2013

Authors:

[USE CASES]

Use Case Description:

As requested on March 28, 2013 by the customer, this Use Case Model will act as a reference tool to guide and depict the various aspects pertaining to the wine application. This guide will serve to represent an android phone application aiming to offer a feature set that is beneficial to oenophiles and novices a like. The main customer will be the professor of a particular class but also the CEO of CSE 110 Software Engineering, INC. This application will however not be designed to fit only our customer's needs, but other elements and uses contributing to the extensibility of this program. As a result, many other users will be able to find utility in this tool.

Within the wine application, known as "WINO," all the features and elements of the application will be accessible by any actor. With any user able to use the program, there is no restrictions or privileges that one user may have while another may not. The only restricted access is accessing a user's account without the correct user name and corresponding password.

Our app is meant not to dumb down the material and features such that Oenophiles are annoyed, but the app is also not built to only cater to individuals that have a similar level of knowledge of wine as an oenophile does. With this app, we are determined to provide tools that oenophiles will find to be invaluable, and Novices will have the resources necessary to enter the world of wine (towards becoming an oenophile themselves).

WINO will serve as a feature rich application that solves many problems consumers of wine have. Users will have the ability to: test for safe driving BAC, manage their "Vineyard" (inventory), search for wine across multiple media platforms, be surprised with a random recommendation, watch informational/educational tutorials on everything wine, wine and meal pairing, and a wine wish list feature. Social media integration through Facebook is going to be held off till the next release. Features that are planned to come with the Facebook integration will only increase the usability of WINO.

Table of Contents:

Use Case Variable Status Key:

Frequency:

On Demand	The user can access this feature whenever they choose to.

Priority:

High	These items must be implemented for the most basic of functions to be accessible. In most cases this will include the ability to create, login, retrieve password/account, view and modify wine inventory, and search the inventory for a wine.
Medium	These items represent secondary functions, which include BMI, advanced search features, social integration, and user tutorials.
Low	These items represent additions to existing functions that make them more convenient and user-friendly. In most cases this will include the ability to have more interactive tutorials, special search features, and track wine activities of other users, such as wine recommendations, comments on wines, and wine hosting.
Complete	The feature's implementation has been finished to the specification of the use case.

Progress Status:

Planning	Use Case is currently being considered and planned
Planned	Design has been determined and implementation is ready to begin
Implementing	Use Case is currently being implemented
Implemented	Use Case is fully implemented into application and ready to be tested by QA specialist.
Deferred	Development of use case is currently on hold.

Test Phase Status:

Planned	Testing will commence when development is completed
In Progress	Currently testing with team
Complete	Test Phase Complete, Use case currently functional

DESCRIPTION:

The user shall have the ability to check whether it is safe to drive after drinking a particular set of wine(s), or see how long it will take for them to safely drive again if they drink a planned set of wine(s).

ACTORS:

The user

DESIRED OUTCOME:

After inputting the appropriate information, show a recommended period of time to wait before driving.

USER GOALS:

The user wants to know if it is safe, or when it will be safe to drive again after drinking a set of wine(s).

DEPENDENT USE CASES:

LNR-01

INVOLVED REQUIREMENTS:

- ACC-01
- ACC-02

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The user has created an account and can log in.
2. They have put in their weight and height.
3. The set of wine(s) and their amounts have been input.
4. If applicable, how long has it been since your last drink.

POST-CONDITIONS:

1. A period of time to wait is output.

TRIGGER:

1. The user selects the "Recommend A Wine" option from one of the available screens.

WORKFLOW:

1. TBD

ALTERNATE PATHS:

1. N/A

OPTIONS:

N/A

USE CASE # INV-01: "ADD A WINE"]

DESCRIPTION:

This Use Case outlines the user's ability to add a wine into the application for the system to keep track of what wines the user currently owns.

ACTORS:

The User

DESIRED OUTCOME:

The System will store the user's wine information that will be used for either reference or other features of the app.

USER GOALS:

The user wishes to add information of a wine that they currently own in their Vineyard.

DEPENDENT USE CASES:

LNR-01
LNR-02

INVOLVED REQUIREMENTS:

- ACC-01
- ACC-02
- INV-02a-f

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The User is logged in.
2. The System is at the "My Vineyard" screen.

POST-CONDITIONS:

1. The System will add a new wine or wines into the Vineyard.

TRIGGER:

1. A button labeled "add wine" pressed by the user while on "My Vineyard" screen

WORKFLOW:

1. The User shall log into their profile
2. The System shall direct the user to the home screen
3. The User shall select "My Vineyard"
4. The System shall display the user's personal Vineyard.
5. The User shall select "add wine"
6. The System shall display a pop-up that allows the User to input wine information

7. The System shall output associated information, which includes a picture of wine or an image search of the desired wine
8. The User shall confirm info is correct and hits a "confirm" button
9. The User shall be brought back to "My Vineyard" screen with recently added wines at "top" of Vineyard.

