Justin Bradshaw
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Iteration 1 Requirements

We have agreed to implement the following user stories in Iteration 1:

1. As a user, I want to check out a list of items bought by a customer
2. As a user, I want to update the inventory (change price, availability, add new products,...)

Note: In Iteration 1, we do not implement the User Management Sub-system, i.e., the system has only one user and this user has all access rights.

Please describe in details all use cases related to those user stories (e.g., checking out, changing price and quantity, adding a new product...). The description should include drawings or sketches of the relevant screens the system displays in each use case.

Use Case: Checkout

Steps:

1. The system displays the main screen

2. The system displays the checkout screen

ID	Name	Barcode	Available Units	Price Per Unit
100	Apple	1234629423	45	0.99
101	Banana	12318368123	17	0.58
102	Soda	12318968123	36	0.75
103	Carrots	123488636123	12	1.25
104	Bread	1274568923	14	2.50
105	Potatoes	1215568453	8	1.50

Add

Remove

Home Page

Finish and Pay

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3. User clicks a button to add a new item

4.System updates info of the new item in the list of items

5. User repeats step 4 for all items

6. User clicks the button "Finish and pay"

7. System displays the payment screen

Grocery Store Name/Logo

Please Select A Payment Method

Cash

Card

8. User chooses payment types

If cash, system displays the receipt screen for printing

Grocery Store Name/Logo

Purchase Number and Date
Thank you for your purchase!

Item	Quantity	Price	Total
Apple	5	0.99	
Bread	2	2.50	
Soda	8	0.75	
		Total + Tax	

Payment Method: [   ] (if by card include last four digits)

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Iteration 1 Requirements
If credit card, system displays the credit card screen

Grocery Store Name/Logo

Please Enter Payment Information

Name:	
Debit/Credit:	
Card Number:	
CCV:	
Expiration Date:	

SUBMIT

9. User inputs credit card information and clicks ok

10. System Displays receipt screen (see above)

Use Case: Changing Price and quantity

1. The system displays the main screen (show)
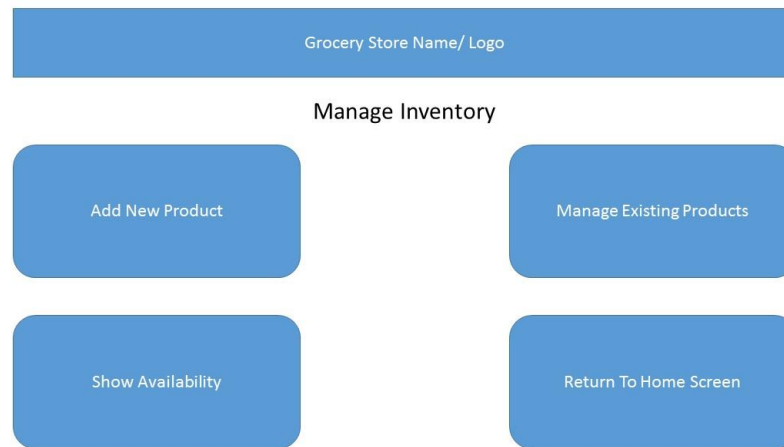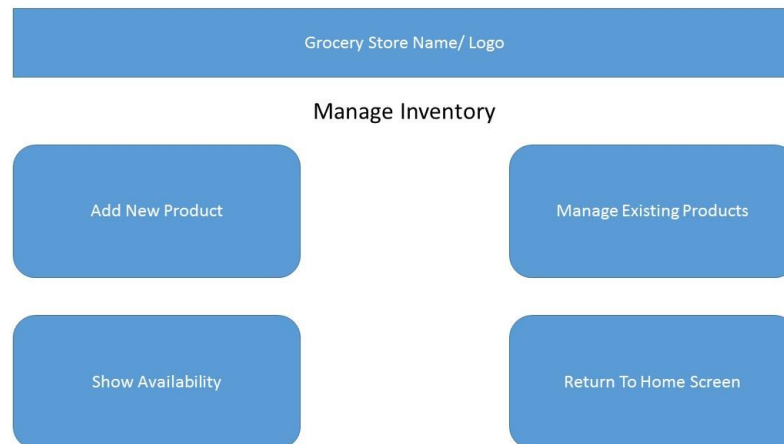
Grocery Store Name/Logo

Checkout

Manage Inventory

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2. The user selects the Manage Inventory Button
3. Manage Inventory Screen is displayed (show)

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Iteration 1 Requirements

| Grocery Store Name/ Logo |

Manage Inventory

| Add New Product | | Manage Existing Products |

| Show Availability | | Return To Home Screen |

4. User selects manage existing products
5. A list of existing products and availability is shown (show)

| Grocery Store Name/ Logo |

Existing Products

ID	Name	Barcode	Available Units	Price Per Unit	Provider	Provider Info
100	Apple	1234629423	45	0.99	Don's Apples	
101	Banana	1231868123	17	0.58	Dole	
102	Soda	12318968123	36	0.75	Coca-Cola	
103	Carrots	12348863612	12	1.25	Farm	
104	Bread	1274568923	14	2.50	Sara Lee	
105	Potatoes	1215568453	8	1.50	Farm	

Edit Product

Cancel

6. The user selects a product to edit
7. A screen appears to allow for changing of each attribute (show)

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Iteration 1 Requirements

Grocery Store Name/ Logo	
ID	101
Name	Banana
Barcode	1231868123
Available Units	17
Price Per Unit	0.58
Provider	Dole
Provider Info	100 N Fake Ave. Tallahassee, Florida

Confirm

Cancel

8. User hits the confirm button and is taken back to the home screen
9. Or user hits the cancel button and is also taken back to the home screen

Use Case: Adding a new product

1. The system displays the main screen (show)

Grocery Store Name/Logo

Checkout

Manage Inventory

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2. The user selects the Manage Inventory button
3. Manage inventory screen is displayed (show)

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Iteration 1 Requirements

Manage Inventory

4. User selects add new product
5. A screen is displayed to allow for the user to add new product information (show)

6. The user clicks to confirm or to cancel
7. If the user confirms they are taken back to the manage inventory screen
8. If the user cancels they are taken back to the home screen

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Iteration 1 Requirements

Use Case: Checking inventory

1. The System displays the main screen (show)

2. The user selects the Manage Inventory button
3. Manage Inventory screen is displayed (show)

4. The user selects the Show Availability button
5. A screen is displayed to allow the user to enter in a product ID, name, or barcode (show)

Iteration 1 Requirements

Grocery Store Name/Logo	

Please enter in one of the following product information.

Confirm

ID:	
Name:	
Barcode:	

Cancel

6. If the user confirms a screen is displaying the product information is shown (show)

Grocery Store Name/ Logo	

ID	101
Name	Banana
Barcode	1231868123
Available Units	17
Price Per Unit	0.58
Provider	Dole
Provider Info	100 N Fake Ave. Tallahassee, Florida

Search Again

Return to Home Screen

    a. If the user clicks the Search Again button they are taken back to the page that allows them to enter in a product ID, name, or barcode

    b. If the user clicks the Return to Home Screen button they are taken back to the home screen

7. If the user cancels they are taken back to the home screen