#### Use Case 3 (Open Hand)

|  |  |  |
| --- | --- | --- |
| **USE CASE NAME** | Open Hand | |
| **Goal in Context** | To allow a user to open the Hand | |
| **Scope & Level** | Overall system | |
| **Preconditions** | System is running and hardware is turned on | |
| **Success End Condition** | The User is able to open the Hand | |
| **Failed End Condition** | The User is unable to open the Hand | |
| **Primary Actor** | User | |
| **Trigger** | User selects option to open the hand via choice on a laptop | |
| **SUCCESS SCENARIO** | **Step** | **Action** |
|  | **1** | **The User selects the Open Hand option** |
|  | **2** | **The System sends signal to the Hardware to open the Hand** |
|  | **3** | **Hardware opens the Hand** |
| **ALTERNATIVE SCENARIO** | **Step** | **Branching Action** |
|  | **1a** | **The User selects the wrong option** |
|  | **1b** | **The Hand moves in different way than expected** |
|  | **2a** | **System doesn’t send the signal as Hardware not connected correctly** |
|  | **2b** | **System sends signal but Hardware isn’t connected properly so no movement** |
|  | **3a** | **Hardware doesn’t interpret signal correctly, so Hand doesn’t open** |
| **RELATED INFORMATION** | | |
| **Priority** | High | |
| **Frequency** | Frequent, as several Hand movements will involve opening the Hand | |
| **Subordinate Use Cases** | N/A | |
| **Channel to Primary Actor** | User Interface | |
| **Secondary Actors** | N/A | |
| **Channel to Secondary Actors** | N/A | |
| **OPEN ISSUES** |  | |
| **SCHEDULE** | Due date is version 1.0. | |
| **AUTHOR** | Debbie Taylor | |
|  |  | |