ALTERNATE PATHS:
1. The User shall, after entering data for one wine, be prompted " Continue Adding?"
2. The user shall select "Yes" and be directed to workflow steps 7-9

OPTIONS:
The User shall be able to add more than one wine at a time.

DESCRIPTION:
This Use case outlines the user's ability to select a wine from the Vineyard.

ACTORS:
The User

DESIRED OUTCOME:
The system will show the details about the wine in the Vineyard.

USER GOALS:
The User wishes see the details about a particular wine in their Vineyard.

DEPENDENT USE CASES:
INV-01

INVOLVED REQUIREMENTS:
- N/A

DETAILS:
- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:
1. The User is logged in.
2. The System is at the user's "My Vineyard" screen.
3. The User has at least one wine data stored in their Vineyard.

POST-CONDITIONS:
1. The System displays the details about the wine selected.

TRIGGER:
1. The User selects a wine from the list.

WORKFLOW:
1. The User shall be logged onto their profile
2. The User shall direct the user to the home screen.
3. The User shall select "My Vineyard"
4. The System shall display the user's existent wine Vineyard.
5. The user shall select a wine from the list.
6. The System shall display the details about the wine selected.

ALTERNATE PATHS:
1. N/A

OPTIONS:
N/A

DESCRIPTION:

This Use case outlines the user's ability to delete a wine from their Vineyard.

ACTORS:

The User

DESIRED OUTCOME:

The System shall remove wine data and display the user's updated Vineyard (with the deletion).

USER GOALS:

The User wishes to remove a wine from their personal Vineyard.

DEPENDENT USE CASES:

INV-01

INVOLVED REQUIREMENTS:

- INV-03a-b

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The User is logged in.
2. The System is at the user's "My Vineyard" screen.
3. The User has at least one wine data stored in their Vineyard.

POST-CONDITIONS:

1. The System deletes the desired wine data from the user Vineyard.

TRIGGER:

1. The User selects the "Delete" button

WORKFLOW:

1. The User shall be logged onto their profile
2. The User shall direct the user to the home screen.
3. The User shall select ""My Vineyard""
4. The User shall input valid data into the user's wine Vineyard.
5. The System shall display the user's existent wine Vineyard.
6. The User shall select a checkbox next to the wine they wish to delete.
7. The User shall select "delete"
8. The System shall prompt user "Are You Sure You Want to Delete?"
9. The User shall select Yes.

10. The System shall delete the wine that the user wishes to delete.
11. The System shall return the user back to an updated "My Vineyard" screen with the wine(s) removed.

ALTERNATE PATHS:

1. The User shall, at any time during step 6, be able to cancel the deletion process by hitting "Cancel".

OPTIONS:

The User shall be able to delete more than one wine by selecting more than one check box before hitting "Delete."

DESCRIPTION:

This Use case outlines the user's ability to look at specific types of wine within their Vineyard.

ACTORS:

The user

DESIRED OUTCOME:

The System will display a portion of the user's wine Vineyard (in relation to a specific attribute of the wines).

USER GOALS:

The user wishes to find specific types of wine in their Vineyard

DEPENDENT USE CASES:

INV-01

INVOLVED REQUIREMENTS:

- SQ-01a

DETAILS:

- **Priority:** Complete
- **Progress Status:** Planned
- **Test Phase Status:** Planned
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The User is logged in.
2. The System is at the "My Vineyard" Screen.
3. The User has existent wine data in their Vineyard.

POST-CONDITIONS:

1. The System will present wine data that consistent with wine attributes selected by user.

TRIGGER:

1. The User shall select a "Filter" button.

WORKFLOW:

1. The User shall be logged in.
2. The System shall direct the User to the home screen.
3. The User selects "My Vineyard".
4. The System shall display the User's wine Vineyard.
5. The User shall select "Filter".
6. The System shall display a list of differentiating attributes of wine that allows the User to view a differentiated portion of the User's Vineyard.
7. The User shall select one or more attributes of wine that they wish to look for.

8. The User shall select "Search".
9. The System shall display the wines that have the attributes the user selected.
10. The User shall select an "Remove Filter" button (same place as "Filter" button) to look at the entire wine Vineyard.
11. The System shall display the User's entire wine Vineyard.

