<Project Name>

Use-Case Specification: <Use-Case Name>

Version <1.0>

Revision History

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Use-Case Specification: <Use-Case Name>

# Use-Case Name

## Brief Description

[The description briefly conveys the role and purpose of the use case. A single paragraph will suffice for this description.]

# Flow of Events

## Basic Flow

- Users click on the button ‘Gift giving’ from the categories of the services list on the homepage of the

CUPCAKE E-wallet application.

- The system shows the screen with two buttons on the bottom which are ‘History’ and ‘Gift giving’. Users can review the history of gift sent and gift received once they click on the button ‘History’. (Figure 1)

- Users click on the ‘Gift giving’ to start the process.

- There is a ‘<’ button on the top left of the screen, users click on it, they will be redirected to the main screen.

+ Select card and wishes: (Figure 2)

- On the top of the screen, there are different choices of special events for users to select including New year,

Birthday, Wedding, Grand opening, and Others. Each option shows up different cards and five template wishes.

- Users can type in their wishes in the blank space ‘Enter wishes’ above the section ‘Select template wishes’. If users

select the generated wishes from the template, it is automatically filled in the place of ‘Enter wishes’. There is an ‘X’

button on the right of the box, click on it if users want to delete all the text.

- Users click on the ‘Continue’ button on the bottom of the screen after entering their wishes to continue the process.

- There is a ‘<’ button on the top left of the screen, users click on it, they will be redirected to the previous screen.

+ Send gift to: (Figure 3)

- On the first section of the screen, it displays the Debit account which contains the number account and Available

balance of users.

- On the second section, it is the Gift information, users can choose to send the same amount or different amount by

clicking into the clickable text ‘Same amount’ or ‘Dif erent amount’. In both options, users can choose one or more

recipients, there is a static description below the text ‘You can send a lucky gift to maximum 10 recipients within

CUPCAKE’. Users can only send a gift to other CUPCAKE users.

- Users fill in the amount they want to send in the ‘Amount’ text box and the account/phone number of recipients in

the ‘Recipient’s account/phone number’ text box.

- Users can click on the symbol ‘phonebook’ on the right to select recipients from the beneficiary list.

- Users add new recipients by clicking on the button ‘+ Add recipient’ and the system displays the card to fill in the

needed information.

- After adding a new recipient (more than one), the system shows a ‘Delete’ button on each recipient’s card. Users

click on it to delete the whole card.

- There is a total of sending money on the bottom left of the screen.

- Users click on the ‘Continue’ button to continue the process.

- There is a ‘<’ button on the top left of the screen, users click on it, they will be redirected to the previous screen.

+ Confirm transaction: (Figure 4)

- The first section of this screen is the information including the Debit account, Total debit amount and Transaction

date.

- Below the information section is the list of recipients with the bank symbol (CUPCAKE), account name, account

number and amount to transfer. The wishes are put under the recipient’s list.

- The system requires users to enter their Smart OTP PIN.

- If users correctly enter their PIN, the system automatically generates the OTP verification code in place of the PIN

number. Users click on to the button ‘Confirm’ within the limited time to confirm the transaction.

+ Sent: (Figure 5)

- The system displays a card that users chose in the first place with the information of recipients on it including the

name and account number. It also contains the amount that has been successfully transferred. It has the symbol

‘Successful’ on the top right of the card.

- It also shows the wishes that users typed in or chose from the template in the first step.

## Alternative Flows

### < First Alternative Flow >

[More complex alternatives are described in a separate section, referred to in the **Basic Flow** subsection of **Flow of Events** section. Think of the **Alternative Flow** subsections like alternative behavior⎯ each alternative flow represents alternative behavior usually due to exceptions that occur in the main flow. They may be as long as necessary to describe the events associated with the alternative behavior. When an alternative flow ends, the events of the main flow of events are resumed unless otherwise stated.]

#### < An Alternative Subflow >

[Alternative flows may, in turn, be divided into subsections if it improves clarity.]

### < Second Alternative Flow >

[There may be, and most likely will be, a number of alternative flows in a use case. Keep each alternative flow separate to improve clarity. Using alternative flows improves the readability of the use case, as well as preventing use cases from being decomposed into hierarchies of use cases. Keep in mind that use cases are just textual descriptions, and their main purpose is to document the behavior of a system in a clear, concise, and understandable way.]

# Special Requirements

[A special requirement is typically a nonfunctional requirement that is specific to a use case, but is not easily or naturally specified in the text of the use case’s event flow. Examples of special requirements include legal and regulatory requirements, application standards, and quality attributes of the system to be built including usability, reliability, performance or supportability requirements. Additionally, other requirements⎯such as operating systems and environments, compatibility requirements, and design constraints⎯should be captured in this section.]

## < First Special Requirement >

# Preconditions

[A precondition of a use case is the state of the system that must be present prior to a use case being performed.]

## < Precondition One >

# Postconditions

[A postcondition of a use case is a list of possible states the system can be in immediately after a use case has finished.]

## < Postcondition One >

# Extension Points

[Extension points of the use case.]

## <Name of Extension Point>

[Definition of the location of the extension point in the flow of events.]