USE CASE SPECIFICATION

Product Name	Foodygo User Portal App
Date	07/08/2024
System	User Portal App
Use Case Number and Name	06 – Edit Profile

Version Number	1.1
Author	Tarasita
Product Owner	Y.Hoo
Key User	Consumer

Revision History

Date	Version	Author	Reviewed By	Change Description
202104013	1.0	Rey		
08072024	1.1	Tarasita		Correct edit profile

Reference Document

Ref. Num	Title	Doc. Version	Date
			dd-mon-yyyy
1	SB-FoodTiktokInspiration Edit Profile User Manual	V1.0	29-03-2022

Foodygo
Use Case Specification: UC06 – Foodygo – Edit Profile

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1. Brief Description

1.1. Goal

[Execution of the Use Case results in achieving a goal for the user. This section describes the goal or end result. A Use Case should be achievable in one user session, i.e. it describes a continuous interaction between the user (actor) and the system]

By this use case the consumer (after login) can edit their profile.

1.2. Actor(s)

[An actor initiates the use case. Often actors map to roles in the application. This section describes the actor(s) that interact with the system in this use case]

Consumer: user who wants to edit their profile.

1.3. Preconditions

[Preconditions need to be fulfilled before the Use Case can start. They can be associated both to conditions outside the system as well as to the status of the system itself. In both cases preconditions must be checked. Preconditions are described in a numbered list to enable referencing]

1. Consumer has registered to Foodygo
2. Consumer has signed in / login on the apps

1.4. Post Conditions

[Post conditions list the status of the system and/or fulfilled requirements after successful execution of the Use Case. Post conditions are described in a numbered list to enable referencing]

Consumer who able to edit and update the profile detail

1.5. Related Use Cases

[Within a Use Case other Use Cases could be used. An extended Use Case is a Use Case that could also be executed by on its own. It provides additional functionality on top of the Use Case in this document. Included Use Cases describe scenarios that are shared between various Use Cases and therefore described in a separate document. Note: beware of functional decomposition by excessive use of included use cases]

UC – Login

1.5.1. Extended Use Cases

Not applicable

1.5.2. Included Use Cases

Not applicable

2. Basic Flow

[The basic flow describes the most common series of interactions between actor(s) and system to achieve the goal of this Use Case. Steps are numbered to enable referencing. For steps describing the system's response the actor is System. Detailed requirements shall be described in sections 5 and 6 and/or appendices.]

The use case starts after the consumer successful signed in on the apps and clicks Profile icon – bottom menu.

Step	Actor	Description
1	System	Shows the Profile page, including: • Background banner • User profile picture • Settings button • Username • First and surname • Number of user posts • Number of likes/favorites (total likes of all user posts) • Number of followers (people that follow user) – clickable button • Number of following (people that user follows)- clickable button • Tab Gallery (all uploaded videos) • Tab Likes (all videos that user likes/favorites)
2	Consumer	Clicks Settings button
3	System	Shows the Settings page, including: • Edit Profile • Account • Post Order • Watch history • Reward • Report a problem • Terms and policies
4	Consumer	Clicks Edit Profile
5	System	Shows Edit Profile page, including: • Display Name • Username • Bio • Social Media

6	System	Editable to edit selected text field

The use case end.

3. Alternative Flows

[The basic flow does not need to be the only way to achieve the goal. This part of the Use Case describes alternative paths to successfully achieve the end goal. Steps in alternative scenarios may be replacing or extending steps in the basic flow]

4. Exception Flows

[Exception flows describe scenarios where the Use Case goal is not achieved. Only Use Case specific scenarios are described. Generic exception flows that apply to all Use Cases for this application or to all in-house developed applications should be described in respectively a general requirement or a 'Standards & Guidelines' document]

Not applicable

5. Functional Detailed Requirements

[This section allows for detailed specifications of steps mentioned in the flows above. This may include process logic, business logic, validations, screen definitions etc.]

5.1. Field definitions

Field	Mandatory	Max length	Validation
Display Name	Yes	30	• Display name must be no longer than 30 characters • User can change once every 7 days
Username	Yes	20	• Username must be no longer than 20 characters • User can change once every 30 days
Bio	No	80	• Bio must be no longer than 80 characters • User can change it anytime
Social Media	No	30	URL input / links text

5.2.   Screen definition

Step 5