|  |  |
| --- | --- |
| Use Case 1 | Add new to-do item |
| Actor | User |
| Basic Flow | The user creates a new object to which they add their list of things to complete; this object contains a title body and a checklist subheader for the user to distinguish and keep track of subtasks. |

|  |  |
| --- | --- |
| Use Case 2 | Update new to-do item |
| Actor | User |
| Basic Flow | The user makes changes to the title and/or checklist subheaders of an existing object within the list; the changes will automatically be saved and updated |

|  |  |
| --- | --- |
| Use Case 3 | Strike off new to-do item |
| Actor | User |
| Basic Flow | The user completes a subtask listed in a particular object, they can “strike-off” this subtask with a given checkbox for the subtask. If all subtasks for that object are striked-off, the title for the object will also be striked off. |

|  |  |
| --- | --- |
| Use Case 4 | Remove new to-do item |
| Actor | User |
| Basic Flow | Remove the entire object from the list if the user wishes to remove it |

**Execution Plan**  
Goals  
1) To provide a functional to-do list application for users to keep track of their daily tasks to be completed  
2) To provide seamless user experience and ensure user able to carry out tasks efficiently using app

Technical Specifications  
1) Object Design  
- Create standardised format for to-do list objects

Subtask 3

Subtask 2

Subtask 4

Subtask 1

Title

2) List design  
- Maximum number of objects within the list  
- Look into possibly setting a countdown or deadline attribute