ALTERNATE PATHS:

1. The User shall, after filtering a wine Vineyard once, be able to start a new filter/search for a different attribute of wine.
2. The User shall select "New Filter" to reselect a new wine attribute or wine attributes.
3. The User shall be able to add multiple filters

OPTIONS:

Wine attributes (dry, sweet, red, white, high tannin, low tannin, country or origin, year, ideal food pairing).

DESCRIPTION:

This Use case outlines the User's ability to pair a wine with food.

ACTORS:

The User

DESIRED OUTCOME:

The System will display a recommended food to pair with a wine (or display a recommended wine to pair with a food).

USER GOALS:

The User wishes to know which of wines pair well with a particular type of food that they are eating (or vice versa: which foods pair well with a particular type of wine that they are drinking).

DEPENDENT USE CASES:

WMP-01

INVOLVED REQUIREMENTS:

- PAR-03

DETAILS:

- **Priority:** Complete
- **Progress Status:** implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The User is logged in.

POST-CONDITIONS:

1. The System displays a list of wines that pair well with the food (or vice versa).

TRIGGER:

1. The User selects the "Pair" button.

WORKFLOW:

1. The User shall be logged in.
2. The System displays the Home Screen
3. The User shall select a wine/food pairing button.
4. The System shall direct user to the wine/food pairing screen.
5. The User shall select a wine or food (or multiple foods) for pairing.
6. The System shall access the User's wine database (or food database) and search the User's wines that pair well with that type of food (or vice versa).
7. The System shall display a list recommended foods or wines.

ALTERNATE PATHS:
1. N/A

OPTIONS:
Different types of foods and wines.

DESCRIPTION:
This Use case outlines the user's ability to edit their personal wine Vineyard.

ACTORS:
The User

DESIRED OUTCOME:
The Systems updates the data of an existent wine of the user's Vineyard.

USER GOALS:
The User wishes to change information on a wine in their Vineyard.

DEPENDENT USE CASES:
INV-01

INVOLVED REQUIREMENTS:
- INV-02a-f

DETAILS:
- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:
1. The User is logged in.
2. The System is at the "My Vineyard" screen.
3. The User has existent wine data in their Vineyard.

POST-CONDITIONS:
1. The System shall display an updated Vineyard.
2. The User shall confirm the changes to their Vineyard

TRIGGER:
1. The User selects the "Edit" button.

WORKFLOW:
1. The User shall be logged in.
2. The System shall direct the user to the home screen.
3. The User shall select "My Vineyard".
4. The System shall display a form-like interface of the user's wine Vineyard.
5. The User shall edit the Vineyard through inputting valid input into the form.
6. The System shall display Vineyard of the user's wine in an organized fashion.
7. The User shall select "Edit Wine".
8. The System shall be in edit mode.
9. The User shall select a wine.

10. App will display up-to-date wine data that the user can change (details of how this is presented is TBD).
11. The User shall select "Done" when done editing wine data
12. The System shall direct user back to Vineyard screen in "normal mode"

ALTERNATE PATHS:

1. The User shall, upon changing the Vineyard, be prompted "Continue to Edit?"
2. The User shall select "Yes" and be, directed through workflow steps 8-10 again.

OPTIONS:

The User can make changes to more than one wine data before going back to the main "My Vineyard" screen.

DESCRIPTION:

This Use Case details the User's ability to log into the System with a valid email and password combination stored in the database.

ACTORS:

The Application User

DESIRED OUTCOME:

The User shall be logged in and directed to main page of the application.

USER GOALS:

The user wants to log into the application.

DEPENDENT USE CASES:

LNR-02

INVOLVED REQUIREMENTS:

- ACC-02

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The User knows their valid email and password combination
2. The User has registered with the application.

POST-CONDITIONS:

1. The User is logged into application.

TRIGGER:

1. The User types in email and password and presses log-in button.

WORKFLOW:

1. The User shall enter email and password combination.
2. The User shall press log-in button.
3. The System shall log the User in.

ALTERNATE PATHS:

1. The User shall logsout from the application.
2. The User shall enter email and password combination.
3. The User shall press log-in button.
4. The System shall log the User in.

DESCRIPTION:

This Use Case details the User's ability to register with the application and create a custom log in by entering First Name, Last Name, Email, Username, Password, DOB, Gender, Weight

ACTORS:

The Application User

DESIRED OUTCOME:

The System shall store User's information in the database.

USER GOALS:

The User shall be able to log in with their custom email and password combination.

DEPENDENT USE CASES:

LNR-01

INVOLVED REQUIREMENTS:

- ACC-01

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The Username and Email have not already been used.

POST-CONDITIONS:

1. The User shall be logged into the application.
2. The System shall store the User's information.

TRIGGER:

1. The User shall press Submit from Registration page.

WORKFLOW:

1. The User shall press Sign Up from the Log-in screen.
2. The User shall enter First Name, Last Name, Email, Username, Password, DOB, Gender, and Weight.
3. The User shall press Submit.

