Use Cases

- Written description of how users perform tasks within the system
- Outlines, from a user's point of view, a system's behavior as it responds to a request.
- Each use case is represented as a sequence of simple steps, beginning with a user's goal and ending when that goal is fulfilled.

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Use Case Name:	Concise, results-oriented name for the use case. Reflect the tasks the user needs to be able to accomplish		
Use Case ID:	unique numeric identifier		
Created by:		Last Updated By:	
Date Created:		Last Revision Date:	
Description	Provide a brief description of the reason for and outcome of this use case, or a high-level description of the sequence of actions and the outcome of executing the use case.		
Actors	An actor is a person or other entity external to the software system being specified who interacts with the system and performs use cases to accomplish tasks. Different actors often correspond to different user classes, or roles, identified from the customer community that will use the product. Name the actor(s) that will be performing this use case.		
Preconditions	List any activities that must take place, or any conditions that must be true, before the use case can be started. Number each precondition		
Postconditions	Describe the state of the system at the conclusion of the use case execution. Number each postcondition.		
Flow:	Provide a detailed description of the user actions and system responses that will take place during execution of the use case under normal, expected conditions. This dialog sequence will ultimately lead to accomplishing the goal stated in the use case name and description.		
Alternate Flows	Document other, legitimate usage scenarios that can take place within this use case separately in this section. State the alternative course, and describe any differences in the sequence of steps that take place.		
Exceptions	Describe any anticipated error conditions that could occur during execution of the use case, and define how the system is to respond to those conditions. Also, describe how the system is to respond if the use case execution fails for some unanticipated reason.		
Assumptions	List any assumptions that were made in the analysis that led to accepting this use case into the product description and writing the use case description.		
Notes and Issues	List any additional comments about this use case or any remaining open issues or TBDs (To Be determineds) that must be resolved.		

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Use Case Name:	Transfer Money to another student		
Use Case ID:	TR 1		
Created by:	John Smith	Last Updated By:	John Doe
Date Created:	7 January 2020	Last Revision Date:	10 January 2020
Description	Allows a card user to transfer money from their personal account to another individual		
Actors	Student card holder		
Preconditions	1. Student has authenticated into the BluePay system 2. Student has funds in their account to be able to transfer to another student.		
Postconditions	1. Sending student's balance is lowered by the amount of the transfer. 2. Receiving student's balance is increased by the amount of the transfer. 3. Appropriate audit trail established for non-repudiation.		
Flow:	From the BluePay main screen, the user selects the transfer money icon. The system will then show a list of "friends" that the user has selected as their favorites. The user then selects a friend to transfer money to. The user then enters the amount to transfer. The system validates the user has sufficient and transfers the funds once the user has confirmed.		
Alternate Flows	If the user does not have any "favorites" or the desired recipient is not in that list, the user can search for a new recipient.		
Exceptions	If the transaction logs are unable to be made, the system rolls back the entire transaction and notifies the user of the cancellation. If the user has insufficient funds, the transaction is cancelled and the user notified.		
Assumptions			
Notes and Issues			

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