Mr. Smith is the owner of a grocery store. He has a computer and a scale. He will buy a a barcode reader. He currently manages goods in his store using Excel. Each kind of goods (e.g. bread, beef, apple...) has the following information: name, barcode number, number of available units, price per unit, provider name, and provider contact information. He currently checks out his customers' orders using a hand-held calculator and writes down the receipts manually. He inputs and updates the information of the goods in his store directly to the Excel spreadsheet. He wants you to develop a a software application for store management

Here are the user stories you want to support in Iteration 1:

1. As a user, I want to check out an order in store for a customer
2. As a user, I want to add a new product into the system.
3. As a user, I want to update information (e.g., price, available quantity) of a current product in the system.

Task: Write a detailed use case for each user story. At each step, you should provide a prototyped screen sketching how the system might look and work.

Notes:

Chris’ parts highlighted

Hashim will handle use case 3 – he will also handle an extra part the next time we have an odd number.

Use Case 1: Checkout Customer’s order.

Description: As a User, I want to check out an order in store for a customer and print a receipt.

Actors: User, Customer

|  |  |
| --- | --- |
| Step 1: Display the Main Screen |  |
| Step 2: User presses ‘Checkout’ |  |
| Step 3: Display the Checkout Screen |  |
| Step 4: User scans the barcode of an item in the customer’s order |  |
| Step 5: The item is added to an on-screen list of items in the order |  |
| Step 6: Steps 4 & 5 are repeated until all items have been scanned |  |
| Step 7: The User presses ‘Done’ |  |
| Step 8: A popup window appears asking whether the customer will pay with cash or card. |  |
| Step 9: Price summation is sent to the payment terminal if paying with card, else the cash-register opens |  |
| Step 10: Once payment is complete, Store and Customer receipt prints automatically. |  |

Use Case 2: Add a product

Description: As a user, I want to add a new product into the system.

Actors: User

|  |  |
| --- | --- |
| Step 1: Display the Main Screen |  |
| Step 2: User presses ‘Add an Item’ |  |
| Step 3: A new display appears with text fields for all configurable fields of an item – ID is automatically filled in to avoid conflicts, Price and Name are the only mandatory fields |  |
| Step 4: User enters all relevant information on the new product |  |
| Step 5: User presses ‘Done’ |  |
| Step 6: The new item is added to the system, returning the user to the main screen with a success message |  |