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| Outbreak Smartphone App for iPhone  Use Case: Purchase an Item |

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Use Case: Purchase an Item

# Populate Store

## Brief Description

This use case allows the iOS user to purchase an item from the “store” section of the application. The system needs to check if the item is available for purchase. Once the system finds that it is possible for the item to be purchased, the system needs to make sure the funds are available. Once all appropriate checks are completed and passed, the user will then have the item in their inventory.

## Requirements Trace

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## Involved Actors

iOS User

## Preconditions

* The store is populated with items

## Post conditions

* The iOS user has the item(s) in their inventory

## Invariants

* iOS user cannot have negative currency

# Flow of Events

## Basic Flow

This use case starts when the iOS user attempts to purchase an item from the store.

* + 1. iOS user attempts to make a purchase from the store.
    2. System checks if the item is locked.
    3. System checks player’s currency if greater or equal to the cost of the item.
    4. System adds item(s) to iOS user’s inventory.
    5. iOS user notices item(s) added to inventory.

# Extension Points – None

# Scenarios

## Happy Day

Assumptions: iOS User – John

iOS User has positive correct currency

Item to be chosen is not locked

Steps:

* + 1. John attempts to make a purchase from the store.
    2. System checks if the item is locked.
    3. System checks if the player has enough currency to purchase the item.
    4. System adds item(s) to John’s inventory.
    5. John notices item(s) added to inventory.

## Rainy Day 1 – User doesn’t have enough currency

Assumptions: iOS User – John

iOS User has too little currency

Item to be chosen is not locked

Steps:

* + 1. John attempts to make a purchase from the store.
    2. System checks if the item is locked.
    3. System checks if the player has enough currency to purchase the item.
    4. System alerts user they have too little currency
    5. System does not add item(s) to John’s inventory.
    6. John notices that the item(s) did not add to inventory.