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| ID and name | UC-1. Modify the username | | |
| Primary actor | User | Secondary actors | DestinationBucketList inventory system |
| Description | A user accesses the settings of the profile in order to modify the username, then attempts to choose a corresponding username for his needs and confirms the changes. | | |
| Trigger | A user accesses the settings indicating that he wants to change his username. | | |
| Preconditions | PRE-1. The user already has an account.  PRE-2. The user is logged in into his account. | | |
| Postconditions | POST-1. The username that he choose does not already exists.  POST-2. The system is updated with the new username. | | |
| Normal flow | **The user successfully modifies his username:**   1. The user enters in the settings and wants to modify his username. 2. The system lets him access that option and choose a username that satisfies him. 3. The username provided is not taken by anyone so it can be used. 4. The user clicks the confirm button and confirms his changes. 5. The system updates the changes showing the message “Successfully updated username”. | | |
| Alternative flows | **The user chooses a username that is already taken:**   1. ----Returns to step 3 until the chosen username is not already taken. | | |
| Exceptions | **The user is not allowed to change his username:**   1. The user cancels the operation and keeps the old username. | | |

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| ID and name | UC-2. Create private item | | |
| Primary actor | User | Secondary actors | DestinationBucketList Inventory System |
| Description | A user accesses the DestinationBucketList and wants to create a new private item to be added to the personal private destinations bucket list. He inserts the required fields after which he presses the create button and the new item will be created in the personal bucket list. | | |
| Trigger | A user accesses the option for creating a new private item. | | |
| Preconditions | PRE-1. The user is logged in into DestinationBucketList.  PRE-2. All the fields should contain a valid input. | | |
| Postconditions | POST-1. The newly created private item is stored into the DestinationBucketList.  POST-2. The private item which the user wants to create does already exist in the DestinationBucketList. | | |
| Normal flow | 1. **Create a private item** 2. **----+++** 3. User wants to create a new private item. 4. DestinationBucketList asks for more details about the destination (geolocation, title, image, description, stay dates). 5. User has to fill in the requested fields. 6. User indicates that all the fields are completed. 7. The system displays the geolocation, title, image, description and stay dates that will be created. 8. User presses the create item button. 9. The system creates the new item and displays the message “Created Successfully!”. 10. The system stores the newly created item. | | |
| Alternative flows | **1.1 Create a private item with a wrong input**   1. ----The user wants to create a new private item. (see 2 from Exceptions). 2. Return to step 3 of normal flow.   **1.2 Create a private item that already is valid**   1. ----The user wants to create a new private item. (see 1 from Exceptions). 2. Return to step 3 of normal flow. | | |
| Exceptions | 1. If the user wants to create an item that already exists, the system will display a message. 2. If the user does not complete correctly the required fields, the system will display a message. 3. If the destination the user wants to create is not available, the system will display a message. | | |

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| ID and name | UC-3. Add an item to the Bucket List | | |
| Primary actor | User | Secondary actors | DestinationBucketList inventory system |
| Description | A user accesses the home page in order to add an item to the bucket list, selects a public item that he wants to add or create a private one, confirms the operation and then the system will save the changes. | | |
| Trigger | A user accesses the option for adding an item to the bucket list. | | |
| Preconditions | PRE-1. The user should have created a bucket list in which to add the items.  PRE-2. If the type of the item is public then the vacation he is looking for should exist.  PRE-3. If the type of the item is private, the user should provide valid options when creating the item. | | |
| Postconditions | POST-1. The item is selected and ready to add to the bucket list.  POST-2. The item is added to the bucket list with a status of “Successfully added!” | | |
| Normal flow | * 1. **Adding a public item**  1. The user enters the option for adding an item to the bucket list. 2. The systems displays the available items that can be added. 3. The user visualizes the available public items that can be added to the bucket list. 4. The user selects one item to be added to the bucket list. 5. The system shows the details of the selected item to provide the user with all the information needed. 6. The user decides to keep the selection and the items are ready to be added to the bucket list. 7. The user clicks the add button and the operation is done with a status of “Successfully added!” | | |
| Alternative flows | * 1. **Adding multiple items**   1. The user selects another item that he wants to add.  2. Return to step 1 of normal flow. | | |
| Exceptions | 1. **The selected item is already added to the bucket list** 2. The system informs the user that the operation cannot be done because the item was already added to the bucket list. 3. The user continues to navigate through the options in order to find another item that matches the interests. 4. Return to step 1 in Normal flow. | | |