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Individual Project Use Case

**Name:** Searching for a drink (Main function of site)

**ID**: UC1

**Description**: When opening the application, the user is prompted to select which liquors they are trying to make a drink with, once the liquors are selected, the search brings up various drinks that can be concocted with said liquors.

**Actors**: Application User

**Frequency of use**: 100% of users will be using this as it is the main function of the site

**Triggers**: The user wants to see what drinks they can make with their liquor

**Preconditions**: The User is 21 or Older

**Postconditions**: The User is presented several different drink recipes that include the liquor(s) that the user has selected.

**Main Course**:

1. The system prompts the user to confirm that they are 21+
2. The User confirms that they are 21+
3. The system presents a list of different types of liquors and flavors.
4. The User selects which liquor(s) they have available to them and if they want to, which flavor they’re looking for
5. The system takes which liquors have been selected by the user, goes through the database of drinks, then presents the user with a list of different drinks they can make.
6. User Selects which drinks they can make.

**Alternate Courses**:

The user wants to search by flavor of drink

1. Return to main course step 4
2. User selects search by flavor
3. System shows User drinks that have desired flavor

**Exceptions**:

The user’s selection of liquors brings up no results

1. System prints out “No drinks found with given selection”
2. Return to main course step 4

The user is under the age of 21

1. System prints “User is underaged, cannot accept”
2. Return to main course step 1

**Name:** Favoriting a Drink

**ID**: UC2

**Description**: When selecting a drink recipe, you will be able to favorite the selected recipe and it will show up under your favorite drinks in the profile section.

**Actors**: Application User

**Frequency of use**: N/A

**Triggers**: The user wants to favorite the drink that they have selected

**Preconditions**: The User has selected a drink recipe

**Postconditions**: The favorite drink will show up in the user’s list of favorite drinks

**Main Course**:

1. The user decides to favorite the selected drink recipe
2. The system takes the request and applies it to the database of the user and notifies them that the drink has been added to favorites
3. The drink has been added to the user’s list of favorite drinks

**Alternate Courses**:

The user wants to Un-favorite the drink

1. The User clicks the favorite button on a drink that’s already been favorited
2. The system goes into the database of users and un-applies the favorite to the user
3. The system notifies the user that the drink has been unfavorited
4. The drink is removed from the favorite list

**Exceptions**:

Drink has already been favorited

1. Return to alternate course step 1

User is not logged in

1. System asks user to login or create an account
2. Return to UC5 main course step 2
3. Return to main course step 1

**Name:** Sharing a Drink

**ID**: UC3

**Description**: When selecting a drink recipe, you will be able to share the link of the selected drink

**Actors**: Application User

**Frequency of use**: N/A

**Triggers**: The user wants to share the link of the drink that they have selected

**Preconditions**: The User has selected a drink recipe

**Postconditions**: The selected drink’s link will be copied to the clipboard of the user

**Main Course**:

1. The user decides to share the link of the selected drink recipe
2. The system takes the link of the drink and copies it to the clipboard of the user
3. The link is now in the user’s clipboard

**Alternate Courses**:

N/A

**Exceptions**:

N/A

**Name:** Creating an Account

**ID**: UC4

**Description**: Create an account for the user which will allow the user the favorite drinks

**Actors**: Application User

**Frequency of use**: N/A

**Triggers**: The user wants to create an account to favorite drinks

**Preconditions**: The User has clicked create an account

**Postconditions**: An account is added to the database and the user now has an account

**Main Course**:

1. The user clicks create in account
2. The system presents an account creation page which allows the user to create a user name and password
3. The user inputs their desired name and password
4. The system saves this information to the database
5. The user now has an account

**Alternate Courses**:

Username user had chosen has already been created

1. System print “Username already taken”
2. Return to main course step 3

**Exceptions**:

N/A

**Name:** Logging in

**ID**: UC5

**Description**: The user is logged into their account

**Actors**: Application User

**Frequency of use**: N/A

**Triggers**: The user wants to log into their account

**Preconditions**: The user has created an account already

**Postconditions**: The user is logged in

**Main Course**:

1. The user clicks log in
2. The system presents a page to put in username and password
3. The user inputs their name and password
4. The system searches for this information in the database and confirms that the account exists and that the password is correct
5. The user is now logged in

**Alternate Courses**:

The user hasn’t made an account yet

1. User clicks link that says “Create an Account"
2. Return to UC4 main course step 2

**Exceptions**:

Username doesn’t exist or password is wrong

1. System notifies user that the username doesn’t exist or that the password is wrong
2. Return to main course step 3