

Use Case Description Template¹

Title	A short, descriptive verb phrase. It should match the diagram.
Primary Actor	The key actor responsible for completing the use case.
Secondary Actor(s)	Other actors that play a part in the use case.
Business Goal	What the actor, from the perspective of a user, hopes to achieve from the use case.
Precondition	This must be true about the system before the primary pathway can begin.
Minimal Guarantee	The least that is true when the pathways end.
Success Guarantee	This is true if the primary pathway is completed to the actor's satisfaction.
Trigger Event(s)	The external event(s) or internal timer event(s) that initiate the pathway.
Primary Pathway (happy path)	The most common pathway that results in the actor reaching the success guarantee. There are no errors here; Everything results in a positive outcome. If there is more than one pathway to the success guarantee then this should be the most frequent one.
Alternate Pathway(s)	Each is a good pathway, but not the most heavily traveled one.
Exception Pathway(s) (crappy paths)	Pathways that must be taken in response to errors that can arise during the primary pathway. To be listed at this level, the error must be important enough for the application to capture.
Main Sequence	The detailed sequence of interactions that take place during the primary pathway.
Variant Sequence(s)	Possible variations to each step in the main sequence; labeled with the main sequence step number.

¹ This is a simplification of that found on pages 71-76 of Paul R. Reed, Jr., *Developing Applications with Java and UML*, Addison-Wesley, 2002.