Use Cases  
for  
NearBuy  
Version 1  
Prepared by Team 3  
Boston University  
10/6/16

Use Case List

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| --- | --- | --- |
| ID | Primary Actor | Use Case Title |
| 1 | Buyer, Seller | User Login |
| 2 | Seller | Check Into Location |
| 3 | Buyer | Search nearby locations to order |
| 4 | Buyer, Seller | Request is made |
| 5 | Buyer, Seller | Payment/Delivery |

Use Case Template

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| --- | --- | --- | --- |
| Use Case ID: | 1 | | |
| Use Case Name: | User Login | | |
| Created By: | Group 3 | Last Updated By: | Group 3 |
| Date Created: | 10/29/16 | Date Last Updated: | 10/29/16 |

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| Actors: | Buyers and sellers |
| Description: | A user can log in with Facebook, phone number or email and choose to be a buyer or a seller right after logging in. The user will be able to integrate social media outlets to use this service with friends. A user will be brought to different pages depending on user’s identity(seller/buyer) |
| Trigger: | A user either wants to serve or be served. |
| Preconditions: | The user has downloaded the APP |
| Postconditions: | The user’s identity has been authenticated and has successfully logged in |
| Normal Flow: | The user can login and choose to be either a buyer or seller. Then the user will be brought to either buyers’ page or sellers’ page. |
| Alternative Flows: | 1. If the user changed his/her mind after declaring as a seller/buyer, the user can go back to the page to re-declare as a buyer/seller. 2. If a user fails to login more than 5 times, the user can’t login for the next 5 minutes. |
| Exceptions: | 1. The page to decide again to be a seller or buyer 2. Show Error message on login page |
| Includes: | Login with Facebook |
| Priority: | Essential/High priority |
| Frequency of Use: | Usually |
| Business Rules: | Users must be able to provide a valid phone numbers |
| Special Requirements: | User must agree with our rules. |
| Assumptions: | Assume everyone will login with either phone number, email, or Facebook account and provide an active phone number. |
| Notes and Issues: |  |

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| --- | --- | --- | --- |
| Use Case ID: | 2 | | |
| Use Case Name: | Check into location | | |
| Created By: | Group 3 | Last Updated By: | Group 3 |
| Date Created: | 10/29/16 | Date Last Updated: | 10/29/16 |

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| Actors: | Buyers and sellers |
| Description: | Buyers and sellers check into their locations with Google Map API. Buyers will be able to see nearby sellers that are available in a specific area while sellers will let buyers know where they are and how long they are staying. |
| Trigger: | Sellers want to let buyers know that they are ready to serve, their locations, and how long they are staying in the current locations while buyers want to know seller’s location so that they can request certain order. |
| Preconditions: | The user successfully logs in. |
| Postconditions: | The user updates his/her current location. |
| Normal Flow: | A seller or buyer checks into the current location. |
| Alternative Flows: | If the user can’t automatically check into the location, he/she still can pinpoint the exact location on the map. |
| Exceptions: | The pinpoint on map |
| Includes: | Google map is included. |
| Priority: | Essential/High priority |
| Frequency of Use: | Very frequent |
| Business Rules: | Sellers should state how long they are staying in the location they enter |
| Special Requirements: | User's phone should be connected to wifi/3G/4G |
| Assumptions: | Assume the location service is accurate and everyone pinpoint their locations perfectly(alternative flow). |
| Notes and Issues: |  |

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| Use Case ID: | 3 | | |
| Use Case Name: | Search nearby locations to order | | |
| Created By: | Group 3 | Last Updated By: | Group 3 |
| Date Created: | 10/29/16 | Date Last Updated: | 10/29/16 |

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| Actors: | Buyers |
| Description: | A buyer starts to search nearby locations. Then a list of sellers with their location and ratings shows up for the buyer to choose. |
| Trigger: | The buyers are busy or lazy so they want someone to deliver buyer’s request. |
| Preconditions: | 1. Buyer logs in. 2. Buyer checks into their locations. |
| Postconditions: | The buyer chooses a seller based on seller’s rating and location, and send a request. |
| Normal Flow: | A buyer searches nearby locations and a list of sellers with their time remaining in the area appear on the page. Then the buyer chooses one of them from the list and makes a request. |
| Alternative Flows: | After the buyer decides not to make a request after looking at the sellers around, the buyer jumps out the map page or refresh the map. |
| Exceptions: | Refreshed map |
| Includes: | Google map API |
| Priority: | High |
| Frequency of Use: | Often |
| Business Rules: |  |
| Special Requirements: | If buyers want to provide a more accurate address. Buyers can type in direct address (including room number) |
| Assumptions: | Assume every seller updates the location and remaining time. |
| Notes and Issues: |  |

