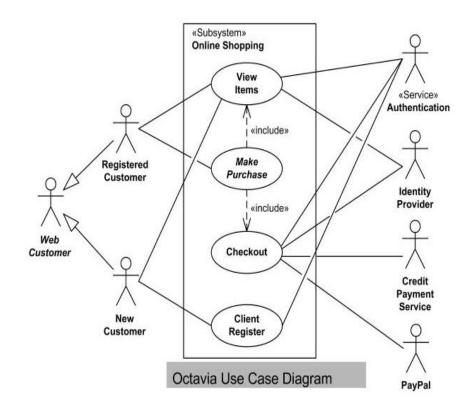
## Main Use Case:

Octavia E-Commerce Web Site Process.

## **Use Case Title:**

Octavia (Octavia E-Commerce Web Site Process).

# **Use Case Diagram:**



## Scope:

Octavia System application (Search-Login-Order-Payment-Delivery).

### **Goal in Context:**

- 1. Create Account.
- 2. Check Catalog.
- 3. Search wine.
- 4. Select Wine and add to cart.
- 5. Checkout from cart.
- 6. Complete transaction.

### Level:

User Goal (Sea).

## **Primary Actor:**

Customer, Octavia System Company

### Stakeholders and Interests:

- 1. Customer/User: Want to browse or purchase wine from website
- 2. Octavia Company System: It is computer system requested by owner. It is build to interact with user. It is designed to search wine, purchase wine and it has features like search, purchase, login.
- 3. Sam: Owner of Octavia requested to design an ecommerce website to sell red, white, sparkling and dessert wines. She also resells wine from her local partners.
- 4. Manager: Manager of Octavia company responsible to administrate sell.
- 5. Supply Chain Employees: They are responsible to manage flow after purchase.
- 6. Clerical Employees: They check orders placed and acts according to that
- 7. Local Partners: They produce wine locally and sell it to Octavia

## Use Case 1 : UC\_001: Account Management

## Use case description:

This use case is related to user account management on Octavia System. This will load home page, allow user to register to the system and continue their wine shopping.

### **Precondition:**

- 1. Run the application
- 2. Octavia System websites main homepage is loaded
- 3. Application opens sign in page

## **Success/Minimal Guarantees (or Postconditions):**

- 1. The user successfully runs the application.
- 2. Customer is able to view the home page with the different categories.
- 3. Account verification Screen lets the user review his/her account details.
- 4. Customer successfully register as a user of this site.
- 5. User successfully creates new account.
- 6. The user is either logged in or failed to log in and is appropriately notified.

## **Triggers:**

- 1. Failure of internet.
- 2. User not registered.
- 3. User forgot credentials.

## Main Success Scenario (or Basic Flows):

### For Home Page:

- 1. Run the application
- 2. View the home page
- 3. Browse the categories
- 4. Login to the system
- 5. Creates new account in case of new customer
- 6. Add wine to the cart
- 7. Check out selected wine

### For Registration/Login:

- 1. The user browses to the "Sign In/Login" page.
- 2. The user enters his/her username and password in the returning user section of the "Sign In/Login" screen.
- 3. The system validates the username and password (successfully) and displays the user's account information page.
- 4. The user edit or update their account information.
- 5. The user is able to see payment details whether credit or debit and shipping information to ship wine.

### **Extensions:**

### Login:

- 1. The user browses to the "Sign In" page.
- 2. The user enters his/her username and password.
- 3. The system determines that the username or password is invalid and informs the user to try again.

### **Returning User, Forgotten Username or Password:**

- 1. The user has forgotten his/her username, password, or both, and clicks the "Forgot Username/Password?" link
- 2. The system resets the user's account and sends an e-mail notification with the new information
- 3. The user utilizes the new username/password information to log in following the basic flow
- 4. The system will send reminder if user password is about to expire or it goes wrong more than 3 times.

#### New User:

- 1. The user browses to the "Sign In" page.
- 2. The user chooses the "New User" link on the "Sign In" page.
- 3. The user enters his/her account information and chooses a username and password
- 4. The system validates the information entered
- 5. The system sends the user an Email invitation
- 6. The user must confirm their new account by clicking the link in the e-mail
- 7. The user is logged in and his/her account information page is displayed.

### **System Administrator/ Manager:**

- 1. System administrators follow the basic flow for this use case when logging in to the system.
- 2. If user enters wrong password for more than 3 times, Manager/ System administrator can unlock that account.