ALTERNATE PATHS:

N/A

OPTIONS:

N/A

DESCRIPTION:

This use case outlines the ability of the user to log out of the application.

ACTORS:

The Application user

DESIRED OUTCOME:

The user is logged out of the application and no user data is present.

USER GOALS:

The user wants to log out of his or her application account.

DEPENDENT USE CASES:

N/A

INVOLVED REQUIREMENTS:

- ACC-01
- ACC-02
- ACC-03

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The User is logged into the application

POST-CONDITIONS:

1. The User is logged out of the application

TRIGGER:

1. The User shall select the "Logout" option in the menu.

WORKFLOW:

1. The User shall be on the Menu screen.
2. The User shall select the "Logout" button
3. The User shall be at the Login Screen

ALTERNATE PATHS:

1. N/A

OPTIONS:

N/A

USE CASE #QAD-01: "QUICK ADD"]

DESCRIPTION:

This Use Case outlines the user's ability to quickly (within 30 seconds) add a wine to the Vineyard.

ACTORS:

The User

DESIRED OUTCOME:

The System will store a quick description of a wine in the User's Vineyard.

USER GOALS:

The User wishes to quickly add a wine for future reference.

DEPENDENT USE CASES:

LNR-01

INVOLVED REQUIREMENTS:

- N/A

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The User is logged in.
2. The System is at the "My Vineyard" screen.

POST-CONDITIONS:

1. The System will add a new wine or wines into the Vineyard.

TRIGGER:

1. A button labeled "Quick Add" pressed by the user while on "My Vineyard" screen

WORKFLOW:

1. The User shall log into their profile
2. The System shall direct the user to the home screen
3. The User shall select "My Vineyard"
4. The System shall display the user's personal Vineyard.
5. The User shall select "Quick Add"
6. The System shall display a pop-up that allows the User to input wine information: (1) The name of the wine; (2) Comments
7. The User shall confirm info is correct and hits a "Confirm" button
8. The User shall be brought back to Vineyard screen with recently added wines at "top" of Vineyard.

ALTERNATE PATHS:
1. The User shall, after entering data for one wine, be prompted "Continue Adding?"

OPTIONS:
The User shall be able to quick add more than one wine at a time.

DESCRIPTION:

This use case outlines the feature of having a friend recommend you a wine. If there is a huge list of recommendations, then the user will see an abbreviated list.

ACTORS:

The Application user.

DESIRED OUTCOME:

The user will be shown recommendations from friends.

USER GOALS:

The user wants to know about wine recommendations from friends.

DEPENDENT USE CASES:

LNR-01

SMI-07

INVOLVED REQUIREMENTS:

- N/A

DETAILS:

- **Priority:** Low
- **Progress Status:** Deferred
- **Test Phase Status:** Planned
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The user is logged on.
2. The user is in the correct screen for viewing.
3. The user has a friend recommendation.

POST-CONDITIONS:

1. A window showing friend recommendation is shown.

TRIGGER:

2. From the social page of the wine app, the user clicks on the "Recommendations" button.

WORKFLOW:

1. The System shall verifies that the user is logged in.
2. The System shall verifies any friend recommendation.
3. The System shall indicates new friend recommendations.
4. The User shall choose the "Friend Recommendations" indicator.
5. The System displays the friend recommendations.

ALTERNATE PATHS:

1. N/A

OPTIONS:
N/A

DESCRIPTION:
This use case outlines the ability for the user to: (1) see recent comments and (2) ratings of wine from the user's friends from a social-networking apparatus.

ACTORS:
The Application user.

DESIRED OUTCOME:
A list of comments and ratings from friends will be displayed.

USER GOALS:
The user will be informed of recent comments/ratings from friends.

DEPENDENT USE CASES:
LNR-01
SMI-07

INVOLVED REQUIREMENTS:
- N/A

DETAILS:
- **Priority:** Low
- **Progress Status:** Deferred
- **Test Phase Status:** Planned
- **Frequency:** On Demand

PRE-CONDITIONS:
1. The user is logged on to social-networking apparatus.
2. The user has at least one friend.
3. The user has at least one comment/rating from a friend.

POST-CONDITIONS:
1. The user can see recent comments and ratings from friends.

TRIGGER:
1. The home page will alert the user with a recent items indicator.
2. The social page will have a "recent comments" button.

WORKFLOW:
1. The System shall verifies that the user is logged in.
2. The user selects the "Recent Comments" button.
3. The System shall display the user's friends recent activity.

