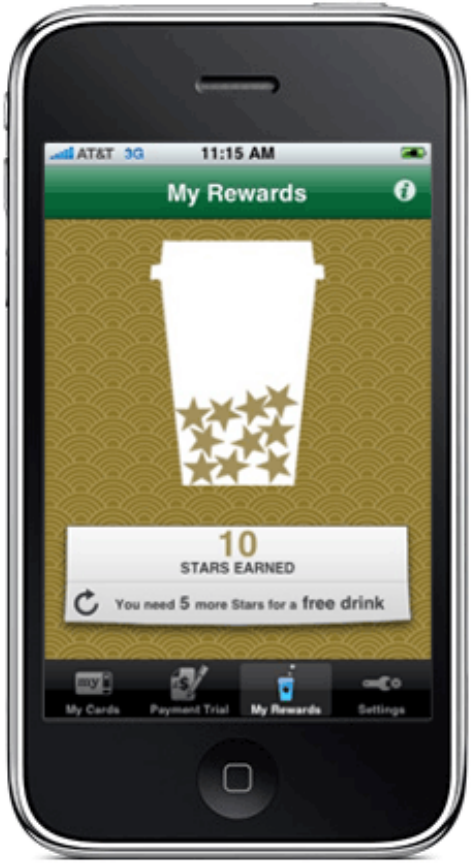


Find Starbucks

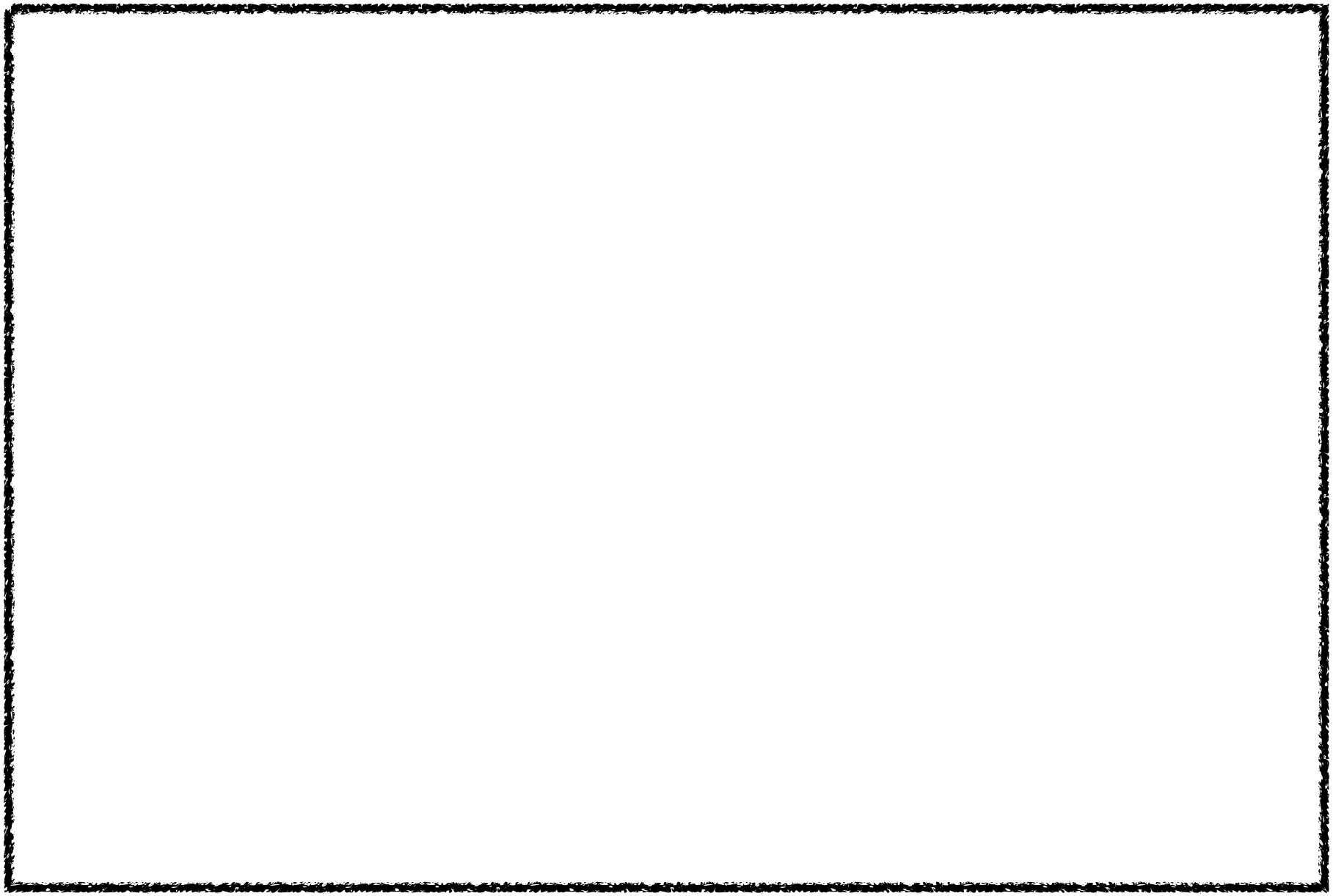
Create a Use Case Diagram

- For the iPhone App:

