Use Case Template

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| USE CASE 3 | Use Playlist to Move to new Window | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

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| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |