Basic Use Cases for List APP.

Ashley Paddock & Danny Da Silva

As a user I would like to have an app that I can keep track of different types of lists.

* Create a list
  + As a user I would like to have the ability to create a list.
  + The user should have the ability to create a new list
    - The user can select ‘Add List’
    - The user is prompted to give the list a name.
* View List
  + The user should have the ability to view an existing list.
    - The user can select ‘View List’
    - The user is prompted to give the list name
    - The list with the given name will be displayed for the user to review.
* Add and Remove items from list
  + As a user I would like to have the ability to add and remove items from my lists.
    - The user will select ‘add to list’/ ‘remove from list’
    - The user will be prompted with 1. The List Name and 2. The item name
    - The item will be added to the list with the given name / removed for the list with the given name.
    - The user will be prompted to save the add/remove
    - The user will have the option to ‘Confirm’ / ‘Cancel’
      * If user confirms, the list is updated and displayed for user to view.
      * If user cancels, the changes are reverted and the list is displayed for user to view.
* Set list types (grocery, to - do, shopping, goals, etc.)
  + As a user I would like to have the ability to give a list a TYPE so that I can save multiple lists and organize them by type.
    - Users will have the ability to add a TYPE to each list.
    - All TYPES a user has previously used for a list will be stored in a list.
      * The list of TYPES will be used for the user to search by
      * The list of TYPES will be used as a dictionary for new list TYPES in the future.
    - Users will select ‘Update Type’
    - User will be prompted for a list name
    - User will be told to select from list of previously used TYPEs or ‘Add New Type’
      * If user selects from list of TYPEs, the list with the list name provided is updated to have the select TYPE.
      * If user selects to add a new TYPE, the user will be prompted to insert a new TYPE name.
      * The new TYPE name is added to the user’s TYPE dictionary and the list with the given list name is updated to have the newly created TYPE.