ALTERNATE PATHS:
1. The System shall verifies if there are any new comments
2. The System shall indicates that there are new comments on the home page

DESCRIPTION:

This use case outlines the user's interaction related to friend's wine activities. The user shall be informed of places, recommendations, tagged friends, pictures, and messages.

ACTORS:

The user

DESIRED OUTCOME:

The user will be shown an abbreviated list of recent wine related activities. The user shall be able to click on any one of the activities and have a more elaborate description of the activity.

USER GOALS:

The user wants to know about wine related activities from friends.

DEPENDENT USE CASES:

LNR-01

SMI-07

INVOLVED REQUIREMENTS:

- N/A

DETAILS:

- **Priority:** Low
- **Progress Status:** Deferred
- **Test Phase Status:** Planned
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The user is logged on
2. The user has friend activity

POST-CONDITIONS:

1. The System shall show the user's friends activity within the last week.

TRIGGER:

1. The User shall choose on the "Recent Activity" button.

WORKFLOW:

1. The System shall verifies that the user is logged in
2. The System shall verifies any friend activity
3. The User shall choose the "Social" option.
4. The System shall indicates new friend activity

ALTERNATE PATHS:

1. N/A

OPTIONS:

N/A

DESCRIPTION:
The user shall be able to see their friend's favorite wine list, which can be used for gift ideas.

ACTORS:
The Application user

DESIRED OUTCOME:
The user shall be able to see your friend's favorite wine list.

USER GOALS:
Find a wine to buy their friend or just to see what type of wine their friends like.

DEPENDENT USE CASES:
LNR-01
SMI-07

INVOLVED REQUIREMENTS:
- N/A

DETAILS:
- **Priority:** Medium
- **Progress Status:** Deferred
- **Test Phase Status:** Planned
- **Frequency:** Custom

PRE-CONDITIONS:
1. The user shall have an account.
2. The user shall have logged in.
3. The user shall have a friend.
4. The user's friend shall have wines in his favorite list.

POST-CONDITIONS:
1. A list of wines that the user's friend favored.

TRIGGER:
1. The user shall choose the "Suggest Gift" option in the social feature.

WORKFLOW:
1. The user shall log in.
2. The user shall choose the "Social" feature.
3. The user shall choose the "Suggest Gift" option.
4. The user shall pick a friend.

ALTERNATE PATHS:
1. The user shall log in.
2. The user shall choose the "Social" feature.
3. The user shall pick a friend.

4. The user shall choose the "Suggest Gift" option.

OPTIONS:

N/A

DESCRIPTION:

This use case outlines the user's ability to invite their friends to use WINO.

ACTORS:

The Application user

DESIRED OUTCOME:

The user shall be able to post on their friend's wall, urging them to join WINO or the user shall be able to email invitations.

USER GOALS:

To invite their friends to use the app.

DEPENDENT USE CASES:

LNR-01

SMI-07

INVOLVED REQUIREMENTS:

- N/A

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The user shall have an account.
2. The user shall have logged in.
3. The user shall have a friend.

POST-CONDITIONS:

1. A list of wines that the user's friend favored.

TRIGGER:

1. The user shall choose the gift option in the social feature.

WORKFLOW:

1. The user shall log in.
2. The user shall choose the social feature.
3. The user shall the gift option.
4. The user shall pick a friend.

ALTERNATE PATHS:

1. N/A

OPTIONS:

N/A

DESCRIPTION:
The user shall have the ability to create an event.

ACTORS:
The Application user

DESIRED OUTCOME:
The user shall be able to create an event that is viewable to all of the user's friends.

USER GOALS:
To create an wine event viewable to their friends.

DEPENDENT USE CASES:
LNR-01
SMI-07

INVOLVED REQUIREMENTS:
- N/A

DETAILS:
- **Priority:** Medium
- **Progress Status:** Deferred
- **Test Phase Status:** Planned
- **Frequency:** On Demand

PRE-CONDITIONS:
1. The user shall have an account.
2. The user shall have logged in.

POST-CONDITIONS:
1. An event created by the event.

TRIGGER:
1. The user shall choose the "create an event" option

WORKFLOW:
1. The user shall log in.
2. The user shall choose the social feature.
3. The user shall choose the "create an event" option.

ALTERNATE PATHS:
1. N/A

OPTIONS:
N/A

DESCRIPTION:

This use case outlines the feature of the user being able to login to Facebook.

ACTORS:

The Application user

DESIRED OUTCOME:

The user is logged in and brought to the Social Screen.

USER GOALS:

The user wants to log in to Facebook in order to integrate the application with Facebook data.

