Use Case 1: Brew Coffee
Scope: Coffee Maker
Level: Coffee Drinker Goal
Primary Actor: Coffee Drinker
Scenario: None
Related Use Cases: *Use Case 2: The Coffee Drinker shall get Coffee*
Use Case 3: The Coffee Drinker shall add water to the Reservoir
Stakeholders & Interrests:

- Coffee Drinker: wants coffee

Preconditions: Power is supplied to the Coffee Maker. The Coffee Drinker already added fresh coffee. Water is added to the Reservoir (See *Use Case 3: The Coffee Drinker shall add water to the Coffee Maker*)
Postconditions: Coffee is brewed, in the Carafe and ready for serving.
Success Guarantees: The System brews the coffee.

Main Success Scenario:

Coffee Drinker	**System**
1. Start the Brewing Process	
	2. Brews the coffee
	3. Alerts Coffee Drinker when brewing complete

Extensions (Alternative Flows):

1a. If there is no Water in the Reservoir, then the System alerts the Coffee Drinker to add Water (See *Use Case 3: The Coffee Drinker shall add Water to the Reservoir*).

2a. If the Coffee Drinker pulls the carafe before the Coffee Maker is finished brewing the coffee, then Coffee Maker stops brewing, continuing once the carafe is returned (under the spigot).

Special Requirements:

– As stated in the Assumptions, the Coffee Drinker adding coffee is not modeled in this Use Case; since this Use Case addressed brewing coffee, the brew behavior will continue regardless of the addition of unbrewed coffee grounds.

Technology & Data Variations List:

1a. Predict the adding ability of choice to the Coffee Drinker to automate coffee brewing in future upgrades and improvements.

Frequency of Occurrence: Dependent upon the brewing time combined with the demand of Coffee Drinkers.

Open Issues:

– The size of the carafe is variable

– What about a Coffee Maker with multiple carafes? Would that alter the 2a Alternative Flows?