## **Use Case Template**

*(adapted by Pressman and Maxim, Software Engineering: A Practitioner’s Approach, pp. 151-152, from Cockburn, A., Writing Effective Use-Cases, Addison-Wesley, 2001)*

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| --- | --- |
| **Use Case:** | <use-case-title> |
| **Primary Actor:** | <primary-actor> |
| **Goal in Context:** | <the aim of the primary-actor in a particular circumstance> |
| **Preconditions:** | <conditions that must be true before the scenario may play out> |
| **Trigger:** | <an action or actions that initiate the scenario> |
| **Scenario:** | <an enumerated list of steps describing the actions and interactions of the primary actor with the system> |
| **Exceptions:** | <errors or faults that may occur during the scenario. Should include remedy/corrective action taken by the primary actor> |
| **Priority:** | <relative importance of this use case compared to other use cases> |
| **When available:** | <the targeted release that covers this use case> |
| **Channel to actor:** | <the means through which the primary actor and the system communicate> |
| **Secondary Actor:** | <any other actors – people or systems – that may be involved in the scenario> |
| **Channels to Secondary Actors:** | <the means through which any secondary actors may interact with the system or other actors> |
| **Open Issues:** | <notes, concerns, or other materials> |