DEPENDENT USE CASES:

LNR-01

INVOLVED REQUIREMENTS:

- N/A

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The User shall be logged into the Application
2. The User shall have a Facebook account

POST-CONDITIONS:

1. The User has successfully logged in to Facebook
2. The User is at the Social Media screen.

TRIGGER:

1. The User shall select the "Social" option on the Menu screen.

WORKFLOW:

1. The User shall be on the Social login screen.
2. The User shall type his or her username
3. The User shall type his or her password
4. The User shall submit valid data.
5. The User shall select the proper permissions.
6. The User shall be directed to the Social Media screen.

ALTERNATE PATHS:

1. N/A

DESCRIPTION:
This use case outlines the feature of the user being able to recommend the application.

ACTORS:
The Application user

DESIRED OUTCOME:
The user posts a Facebook Wall post that recommends the application to friends.

USER GOALS:
The user wants to promote the application or invite users to use the application.

DEPENDENT USE CASES:
LNR-01
SMI-07

INVOLVED REQUIREMENTS:
- N/A

DETAILS:
- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:
1. The User shall be logged into the Application
2. The User shall be logged into Facebook.

POST-CONDITIONS:
1. The User has a Facebook wall post that recommends the application

TRIGGER:
1. The User shall select the "Recommend WINO" option on the Social screen.

WORKFLOW:
1. The User shall be on the Social Media screen.
2. The User shall select the "Recommend WINO" option
3. The User shall be able to see Facebook wall posting that recommends the application

ALTERNATE PATHS:
1. N/A

OPTIONS:
N/A

DESCRIPTION:
The user shall be able to search for a wine by entering partial information related to that wine, such as its category, grape, taste, name, origin, etc.

ACTORS:
User of application

DESIRED OUTCOME:
The information of the searched wine is shown to the user.

USER GOALS:
The user wants to search for a wine.

DEPENDENT USE CASES:
LNR-01
INV-01

INVOLVED REQUIREMENTS:
- SQ-01a-b

DETAILS:
- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:
- The user knows some information about the wine.

POST-CONDITIONS:
- The user gets the information of the searched wine.

TRIGGER:
- The user taps the search bar.

WORKFLOW:
1. The user shall tap the search bar.
2. The user shall enter some related information of the wine.
3. The user shall select the wanted wine shown on the list of search result.
4. The app shall go to a new page showing the information of the wine.

ALTERNATE PATHS:
- The user misspells words.
    1. The app shall provide suggestions of the wines that the user may want.
- The app fails to find any related wines.
    1. The app shall return "No Results".

OPTIONS:
N/A

DESCRIPTION:

The user shall be able to interactively search for a wine by answering questions.

ACTORS:

User of application

DESIRED OUTCOME:

The information of the searched wine is shown to the user.

USER GOALS:

The user wants to search for a wine using the interactive search feature.

DEPENDENT USE CASES:

LNR-01

INV-01

INVOLVED REQUIREMENTS:

- SQ-01a-b

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

- N/A

POST-CONDITIONS:

- The user gets the information of the wine the app provides.

TRIGGER:

- The user presses the interactive search button.

WORKFLOW:

1. The user shall press the interactive search button.
2. The user shall select one of the following options: "Grape", "Origin", "Category", "Taste".
3. The app shall move the screen to the information graph of the selected option.
4. The app shall ask the user a question and show the available options.
5. The user shall select an option for a more specific result or select "Show Result"
6. If the app reaches the end of the graph, the app shall show the results; else go to step 4.

ALTERNATE PATHS:

- N/A

OPTIONS:
N/A

DESCRIPTION:

The user shall be able to search for a wine by entering its name in the search bar.

ACTORS:

User of application

DESIRED OUTCOME:

The information of the searched wine is shown to the user.

USER GOALS:

The user wants to search for a wine.

DEPENDENT USE CASES:

LNR-01

INV-01

INVOLVED REQUIREMENTS:

- SQ-01a-b

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

- The user knows the name of the wanted wine.

POST-CONDITIONS:

- The user gets the information of the searched wine.

TRIGGER:

- The user taps the search bar.

WORKFLOW:

1. The user shall tap the search bar.
2. The user shall enter a wine name.
3. The user shall select the wanted wine shown on the list of search result.
4. The app shall go to a new page with the wine's information.

ALTERNATE PATHS:

- The user enters a name that does not exist or is incorrect.
    1. The app shall provide suggestions of the wines that the user may want.
- The app fails to find any related wines.
    2. The app shall return "No Results".

DESCRIPTION:

This Use Case details the scenario when a User asks the system to provide a surprise suggestion for a wine from the user's vineyard.

ACTORS:

The Application User

DESIRED OUTCOME:

The User will receive a surprise suggestion from their vineyard.

USER GOALS:

The User wants a random suggestion to drink from their vineyard.

