

Use Cases

for

BeerBuddy

Version 1.0

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1. Guidance for Use Case Template

Document each use case using the template shown in the Appendix. This section provides a description of each section in the use case template.

2. Use Case Identification

1.1. Use Case ID

Give each use case a unique integer sequence number identifier. Alternatively, use a hierarchical form: X.Y. Related use cases can be grouped in the hierarchy.

1.2. Use Case Name

State a concise, results-oriented name for the use case. These reflect the tasks the user needs to be able to accomplish using the system. Include an action verb and a noun. Some examples:

- View part number information.
- Manually mark hypertext source and establish link to target.
- Place an order for a CD with the updated software version.

1.3. Use Case History

1.1.1. Created By

Supply the name of the person who initially documented this use case.

1.1.2. Date Created

Enter the date on which the use case was initially documented.

1.1.3. Last Updated By

Supply the name of the person who performed the most recent update to the use case description.

1.1.4. Date Last Updated

Enter the date on which the use case was most recently updated.

3. Use Case Definition

1.1. Actors

An actor is a person or other entity external to the software system being specified who interacts with the system and performs use cases to accomplish tasks. Different actors often correspond to different user classes, or roles, identified from the customer community that will use the product. Name the actor that will be initiating this use case and any other actors who will participate in completing the use case.

1.2. Trigger

Identify the event that initiates the use case. This could be an external business event or system event that causes the use case to begin, or it could be the first step in the normal flow.

1.3. Description

Provide a brief description of the reason for and outcome of this use case, or a high-level description of the sequence of actions and the outcome of executing the use case.

1.4. Preconditions

List any activities that must take place, or any conditions that must be true, before the use case can be started. Number each precondition. Examples:

1. User's identity has been authenticated.
2. User's computer has sufficient free memory available to launch task.

1.5. Postconditions

Describe the state of the system at the conclusion of the use case execution. Number each postcondition. Examples:

1. Document contains only valid SGML tags.
2. Price of item in database has been updated with new value.

1.6. Normal Flow

Provide a detailed description of the user actions and system responses that will take place during execution of the use case under normal, expected conditions. This dialog sequence will ultimately lead to accomplishing the goal stated in the use case name and description. This description may be written as an answer to the hypothetical question, "How do I <accomplish the task stated in the use case name>?" This is best done as a numbered list of actions performed by the actor, alternating with responses provided by the system. The normal flow is numbered "X.0", where "X" is the Use Case ID.

1.7. Alternative Flows

Document other, legitimate usage scenarios that can take place within this use case separately in this section. State the alternative flow, and describe any differences in the sequence of steps that take place. Number each alternative flow in the form "X.Y", where "X" is the Use Case ID and Y is a sequence number for the alternative flow. For example, "5.3" would indicate the third alternative flow for use case number 5.

1.8. Exceptions

Describe any anticipated error conditions that could occur during execution of the use case, and define how the system is to respond to those conditions. Also, describe how the system is to respond if the use case execution fails for some unanticipated reason. If the use case results in a durable state change in a database or the outside world, state whether the change is rolled back, completed correctly, partially completed with a known state, or left in an undetermined state as a result of the exception. Number each alternative flow in the form "X.Y.E.Z", where "X" is the Use Case ID, Y indicates the normal (0)

or alternative (>0) flow during which this exception could take place, “E” indicates an exception, and “Z” is a sequence number for the exceptions. For example “5.0.E.2” would indicate the second exception for the normal flow for use case number 5.

1.9. Includes

List any other use cases that are included (“called”) by this use case. Common functionality that appears in multiple use cases can be split out into a separate use case that is included by the ones that need that common functionality.

1.10. Priority

Indicate the relative priority of implementing the functionality required to allow this use case to be executed. The priority scheme used must be the same as that used in the software requirements specification.

1.11. Frequency of Use

Estimate the number of times this use case will be performed by the actors per some appropriate unit of time.

1.12. Business Rules

List any business rules that influence this use case.

1.13. Special Requirements

Identify any additional requirements, such as nonfunctional requirements, for the use case that may need to be addressed during design or implementation. These may include performance requirements or other quality attributes.

1.14. Assumptions

List any assumptions that were made in the analysis that led to accepting this use case into the product description and writing the use case description.

1.15. Notes and Issues

List any additional comments about this use case or any remaining open issues or TBDs (To Be Determined) that must be resolved. Identify who will resolve each issue, the due date, and what the resolution ultimately is.

Use Case List

<i>ID</i>	<i>Primary Actor</i>	<i>Use Case Title</i>
0	User	Add beer to favorites list
1	User	Search for beer
2	User	Log in/sign up with Facebook
3	User	Rate/Review beer

Use Case Template

Use Case ID:	0		
Use Case Name:	Add beer to favorites list		
Created By:	Team 1	Last Updated By:	
Date Created:	2/21/16	Date Last Updated:	2/21/16

Actors:	Registered User
Description:	The user adds a new beer to the favorites list
Trigger:	user clicks on favorite button
Preconditions:	needs to be logged in
Postconditions:	favorites list is updated, “You’ve added <Beer name> to favorites.”
Normal Flow:	0.0 STEP 1 - User sees a beer STEP 2 - User clicks on favorites button STEP 3 - User sees a confirmation that the beer was added to the list
Alternative Flows:	0.1 STEP 1 - User sees a beer STEP 2 - User clicks on favorites button STEP 3 - User isn’t logged in and is prompted to log in or sign up. STEP 4 - User signs into their account STEP 5 - User sees a confirmation that the beer was added to the list 0.2 STEP 1 - User searches beer STEP 2 - User sees a beer STEP 3 - User clicks on favorites button

	0.3 STEP 1 - User sees a beer STEP 2 - User clicks on favorites button STEP 3 - User isn't logged in and is prompted to log in or sign up. STEP 4 - User creates an account STEP 5 - User sees a confirmation that the beer was added to the list
Exceptions:	0.0.E.0 - Actor favorites a beer that they have already favorited. STEP 1- User is notified that they have already favorited the beer 0.1.E.0 - User doesn't have an account STEP 1 - User is prompted to sign up. 0.2.E.0 - User already has an account STEP 1 - User is prompted to sign in.
Includes:	View Similar Beers
Priority:	3 (on a scale of 1-10)
Frequency of Use:	1 or more per session
Business Rules:	Maintain list of previously favorited beers. Give user beer recommendations based on favorites.
Special Requirements:	Actor must be logged into their account. App will need to check to see if the beer is already favorited
Assumptions:	User is logged in.
Notes and Issues:	

Revision History

Name	Date	Reason For Changes	Version
Added a Use Case	2/21/16	Added Use Case 0 for favoriting a beer.	1