## **Alternative Flows:**

If user doesn't exists the create new account:

- 1. The new user click on new 'create new Account link'.
- 2. The user is at Account Information screen.
- 3. The new use enters the personal details in the Account Information Screen.
- 4. The user clicks on Update and the system validates all the user information and displays the signing information page.
- 5. User enters the new Username and Password.
- 6. System validates that the Username is already in use.
- 7. If not, system displays the new account confirmation page.
- 8. System sends an e-mail notification about new account creation to User.

## **Special Requirements:**

- 1. After three consecutive unsuccessful login attempts, the user's account will be locked and must be reset by a system administrator.
- 2. Users may not login from multiple different computers simultaneously.
- 3. If this condition is detected, the user will be notified with appropriate warning/error messages.
- 4. Specify payment details and shipping information

## **Technology & Data Variations List:**

None

## **Frequency of Occurrence:**

- 1. Users must login to access their account information, to process request, and to place an order.
- 2. The system administrator must log in to administer the system.

## **Open Issues:**

None

## Use Case 2 : UC\_002: Shopping

## Use case description:

This use case is related to shopping on Octavia web System. This will allows user to browse wine on website and select from it. User can filter and sort during it. This enables user to interact with cart feature of system. This use case describes how an actor can modify items in the shopping cart. This details the item-adding process for the system to access it. The user should be able to add items to the cart and view information about the item in cart.

### Precondition:

- 1. The actor is on the Cart Screen and have already logged in.
- 2. The user/administrator successfully runs the application to view the home page and browse different catalog..
- 3. The items available for shopping are available for the user to browse.
- 4. The cart can be viewed with or without adding any items.
- 5. Continue shopping.

## Success/Minimal Guarantees (or Postconditions):

- 1. The user successfully selects a category to view items in a particular category.
- 2. The user successfully adds the item to the shopping cart.
- The user is successfully able to view the shopping cart with the option to continue shopping or to check out when there are items in the cart, or to continue shopping when there are no items in the cart.
- 4. The user successfully modifies existing items in the cart or adds new items to the cart.

## **Triggers:**

Wrong user input.

## Main Success Scenario (or Basic Flows):

### For Maintaining Shopping cart (Add/Update/Remove):

- 1. The user clicks on one of the category of the screen and navigates to the item he wishes to add to the cart and clicks on the "Add to Cart" link.
- 2. The system displays the Cart Screen with the all the old items and the newly added item.
- 3. The subtotal field displays the total cost of the shopping cart.
- 4. The user repeats steps for all the wine items he wants to add to the cart.
- 5. The user modifies the item quantity for one or multiple items and clicks "Update Cart".
- 6. The system updates the new quantity and displays the modified line item totals and subtotal to the
- 7. The user clicks the "Remove" link to remove any of the items in the cart.
- 8. The system deletes the item from the cart and adjusts the subtotal accordingly.

## For Browse Catalog, Sort and Filter:

- 1. Run the application.
- 2. View the home page.
- 3. Browse the wine catalog.
- 4. Select wine type from catalog.
- 5. Browse through the items.
- 6. Sort wines by price.
- 7. Filter wines by type, variety and price.
- 8. View details of wine.

### For Specifying Item Quantity:

- 1. View the home page.
- 2. Browse the type.
- 3. Select a type.
- 4. Browse through the items.
- 5. Add item to the cart.
- 6. Specify quantity to purchase.

### For Viewing Items added in Cart:

- 1. View the home page.
- 2. Browse the types.
- 3. Select a category.
- 4. Browse through the items.
- 5. Add item to the cart.
- 6. View cart.

### **Extensions:**

### Add Items and Continue shopping:

- 1. View the home page. Browse the categories.
- 2. Select a category.
- 3. Browse through the items.
- 4. User proceeds to adding Items to cart and modifying cart without logging in.
- 5. If the user enters a non-positive or non-integer quantity the system displays an appropriate error message.
- 6. If user closes the window without proceeding for payment, the cart is stored in the system for a pre-decided number of days, before getting flushed, so that the user can return to the cart in the future.
- 7. 'Refresh cart' feature is available for resetting the cart.

- 8. View cart.
- 9. Continue shopping.

## **Alternative Flows:**

## For Empty Cart Continue Shopping:

- 1. Run the application.
- 2. Select a category.
- 3. Do not add items to the cart.
- 4. View empty cart.
- 5. Continue shopping

# **Special Requirements:**

Multiple users should be able to add items to cart simultaneously.

## **Technology & Data Variations List:**

None

# **Frequency of Occurrence:**

There is a possibility that multiple users will add an item to the same cart simultaneously from different locations.

