

**Use Case1:** 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*

**Stakeholders & Interests:**

- Coffee Drinker: wants coffee

**Preconditions:** The System is ready to make Coffee. The Coffee Drinker already added fresh coffee.

**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. Add Water	
2. Start the Brewing Process	
	3. Brews the coffee
	4. Alerts when brewing complete

**Extentions (Alternative Flows):**

- 3a. 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:**

- 2a. 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 3a Alternative Flows?