DEPENDENT USE CASES:

INV-01

INVOLVED REQUIREMENTS:

- SUR-01

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. There are wines in the User's Vineyard.

POST-CONDITIONS:

1. The System shall present the User with a screen that shows the details and picture of a wine from their vineyard.

TRIGGER:

1. The User shall choose the "Surprise Me" option from the menu.

WORKFLOW:

1. The User shall choose the surprise me feature.

ALTERNATE PATHS:

1. N/A

OPTIONS:

N/A

DESCRIPTION:

The user shall be able to navigate to the tutorial menu from the main menu.

ACTORS:

The user

DESIRED OUTCOME:

The system navigates from the main menu to the tutorial menu.

USER GOALS:

To view the tutorial menu.

DEPENDENT USE CASES:

LNR-01

INVOLVED REQUIREMENTS:

- TT-02

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implementing
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. User is viewing the main menu.

POST-CONDITIONS:

1. The user is now viewing the tutorial menu.

TRIGGER:

1. User selects the "Tutorials" option from the main menu.

WORKFLOW:

1. User is viewing the main menu.
2. The User selects the "Tutorials" option from the main menu.
3. The system shall navigate from the main menu to the tutorial menu.

ALTERNATE PATHS:

1. The user is viewing a screen which can be accessed from the tutorial menu.
2. The user selects the "Back" option until they reach the tutorial menu.
3. The system shall navigate back to the tutorial menu.

OPTIONS:

N/A

DESCRIPTION:

The user shall be able to view a tutorial while at the tutorial menu.

ACTORS:

The user

DESIRED OUTCOME:

The system shall display to the User the desired tutorial.

USER GOALS:

To learn more about wine.

DEPENDENT USE CASES:

LNR-01

TUT-01

INVOLVED REQUIREMENTS:

- TT-01

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. User is viewing the tutorial menu.

POST-CONDITIONS:

1. The user is shown the desired tutorial.

TRIGGER:

1. User selects the desired tutorial option from the tutorial menu.

WORKFLOW:

1. User is viewing the tutorial menu.
2. The User selects the option for the desired tutorial
3. The system shall display to the User the desired tutorial.

ALTERNATE PATHS:

1. N/A

OPTIONS:

N/A

DESCRIPTION:

The user shall be able to view/access resources to learn more about wine whilst at the tutorial menu.

ACTORS:

The user

DESIRED OUTCOME:

The system shall display to the User a list of links to resources where the User could find more information on wine.

USER GOALS:

To find resources to learn more about wine.

DEPENDENT USE CASES:

LNR-01

TUT-01

INVOLVED REQUIREMENTS:

- N/A

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. User is viewing the tutorial menu.

POST-CONDITIONS:

1. The user is shown a list of links to wine resources.

TRIGGER:

1. User selects the wine resources option from the tutorial menu.

WORKFLOW:

1. User is viewing the tutorial menu.
2. The User selects the option for the wine resources
3. The system shall show the User a dialog box with links to further resources on wine.

ALTERNATE PATHS:

1. N/A

OPTIONS:

N/A

DESCRIPTION:

The user shall be able to select a help icon, and then select the item they wish to know more about.

ACTORS:

The user

DESIRED OUTCOME:

The system shall display to the User information describing the selected option.

USER GOALS:

To gather information about an unknown option.

DEPENDENT USE CASES:

LNR-01
TUT-01

INVOLVED REQUIREMENTS:

- N/A

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. User is viewing a screen that contains the help icon.

POST-CONDITIONS:

1. The User is shown a description of the selected item.

TRIGGER:

1. User selects the help icon.

WORKFLOW:

1. User is viewing a screen that contains the help icon.
2. The User selects the help icon.
3. The User selects an item other than the help icon on the current screen.
4. The system shall display a message describing the selected item.

ALTERNATE PATHS:

1. N/A

OPTIONS:

N/A

DESCRIPTION:
This Use Case details the scenario when a User asks the system to suggest a meal that can be paired with a wine they already have or plan to drink

ACTORS:
The Application User

DESIRED OUTCOME:
The User will receive a meal pairing suggestion for their wine.

USER GOALS:
The User wants suggestions for what to eat with their wine.

DEPENDENT USE CASES:
LNR-01

INVOLVED REQUIREMENTS:
- PAR-02

DETAILS:
- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:
1. N/A

POST-CONDITIONS:
1. The system shall present the User with a screen that shows a few meal suggestions.

TRIGGER:
1. The User shall choose the "Wine to Meal" option.

WORKFLOW:
1. The User shall choose the pairing feature.
2. The User shall choose the "Wine to Meal" option.
3. The User shall choose "Search a Wine" option.
4. The User shall enter a wine in the search field and choose search.
5. The User shall choose a wine from the selection provided.

