

Use Case Descriptions

An example of a partially dressed use case description.

Reference:	AN01
Use case name:	Create Application.
Scope:	#fundme System.
Triggering event:	Applicant selects 'Apply for Funding'.
Brief description:	Once an Applicant is eligible for funding (applicant_status = "Green"), the system prompts the Applicant to create an Application. The Applicant will select the type of funding required and enter the amount required for the type. The Applicant will then finalise the creation of the new Application. Upon creation of an Application, application_status = "Unfunded" is automatically assigned. The system also sends an Application receipt for each Application that was created to the Applicant for confirmation purposes. The Application data will be stored in the APPLICATION datastore.
Actor(s):	Applicant (Primary). Administrator – may act on behalf of an Applicant (Primary).
Related use cases:	N/A.
Stakeholders & interests:	<ul style="list-style-type: none">• Applicant – ability to create an Application in order to receive funding.• Donor – requires an Application to be created in order to fund an Applicant.• Administrator – ability to create an Application on behalf of an Applicant in order to assist Applicants having technical issues.• #fundme management – all Applications to be correctly captured in order for the purpose of the program to be fully realized.
Pre-conditions:	<ul style="list-style-type: none">• Applicant data is stored in APPLICANT datastore.• applicant_status = "Green"
Post-conditions:	<ul style="list-style-type: none">• application_id, applicant_id, application_type, application_balance, application_status, application_archive_status, application_date are stored in the APPLICATION datastore.• application_status = "Unfunded".• Application receipt e-mail is generated.• Application receipt e-mail is sent to Applicant's email address.