

## **ID UC 1.1 Manage Pantry**

**Scope** Pantry system

**Level** User goal

### **Stakeholders and interests**

- **User:** Person interested in managing a digital pantry. Wants the ability to view food items currently in the pantry. Wants the ability to add food items to their pantry. Wants the ability to modify food items in their pantry. Wants the ability to remove food items from their pantry.
- **System maintainer:** Person responsible for application execution. Wants to satisfy customer interests.

**Precondition:** User has gone through setup process.

**Postcondition:** Pantry is updated with any user modifications.

### **Main success scenario:**

1. User wants to manage pantry.
2. User navigates to the “Pantry” page.
3. System displays a list of all food items in the pantry.
4. User presses the “Add Item” button.
5. User enters the name of the food type to add to pantry in a search box.
6. System displays food type search results in a drop-down menu.
7. User selects the food type to add.
8. User enters the quantity/amount of the food item to add to pantry.
9. System adds food item to pantry.

*User repeats steps 4-9 until satisfied with the pantry*

### **Extensions:**

- a.\* Anytime the user decides to stop managing the pantry
  1. *User presses the back button*
    - a. *User has unsaved changes*
      - i. *System prompts user to save their changes*
      - ii. *User presses “OK”*
      - iii. *System redirects user to the a pantry overview page where all food items in the pantry are displayed*
- 4.a User wants to completely remove a food item from the pantry
  1. *User selects trash icon next to food item*
  2. *System prompts the user for confirmation*
  3. *a. User presses the “Yes” button*
    - i. *System deletes the food item from the pantry*
  - b. User presses the “No” button*

- 4.b User wants to change the quantity/amount of an existing food item
  - 1. *User selects the pencil button next to a food item to edit it*
  - 2. *User selects the quantity/amount text box*
  - 3. *User enters a new quantity/amount*
- 4.c User wants to consume an item in the pantry
  - 1. *User selects the “Consume” option next to a food item*
  - 2. *extend <consumePantryItem>*
- 4.d User wants to search for an item
  - 1. *extend <searchPantry>*
- 6.a No results meaning food type is not registered in the food type database
  - 1. *User selects the “Add food type” option from the end of the drop-down menu*
  - 2. *extend <addFoodType>*
- 9.a Food item already exists in pantry
  - 1. *System adds quantity of food item user entered to quantity of food item already in the pantry*