ALTERNATE PATHS:
1. The User shall choose the pairing feature.
2. The User shall choose the "Wine to Meal" option.
3. The User shall choose the "Choose Wine from Vineyard".
4. The User shall choose a wine from the list provided.

DESCRIPTION:

This Use Case deals with the scenario where the User would like to see the recipe of the food pairing that resulted from the wine-meal pairing feature.

ACTORS:

The Application User

DESIRED OUTCOME:

The User will receive a recipe for the meal that was suggested with their wine.

USER GOALS:

The User wants to see the recipe for the meal that was paired with their wine.

DEPENDENT USE CASES:

WMP-01

INVOLVED REQUIREMENTS:

- PAR-02

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. The User shall have selected a wine in the "Wine to Meal" feature.
2. The system shall display a list of meal that will pair well with the wine selected.

POST-CONDITIONS:

1. The system shall direct the User to a website with a recipe for their meal pairing.

TRIGGER:

1. The User shall click the "Find recipe" button.

WORKFLOW:

1. The User shall choose the pairing feature.
2. The User shall choose the "Wine to Meal" option.
3. The User shall choose "Search a Wine" option.
4. The User shall enter a wine in the search field and choose search.
5. The User shall choose a wine from the selection provided.
6. The User shall choose the find recipes button next to the meal suggested.

ALTERNATE PATHS:

1. The User shall choose the pairing feature.
2. The User shall choose the "Wine to Meal" option.

3. The User shall choose the "Choose Wine from Vineyard".
4. The User shall choose a wine from the list provided.
5. The User shall choose the find recipes button next to the meal suggested.

OPTIONS:
N/A

DESCRIPTION:

This Use Case handles the scenario when a User asks the system to suggest a wine that can be paired with the meal they already have or are planning to eat.

ACTORS:

The Application User

DESIRED OUTCOME:

The User will receive a wine pairing suggestion for their meal.

USER GOALS:

Find wine suggestions for the a meal a user attends to consume.

DEPENDENT USE CASES:

LNR-01

INVOLVED REQUIREMENTS:

- PAR-01

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. N/A

POST-CONDITIONS:

1. The system shall preset the User with a screen that shows wine suggestions.

TRIGGER:

1. The User shall click the "Find a pairing" button.

WORKFLOW:

1. The User shall choose the pairing feature.
2. The User shall choose the "Meal to Wine" option.
3. The User shall choose "From my Vineyard".
4. The User shall choose a meal category that their Meal belongs to.

ALTERNATE PATHS 1:

1. The User shall choose the pairing feature.
2. The User shall choose the "Meal to Wine" option.
3. The User shall choose "From my Store".
4. The User shall choose a meal category that their Meal belongs to.

ALTERNATE PATHS 2:
1. The User shall choose the pairing feature.
2. The User shall choose the "Meal to Wine" option.
3. The User shall choose "From my Store" and "From my Vineyard".
4. The User shall choose a meal category that their Meal belongs to.

OPTIONS:
N/A

DESCRIPTION:

This Use Case deals with the scenario where the User would like to add a wine to their wish list

ACTORS:

The Application User

DESIRED OUTCOME:

The User will be able to add a wine on to their wish list in the app

USER GOALS:

The User wants to see the recipe for the meal that was paired with their wine.

DEPENDENT USE CASES:

LNR-01

INVOLVED REQUIREMENTS:

- WL-01

DETAILS:

- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:

1. Logged in
2. On the Wish list screen

POST-CONDITIONS:

1. Wine is added to the user's wish list

TRIGGER:

1. Add to wish list has been selected on the wish list screen.

WORKFLOW:

1. TBD

ALTERNATE PATHS:

1. TBD

OPTIONS:

N/A

DESCRIPTION:
A user will be able to edit the attributes of wine in their wish list

ACTORS:
The Application User

DESIRED OUTCOME:
The user will have the ability to edit wine in their wish list.

USER GOALS:
Edit wine in their wish list.

DEPENDENT USE CASES:
INV-01
WSL-01

INVOLVED REQUIREMENTS:
- N/A

DETAILS:
- **Priority:** Complete
- **Progress Status:** Implemented
- **Test Phase Status:** Complete
- **Frequency:** On Demand

PRE-CONDITIONS:
1. Logged in to account
2. Wish list feature is selected

POST-CONDITIONS:
1. Wine in the wish list has been edited

TRIGGER:
1. Wish list feature is selected on the home screen.

WORKFLOW:
1. TBD

ALTERNATE PATHS:
1. TBD

OPTIONS:
N/A