

Use Case Template

- **Use Case:** <number> <the name should be the goal as a short active verb phrase>
- **CHARACTERISTIC INFORMATION**
 - Goal in Context: <a longer statement of the goal, if needed>
 - Scope: <what system is being considered black-box under design>
 - Level: <one of: Summary, Primary task, Subfunction>
 - Preconditions: <what we expect is already the state of the world>
 - Success End Condition: <the state of the world upon successful completion>
 - Failed End Condition: <the state of the world if goal abandoned>
 - Primary Actor: <a role name for the primary actor, or description>
 - Trigger: <the action upon the system that starts the use case, may be time event>
- **MAIN SUCCESS SCENARIO**
 1. <put here the steps of the scenario from trigger to goal delivery, and any cleanup after>
 2. <step #> <action description>
- **EXTENSIONS**
 - <put here there extensions, one at a time, each referring to the step of the main scenario>
 - <step altered> <condition> : <action or sub.use case>
 - <step altered> <condition> : <action or sub.use case>
- **SUB-VARIATIONS**
 - <put here the sub-variations that will cause eventual bifurcation in the scenario>
 - <step or variation # > <list of sub-variations>
 - <step or variation # > <list of sub-variations>
- **RELATED INFORMATION (optional)**
 - Priority: <how critical to your system / organization>
 - Performance Target: <the amount of time this use case should take>
 - Frequency: <how often it is expected to happen>
 - Superordinate Use Case: <optional, name of use case that includes this one>
 - Subordinate Use Cases: <optional, depending on tools, links to sub.use cases>
 - Channel to primary actor: <e.g. interactive, static files, database>
 - Secondary Actors: <list of other systems needed to accomplish use case>
 - Channel to Secondary Actors: <e.g. interactive, static, file, database, timeout>
- **OPEN ISSUES (optional)**
 - <list of issues about this use cases awaiting decisions>
- **SCHEDULE**
 - Due Date: <date or release of deployment>

Use Case Example: ATM Withdraw Money

- **Use Case:** 1 withdraw money
- **CHARACTERISTIC INFORMATION**
 - Goal in Context: user withdraws money from the ATM
 - Scope: ATM
 - Level: Primary task
 - Preconditions: user has an ATM card and has access to ATM
 - Success End Condition: user gets money
 - Failed End Condition: user doesn't get money
 - Primary Actor: customer (= user)
 - Trigger: ATM card entered by user
- **MAIN SUCCESS SCENARIO**
 1. User enters card
 2. System prompts for PIN
 3. User enters PIN
 4. System prompts options for withdrawal / transfer / deposit money
 5. User selects withdraw
 6. System prompts for amount
 7. User enters amount
 8. System returns money
- **EXTENSIONS**
 - 5. *condition* selection of different account: *action* Withdraw from different account
 - <step altered> <condition> : <action or sub.use case>
 - <step altered> <condition> : <action or sub.use case>
- **SUB-VARIATIONS**
 - 4. *condition* user entered wrong PIN: *action* system displays error message
 - 8. not enough money: system displays error message
 - <step or variation # > <list of sub-variations>
- **RELATED INFORMATION (optional)**
 - Priority: critical
 - Performance Target: one minute
 - Frequency: very often (depends on location of ATM)
 - Superordinate Use Case: <optional, name of use case that includes this one>
 - Subordinate Use Cases: <optional, depending on tools, links to sub.use cases>
 - Channel to primary actor: interactive
 - Secondary Actors: <list of other systems needed to accomplish use case>
 - Channel to Secondary Actors: <e.g. interactive, static, file, database, timeout>
- **OPEN ISSUES (optional)**
 - <list of issues about this use cases awaiting decisions>
- **SCHEDULE**
 - Due Date: May 2014

Further example: Smoke detection

Use Case: **Smoke detection**

CHARACTERISTIC INFORMATION

Goal in Context: To inform stakeholders of the fire in the house.

Scope: Alarm system.

Level: Primary task

Preconditions: Alarm system is armed and active. Detector is working. Communication means are functioning.

Success End Condition: Stakeholder is informed.

Failed End Condition: Stakeholder are not informed of smoke. Fire destroys monitored property.

Primary Actor: **Smoke detector.**

Trigger: Detection of smoke.

MAIN SUCCESS SCENARIO

<put here the steps of the scenario from trigger to goal delivery, and any cleanup after>

1. One of the smoke detector signals smoke presence.
2. System identifies smoke detector location by its comm. port.
3. System informs stakeholders via phone line and the a/v speaker.

RELATED INFORMATION (optional)

Priority: Top priority.

Performance Target: Stakeholders should be notified within 5 seconds.

Frequency: Rarely. Only in extreme cases of fire, or strong smoke concentration.

Subordinate Use Cases: **Notify Stakeholders**

Channel to primary actor: Simplex, one way, Electric wire.

Secondary Actors: Stakeholders – Authorities and Owners

Channel to Secondary Actors: Phone line, Speaker

OPEN ISSUES (optional)

1. How the system will recognize that someone is cooking food that generates smoke.

SCHEDULE

Due Date: Version 1.0 release.