

#### Scenario: Accessing a Mailbox

1. The owner of a phone dials the correct characters to access their mailbox
2. The mail system reaches the extension of the owner's mailbox
3. The owner's account/mailbox prompts the owner for their passcode
4. The owner dials the passcode for their mailbox
5. The owner's phone buffers the dialed characters in the queue
6. Since the passcode dialed by the owner matches the password stored in the mailbox, a connection to the owner's mailbox is activated
7. The mail system notifies the owner's mailbox that a connection is activated
8. The owner's mailbox displays the user options menu

If the owner is accessing their account/mailbox from their office phone, they can dial 8888 and just enter the passcode for their account/mailbox to access it. Alternatively, if the owner is using a foreign phone, they must dial # and enter the extension of their account/mailbox to be given access

#### Scenario: Retrieving a Message

1. The owner of a phone accesses their mailbox, and the user options menu is displayed
2. The owner dials 1 to retrieve the messages stored in their mailbox.
3. The owner's phone buffers the dialed character in the queue
4. The owner's mailbox displays the message options menu

The user options menu also lets the owner dial 2 to change their mailbox's greeting, or dial 3 to change their mailbox's password

#### Scenario: Deleting a Message

1. The owner retrieves the current message and the message options menu is displayed
2. The owner dials 2 to delete the current message
3. The owner's phone buffers the dialed character in the queue
4. The owner's mailbox accesses the message queue
5. The message queue removes the message to be deleted
6. The mail system destroys the message

When the message options menu is displayed, the user can dial 1 to play the current message, or dial 3 to skip the current message

#### Scenario: Leaving a Message

1. The caller dials the number of an owner.
2. The dialed characters are buffered in the queue
3. The phone rings 5 times without a pickup
4. The number of rings is saved in the mail system
5. The extension of the owner's mailbox is reached
6. The greeting of the owner's mailbox is played
7. The caller records a message
8. The caller ends the message by hanging up
9. The message is moved to the front of the message queue