

## Use Case Description

<b>Use Case</b>	Buy Goods	
<b>Goal</b> <a longer statement of the goal in context if needed>	Buyer issues request directly to the company, expects goods shipped and to be billed.	
<b>Preconditions</b> <what we expect is already the state of the world>		
<b>Success End Condition</b> <the state of the world upon successful completion>	Buyer has goods. Company has money for the goods.	
<b>Failed End Condition</b> <the state of the world if goal abandoned>	Company has not sent the goods. Buyer has not spent the money.	
<b>Primary Actors:</b>	Buyer	
<b>Secondary Actors:</b>	Credit card company, bank, shipping service	
<b>Trigger</b> <the action upon the system that starts use case>	Purchase request comes in.	
<b>Main Success Flows</b> <the steps of the scenario from trigger to goal delivery and any clean up after>	<b>Step</b>	<b>Action</b>
	1	Buyer calls in with a purchase request.
	1.1	Buyer calls in via phone
	1.2	Buyer sends fax
	1.3	Buyer submits web order form, etc
	2	Company captures buyer's name, address, requested goods.
	3	Company gives buyer information on goods, prices, delivery dates.
	4	Buyer signs for order.
	5	Company creates order and ships order to buyer.
	6	Company ships invoice to buyer.
	7	Buyer pays invoice.
	7.1	Buyer pays by cash
	7.2	Buyer pays by cheque
	7.3	etc
<b>Alternative Flows</b> <a: condition causing branching> <a1: action or name of sub use case>	<b>Step</b>	<b>Branching Action</b>
	3a	Company is out of one of the ordered items.
	3a1	Renegotiate order.
	4a	Buyer pays directly with credit card.
	4a1	Use Case 'Take payment by credit card'
	7a	Buyer returns goods.
	7a1	Use Case 'Handle returned goods'
<b>Quality Requirements</b>	<b>Step</b>	<b>Requirement</b>
	4	The buyer should confirm by signature within 30 seconds
	7	The Invoice pop up message will stay no longer than 90 seconds after it is sent by the System