

Nathan Bellowe - Individual Portion

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Project: BoozeTracker

I went over the following user requirements:

UR-01	As a user, I want to be able to click the "I had a drink" button so that my stored BAC estimate is updated accordingly.	UI	High
UR-02	As a user, I need to be able to view the number of drinks I've had on a previous night, so I can know how many drinks I had on a given night	UI	Medium

Use Case UC-UR-01 - (UR-01)	Use Case Name Add drink button	Date: March 12, 2017
		Version: 0.1
Description	User clicks add drink	
User Priority	High	
Performance	Update happens within 100ms	
Primary Actor	User of application	
Preconditions	The user must have already entered the necessary information for BAC calculation.	
Postcondition		
	On Success	The glass animation is updated with new information. An entry is added to the database.
	On Failure	The glass animation is left the same. User has clear notification.
Trigger	User clicks on had drink button in the main view.	
Main Scenario		
#	Actor Action	System Response
1	User clicks on had drink button	System requests more information about the drink

2	User enters drink information	Model verifies drink info
		Model stores drink information in database
3		Model updates the view.

Terminates Use Case Successfully

Exception Scenario:

#	Actor Action	System Response
1	User clicks on had drink button	System requests more information about the drink
2	User enters drink information	Model fails to verify drink info, or has error in updating database or updating view
3		User is notified of error.

Terminates Use Case Unsuccessfully

Annotation

Use Case UC-UR-02 - (UR-02)	Use Case Name View previous drinks per day	Date: March 12, 2017
		Version: 0.1

Description	User clicks on history tab					
User Priority	Medium					
Performance	Screen refresh is finished within 500ms					
Primary Actor	User of application					
Preconditions	None					
Postcondition	<table><tr><td>On Success</td><td>The user is presented with information about drinking history</td></tr><tr><td>On Failure</td><td>The user has a clear notification</td></tr></table>		On Success	The user is presented with information about drinking history	On Failure	The user has a clear notification
On Success	The user is presented with information about drinking history					
On Failure	The user has a clear notification					
Trigger	User clicks on “history”					

Main Scenario

#	Actor Action	System Response
1	User clicks on history button	System requests history from persisted data in database
2		Model calculates drinks per day for 30 days
3		Model updates the view.

Terminates Use Case Successfully

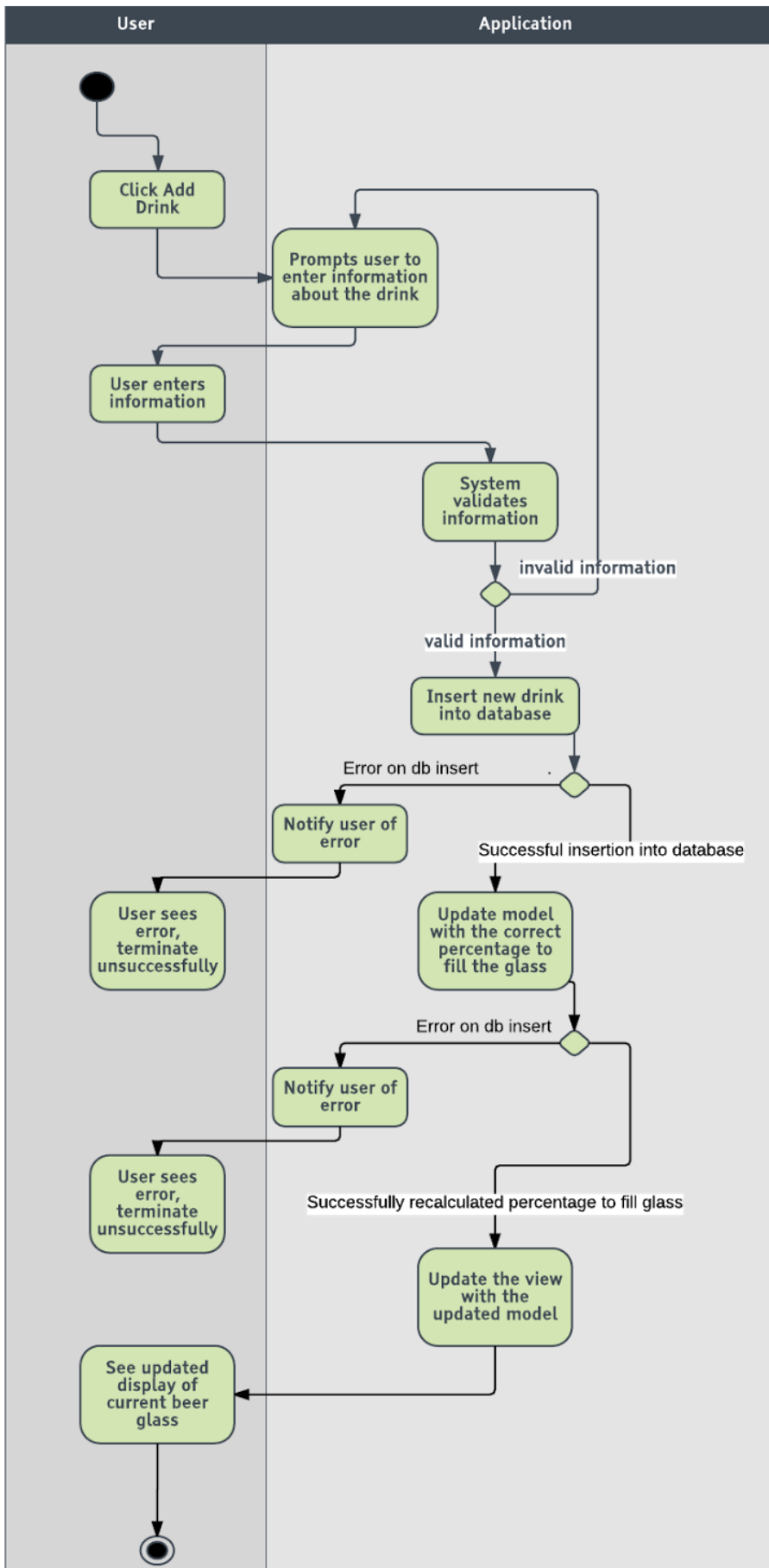
Exception Scenario:

#	Actor Action	System Response
1	User clicks on history button	System fails to query database
2		User is notified of error.

Terminates Use Case Unsuccessfully

SEQUENCE DIAGRAM SD-UC-UR-01
FOR REQUIREMENT UR-01, USE CASE UC-UR-01
DESCRIPTION: USER CLICKS ADD DRINK BUTTON





Use Case: UC-UR-01

User Requirement: UR-01

Description:

User clicks add drink