## Open Issues:

None

## Use Case 3 : UC\_003: Searching By

## **Use case description:**

This use case describes how the User can search the wine catalog by Brand, Wine type, grape variety, or vintage year, Substring in description.

### **Precondition:**

None

## **Success/Minimal Guarantees (or Postconditions):**

- 1. 'Product Screen' displays items.
- 2. Screen shows corresponding list prices for the searched product.
- 3. Item Screen' displays detailed information about an individual item for sale, including a photo, if one is available.
- 4. 'Cart Screen' displays the various items added to the cart, the quantity and list price of each item and the Subtotal.

## **Triggers:**

None

### Main Success Scenario (or Basic Flows):

- 1. User opens a web browser, gives the URL for the 'Octavia Company System' website in and clicks on 'Go' button.
- 2. System launches the web site.
- 3. User enters text in text box next to Search button and clicks on Search button.
- 4. User select search based on brand or wine type or grape variety or vintage type
- 5. System displays the matching text products even with the substring description.
- 6. User clicks on the desired link and screen navigates to next page.
- 7. User can navigate back to the earlier pages if wishes.

### **Extensions:**

If search returns no results, System displays the message "No matches found for the entered text".

### Alternative Flows:

None

## **Special Requirements:**

None

Technology & Data Variations List:
None
Frequency of Occurrence:
None
Open Issues:
None

## Use Case 4 : UC\_004: Catalog Management

## Use case description:

This use case describes about catalog management. System administrator/ Manager will be able to add or delete catalog item. He/She can change price for wine, add or delete description of wine and can change it's image.

### **Precondition:**

- 1. User of system has to login as System administrator/ Manager.
- 2. Prices of wine should be decided with wine description and image.

## **Success/Minimal Guarantees (or Postconditions):**

- 1. Run the application.
- 2. Login as System administrator or Manager.
- 3. Search item in catalog
- 4. View product.
- 5. Continue browsing catalog.

## **Triggers:**

None.

## Main Success Scenario (or Basic Flows):

### For Add/Remove Catalog Item:

- 1. Run the application.
- 2. Login as System Administrator.
- 3. Browse wine Catalog.
- 4. If item is not present add item using add button.
- 5. Add another item details.
- 6. If item is present and not required then remove item by clicking remove button.
- 7. Continue adding or removing items till required.
- 8. View changes are reflected or not.

### For Changing Price:

- 1. Run the application.
- 2. Login as System Administrator.
- 3. Browse wine Catalog.

- 4. Change item price
- 5. View changes are reflected or not.

### For Add/Edit Description and Image:

- 1. Run the application.
- 2. Login as System Administrator.
- 3. Browse wine Catalog.
- 4. Add or edit description or image for existing item
- 5. Continue adding or editing items till required.
- 6. View changes are reflected or not.

### **Extensions:**

If search returns no results, System displays the message "No matches found for the entered text".

### **Alternative Flows:**

If search returns no results check whether there is need to add that item or not.

## **Special Requirements:**

Only one user should be able to perform these actions at a time.

## **Technology & Data Variations List:**

None

## **Frequency of Occurrence:**

There is a possibility that multiple System administrators will try to do these operations simultaneously from different locations.

## Open Issues:

Avoiding simultaneous use of system.

Copyright on image.

## Use Case 5 : UC\_005: Checkout

## Use case description:

This use case helps the User/Admin to check out items from the shopping cart. It needs to initiate checkout process where User can also select gift option along with shipping address. User can select shipping option as per urgency i.e. normal, express, moderate. User has option to select payment method along with checkout.

#### **Precondition:**

There is at least one item in the shopping cart to display the checkout button.

## **Success/Minimal Guarantees (or Postconditions):**

The user is able to click on the checkout button when there are items in the cart.

## **Triggers:**

None

## Main Success Scenario (or Basic Flows):

- 1. Run the application.
- 2. Add items to the cart.
- 3. Initiate checkout
- 4. Go to the view-cart page.
- 5. Specify gift options if any.
- 6. Specify shipping address.
- 7. Choose shipping option.
- 8. Select payment method
- 9. Confirm order.
- 10. Click the checkout button.
- 11. Show preview.
- 12. Go to the order page

## **Extensions:**

- 1. Run the application.
- 2. Do not add any item to the cart.
- 3. Go to the view-cart page.
- 4. The checkout button is not available to click.

Alternative Flows: None
Special Requirements: None
Technology & Data Variations List:  None
Frequency of Occurrence: None
Open Issues: None