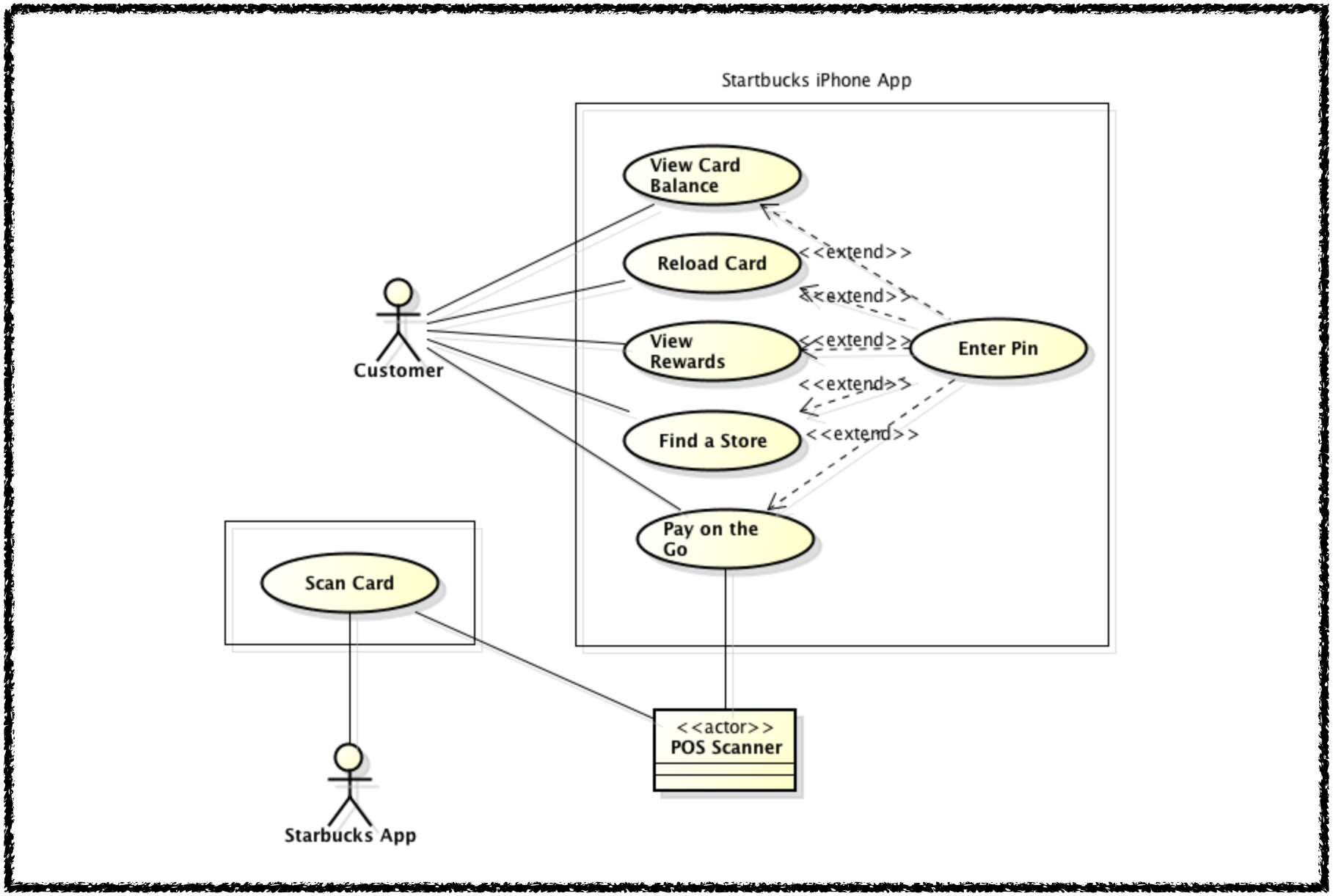
  Starbucks Card Mobile



Use Case Diagram



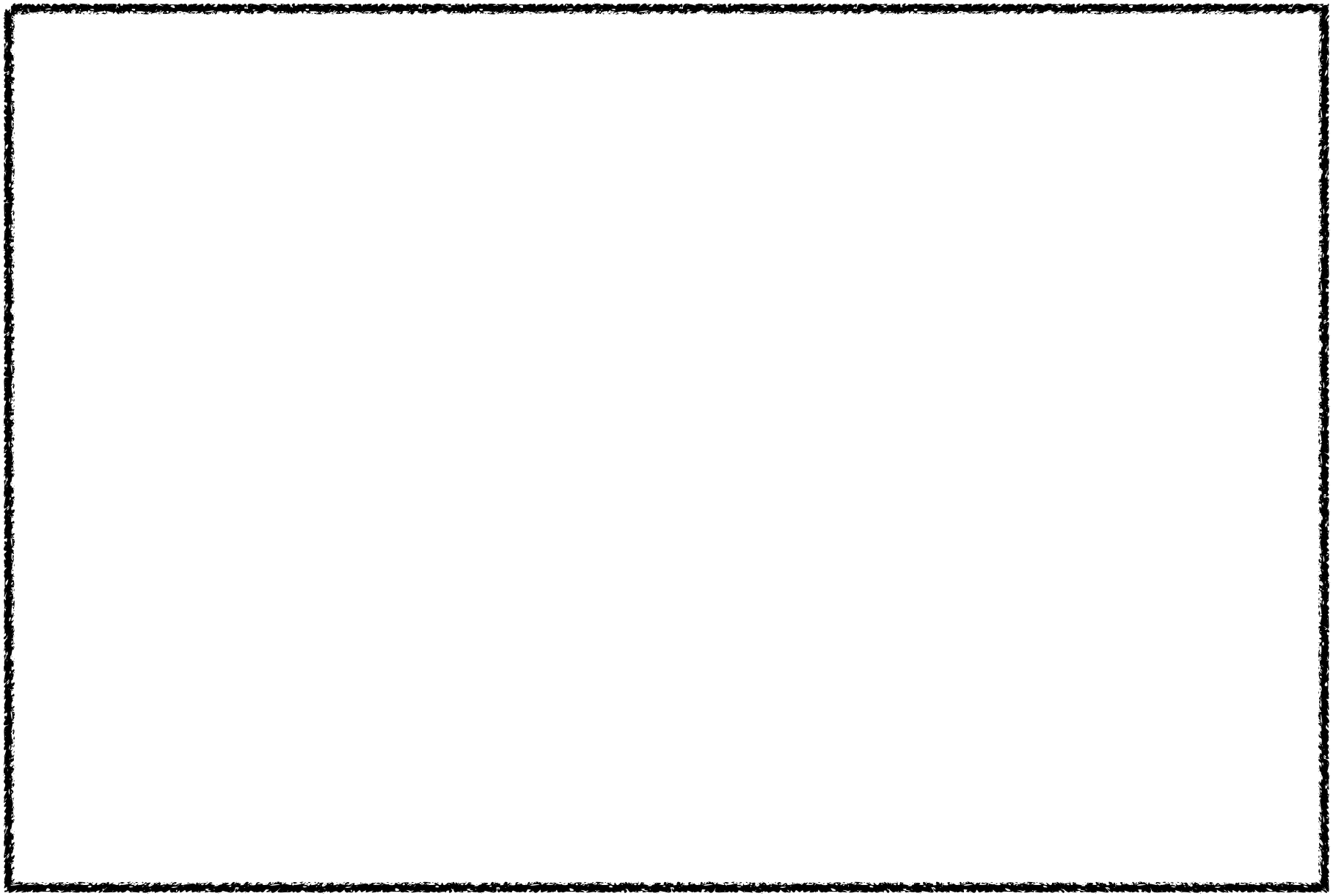
Use Case Diagram



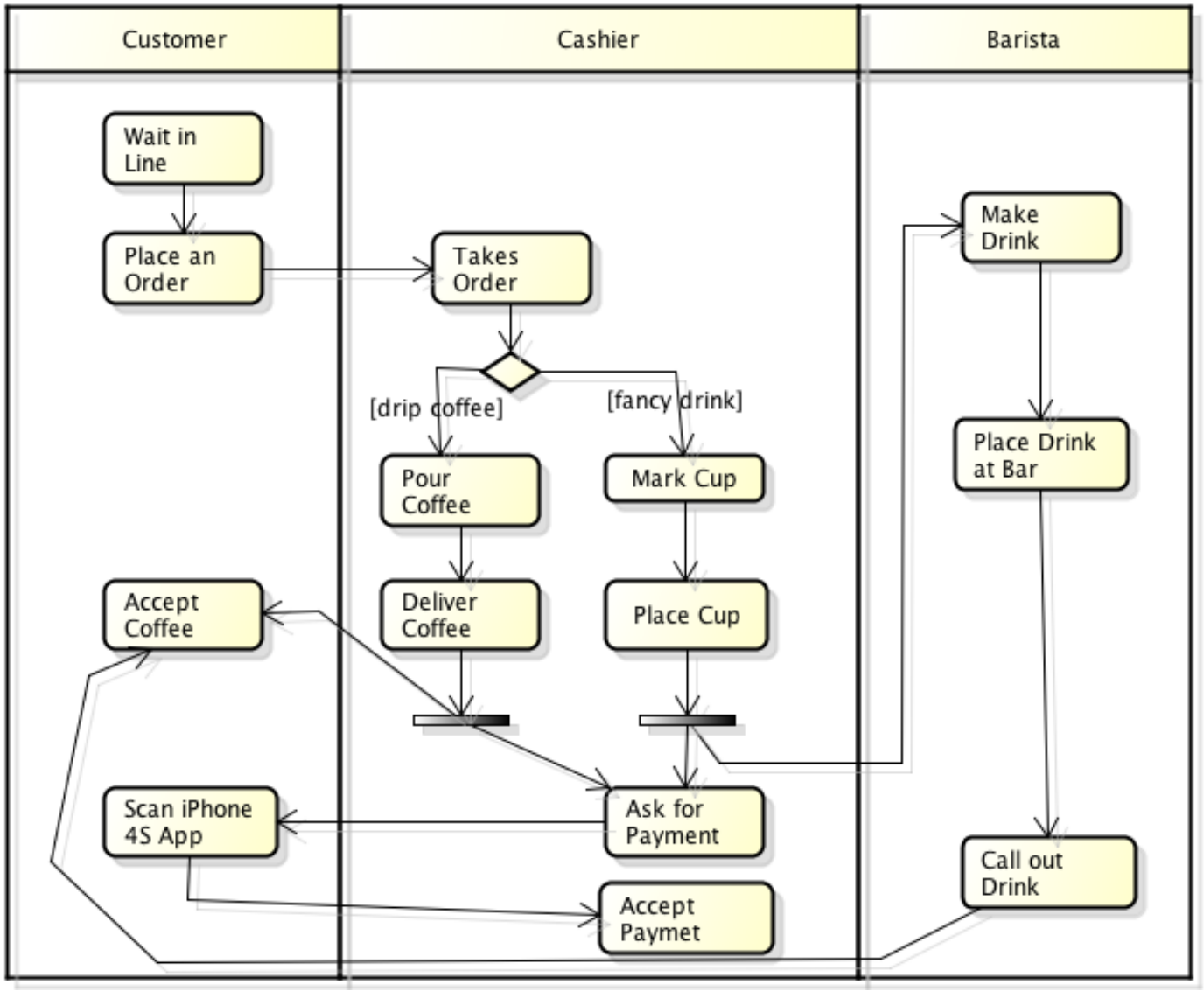
Model a UML Activity Diagram

- For the Starbucks "Place Order" to "Got Coffee" Process

UML Activity Diagram



UML Activity Diagram

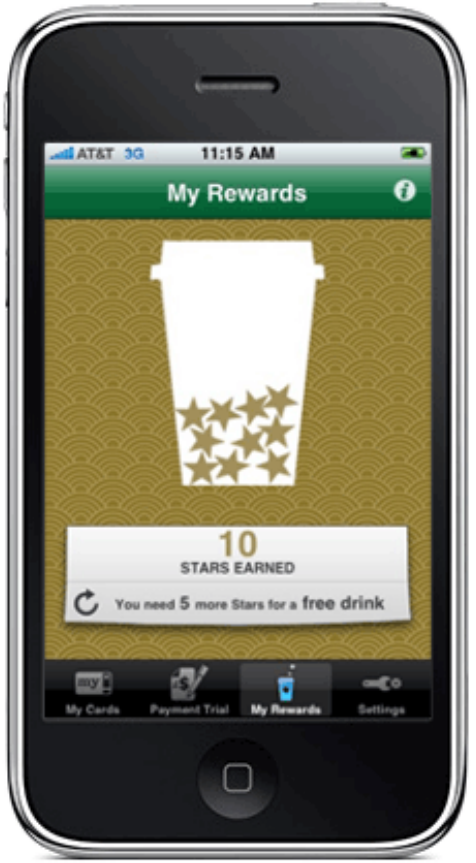


Draft "one" Use Case

- For the iPhone App:

  Starbucks Card Mobile

- Note: One Use Case Specification + System Sequence Diagram



Use Case Name: << use case name >>

Brief Description:

<< description... >>

Actors: << list of actors >>

Basic Flow:
1. << step 1. >>
2. << step 2. >>
3. << step 3. >>
4. << step 4. >>

Alternate Flow:
4a. <<alternative to step 4. >>

Preconditions: << list preconditions >>

Success Guarantee: << list here... >>

Minimal Guarantee: << list here... >>

Use Case Name: Pay on the Go

Brief Description:

Customer wishes to use the Starbucks App to pay for a drink.

Actors: Customer

Basic Flow:

1. Customer Starts-Up the Apps and the App challenges the Customer to enter a Pin.
2. Customer enters the Pin which the App validates successfully and then shows the Customer the last card used, the current balance on the card and the option to pay with the card.
3. The Customer selects the option to pay and the App displays a bar-code for the POS scanner.
4. The Customer presents the bar-code to the scanner and completes the payment transaction.
5. The Customer then checks the remaining balance and closes the App.

