1. Derive the use cases based on the requirements from Section 1 and Section 2 above.
   1. Stakeholders

**Internal Stakeholders**

(people who are already committed to serving your organization as board members, staff, volunteers, and/or donors)

* **Developers (internal):** The individuals or groups of individuals who design, code and physically construct the components of autoHome. They have the right to access all parts of the product. The interests of internal developers include convenience, affordability, profitability, functionality and applicability.
* **Angel investor:** The individual or individuals who invest money in entrepreneurs starting a business. In this case, they would be investing in the internal developers of autoHome. Angel investors often become board members and guide the entrepreneurial developers through the initial phases of a startup business. Angel investors are usually interested in the success of the product or company, a share of the company’s profits and equity ownership interest.
* **Venture Capitalist:** A firm that invests a large sum of money in a company in return for a percentage of equity and significant influence. Equity is the value of shares issued by a company, so the venture capitalist firm that invests in the company owns a percentage of the company. Venture capitalists are interested in profit, influence and stakes in the company.

**External Stakeholders**

(people who are impacted by your work as clients/constituents, community partners, and others)

* **Developers (external):** Individuals or groups of individuals wishing to utilize the software design, hardware design or code already developed for autoHome. External developers may be interested in personal profit, gaining a competitive advantage or educational benefits.
* **Customers:** Families, individuals or small businesses who want to use autoHome in their homes or in small buildings. The interests of customers include functionality, effectiveness, convenience, affordability and visual appeal.
* **Competitors:** Companies or organizations that make products or provide services with similar purposes as autoHome. These parties would be interested in reverse engineering autoHome to gain a competitive advantage, buying rights to technology used in autoHome or buying out the company that produces autoHome altogether in order to eliminate competition.

**Actors and Goals**

|  |  |  |
| --- | --- | --- |
| **Actor** | **Category** | **Goals** |
| User | Initiating | * Control devices around his or her own home or building * Monitor the statuses of devices around his or her own home or building |
| Device sensors | Initiating | * Report either measured or binary values to the central system |
| autoHome System | Initiating | * Send signals to devices to turn them on or off * Send signals to devices to control their output levels * Store data when signals are received |
| autoHome System | Participating | * Receive signals from devices around the building * Listen for signals from devices |
| User Web Interface | Initiating | * Send messages to user’s respective autoHome system * Display device status to user |
| User Web Interface | Participating | * Receive signals from user * Receive signals from autoHome system |
| Database | Participating | * Store data pertaining to device access and device access attempts * Store data pertaining to status of each device |