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| Use Case ID: | 4 | | |
| Use Case Name: | Request is made | | |
| Created By: | Group 3 | Last Updated By: | Group 3 |
| Date Created: | 10/5/16 | Date Last Updated: | 10/5/16 |

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| Actors: | Buyer(one who requests service), Seller(one who delivers) |
| Description: | User who is a seller has the option to accept/ignore available requests. User who is a buyer makes a list and sends it as a request. A buyer will request an item from a certain location as well as the delivery address and submits it and that request enters a pool of requests.The seller who is at the location or venue can see the list of requests and choose which transactions they want to go through with and which they choose to ignore. |
| Trigger: | The seller logs in and checks into his/her location. |
| Preconditions: | 1. User logs in 2. Updates location |
| Postconditions: | 1. Request should be accepted 2. Items should be bought 3. Items should be on the way to delivery |
| Normal Flow: | The seller will check into the location and specify the amount of time they will stay at that location. The buyer will search for nearby available sellers and make a shopping list to a request pool. The seller will be able to look at available requests with the respective worth point values and be able to accept or ignore requests. (The buyer and sellers ratings will also be visible at this time). Once accepted, the buyer and seller reserve the right to cancel the service. |
| Alternative Flows: | If the buyer or seller decides to cancel the transaction during the deal, buyer and seller can still rate and comment on each other but the deal ends here. |
| Exceptions: | 1. If either party cancels request/offer the process does not go through |
| Includes: | 1. Payment process is included. |
| Priority: | ESSENTIAL/HIGH priority |
| Frequency of Use: | 1. Approximately a couple times a week. |
| Business Rules: | 1. If buying controlled substances, such as alcohol, must make sure you meet requirements like age. 2. User must be 18 and over |
| Special Requirements: | 1. Requests must be able to be viewed in real time |
| Assumptions: | 1. Assume the actors will do their part. 2. If something goes wrong, there is a customer service department to take care of the issue such as reimbursements and complaints. |
| Notes and Issues: |  |

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| Use Case ID: | 5 | | |
| Use Case Name: | Payment/Delivery | | |
| Created By: | Group 3 | Last Updated By: | Group 3 |
| Date Created: | 10/29/16 | Date Last Updated: | 10/29/16 |

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| Actors: | Buyers and sellers |
| Description: | Our transaction payment system will be used by points. Users can buy and earn points as credit towards the service. As a buyer, when a request is accepted and all items are confirmed by a seller, a buyer will pay a transaction fee for the items and service in points. Throughout the whole process, the buyer will have access to the seller’s information including contact information and status updates for delivery. Transactions will not complete if requests are cancelled. |
| Trigger: | Buyers need to pay to be served while sellers need to finish the task to complete the transaction and also want to have a good rating from buyers. |
| Preconditions: | 1. User logs in 2. User Updates location 3. Buyers make request 4. Sellers accept the deal |
| Postconditions: | Buyer pay and seller deliver |
| Normal Flow: | After a seller accepts the request from the buyer and confirms that all items are purchased, the buyer will pay a transaction fee in points and will be able to see the delivery status. Meanwhile, the seller can see the buyer’s information including phone number and delivery address. After the seller successfully delivers the requested items to the buyer, the total payment will go into his account. |
| Alternative Flows: | If a buyer cancels the request after the deal is accepted, the buyer will need to pay for partial credit. If a seller cancels the deal after he/she accepts it, buyer will be notified and the seller might get some negative rating and comments. |
| Exceptions: | If either side cancels the request, no payment will go through. |
| Includes: | Square |
| Priority: | HIGH priority |
| Frequency of Use: | Frequent |
| Business Rules: | If buyers have any reasonable special requirement, sellers should follow the requirements. Sellers and buyers should be aware of some basic laws (Ex: no drug dealing, no cigarettes or alcohol for under certain ages) |
| Special Requirements: | The deal should not be cancelled without understandable reasons |
| Assumptions: | Assume both sellers and buyers are good people and the business is safe and happy. |
| Notes and Issues: |  |

Revision History

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| **Name** | **Date** | **Reason For Changes** | **Version** |
| Group 3 | 10/29 | Adding in Other Use Cases | 1.1 |
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