Use Case Name: **CREATE GROCERY LIST**

Basic flow: *The user in this case will be able to create a list to take with them to go to the grocery store.*

Alternative flow: *The user will impulse buy things that will not be on the list*

Pre- conditions: *The user has to write down the different things for the shopping list, on a phone, paper or keep the record in their mind but they need to have it somewhere where it can be remembered and referenced.*

Post-condition – *After the customer creates the list, he or she can enter the store and start adding items to the shopping cart and proceed with the next steps.*

Use Case Name: **MANAGE PAYMENT/WALLET**

Basic flow: *The user in this case will be able to manage their wallet and their payment information.*

Alternative flow: *the user can decide whether he or she wants to use their debit/credit card to pay or pay from a phone such as Apple pay.*

Pre-conditions: *User must have items in their shopping cart and must have enough money to pay for the items, if coupons or discounts are applicable, they will be applied now before payment is accepted and confirmed.*

Post conditions- *The user will receive a receipt from the cashier with confirmation that the payment went through.*

Use Case Name: **DELETE MONEY**

Basic flow: *The user in this case will be able to see their account and how their money changed after the payment.*

Alternative flow: *If the user has some discrepancies with the receipt they can talk to a manager and if the payment happened on a credit card, they can prevent the company from sending the money over until a resolution is reached.*

Pre- conditions: *Payment has to be confirmed and accepted; receipt will be given once that is done for confirmation.*

Post- conditions: *When checking bank account, the Banker will tell you how the details about the purchase such as the time, how much money was taken out, when, where things of that nature.*

*Diagram

Description automatically generated*