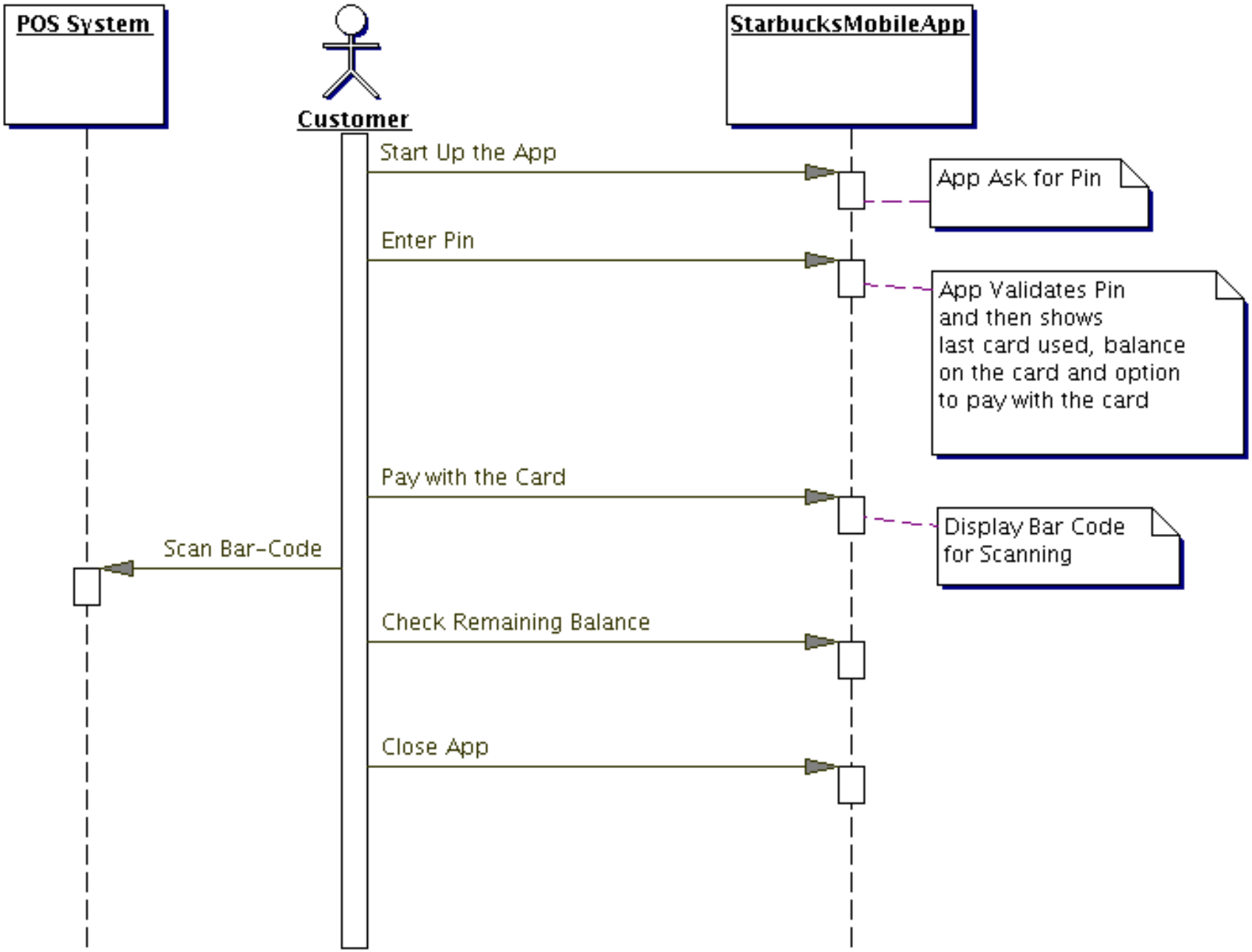
Alternate Flow:

