

Use Case Template

(adapted by Pressman and Maxim, *Software Engineering: A Practitioner's Approach*, pp. 151-152, from Cockburn, A., *Writing Effective Use-Cases*, Addison-Wesley, 2001)

Use Case:	<use-case-title>
Primary Actor:	<primary-actor>
Goal in Context:	<the aim of the primary-actor in a particular circumstance>
Preconditions:	<conditions that must be true before the scenario may play out>
Trigger:	<an action or actions that initiate the scenario>
Scenario:	<an enumerated list of steps describing the actions and interactions of the primary actor with the system>
Exceptions:	<errors or faults that may occur during the scenario. Should include remedy/corrective action taken by the primary actor>
Priority:	<relative importance of this use case compared to other use cases>
When available:	<the targeted release that covers this use case>
Channel to actor:	<the means through which the primary actor and the system communicate>
Secondary Actor:	<any other actors – people or systems – that may be involved in the scenario>
Channels to Secondary Actors:	<the means through which any secondary actors may interact with the system or other actors>
Open Issues:	<notes, concerns, or other materials>