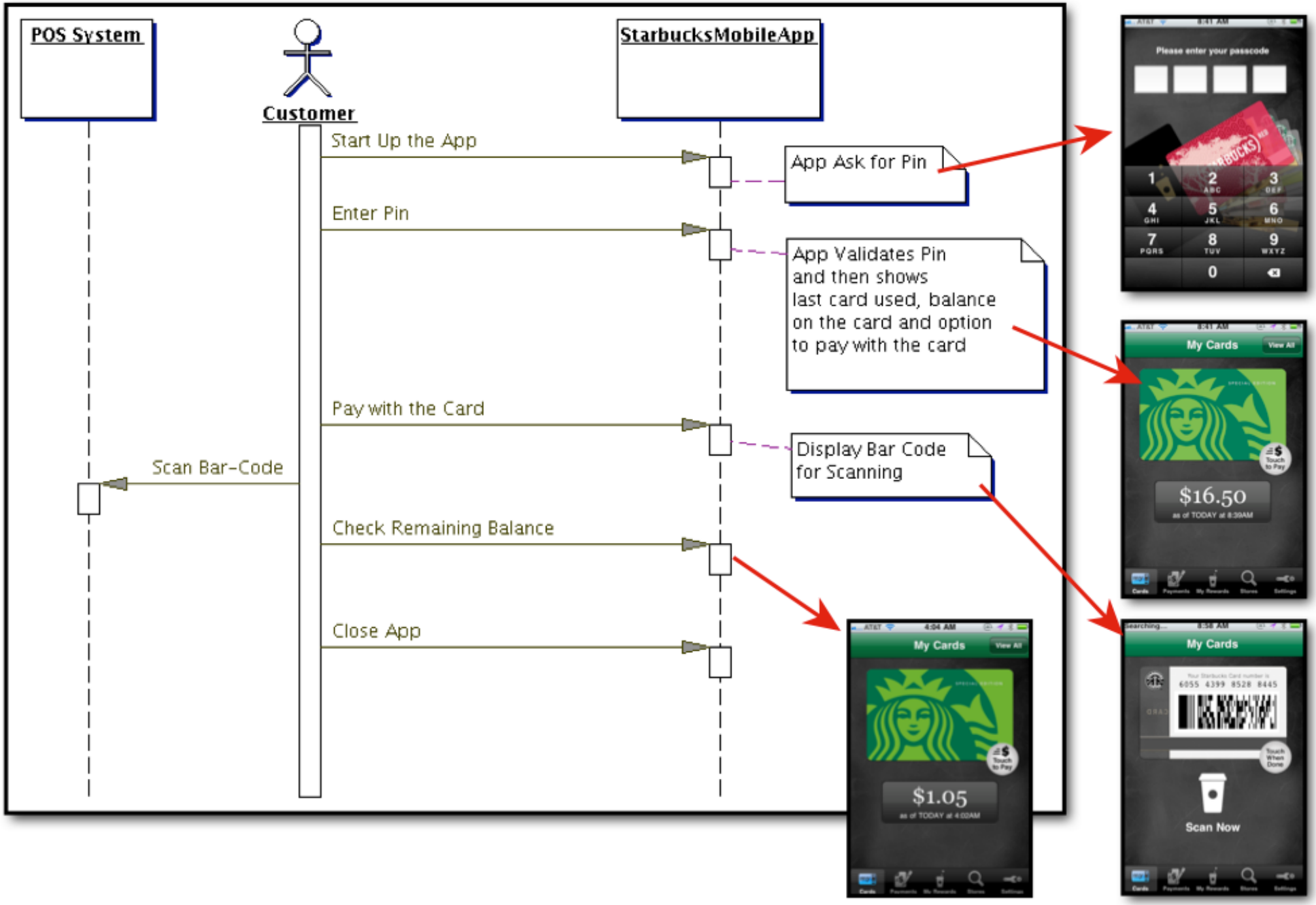
2a. The Customer realizes that there is not enough credit on the card and decides to chose another card or reload the current card.

Preconditions: Customer as a Card setup with the App and a Pin configured.

Success Guarantee: An electronic receipt for the transaction is created and made available to view on the App.

Minimal Guarantee: If the transaction failed, no credits on the card will be deducted and the balance on the Card will remain the same.


POS System
Customer
StarbucksMobileApp
Start Up the App
App Ask for Pin
Enter Pin
App Validates Pin
and then shows
last card used, balance
on the card and option
to pay with the card
Pay with the Card
Display Bar Code
for Scanning
Scan Bar-Code
Check Remaining Balance
Close App


POS System
Customer
StarbucksMobileApp
Start Up the App
App Ask for Pin
Enter Pin
App Validates Pin
and then shows
last card used, balance
on the card and option
to pay with the card
Pay with the Card
Display Bar Code
for Scanning
Scan Bar-Code
Check Remaining Balance
Close App
Please enter your passcode
My Cards
$16.50
$1.05
Scan Now