Use Case Template (Free-form)

1. Use Case Description Information
The following defines information that pertains to this particular use case. Each piece of information is important in understanding the purpose behind the use case.

1.1. **Name:**
<short descriptive verb-phrase naming the use case>

1.2. **Goal:**
<a few sentences describing the ultimate goal of the use case from the perspective of the user>

1.3. **Use Case Team Leader/Members:**
<this is the person assigned the ultimate responsibility of completing the use case along with their team members>

1.4. **Pre-condition:**
<the state the system must be in before one of the use case pathways can begin. These may be further specified at the pathway level as well.>

1.5. **Post-condition:**
<the state the system must be in after one of the use case pathways has completed. These may be further specified at the pathway level as well.>

1.6. **Constraints/Issues/Risks:**
<any items that may place a burden on the team detailing the use case. These may be further specified at the pathway level as well. It may also be beneficial to assign each issue to a specific individual on the team.>

1.7. **Trigger Event(s):**
<the external event or internal timer-events that stimulate a pathway through the use case. These may be defined at the individual pathway level as well>

1.8. **Primary Actor:**
<the key actor involved in the use case. Typically, this individual is the source of the event that stimulates the use case pathway into action>

1.9. **Secondary Actor(s):**
<other actors that play a part in the use case>

2. Use Case Pathway Names:
<these represent the names of the pathways, and they only serve as a summary list to the subsequent detail for the pathways in the next section>

2.1. **Primary Path:**
<this is the most commonly occurring pathway through the use case. This path has no error conditions, with everything resulting in a positive outcome. There may be more than one pathway resulting in a positive outcome in the use case; this one, however, occurs the most frequently.>

    2.2.   **Alternative Path(s):**
<these are alternative pathways through the use case. Depending on the leveling used in the use case, these may be just as detailed in content as the primary path.>

    2.3.   **Exception Path(s):**
<these are primary exceptions to be expected to occur in this use case>

3. **Category: Use Case Detail:**
<the use case detail section is completed for all pathways, regardless of the category of the pathway (i.e., primary, alternative, exception). These are usually documented in category groups (i.e., primary, alternative, exception). If the alternatives and exceptions are simple, then they may reference back to a step within the main sequence of steps they are modifying or defining).>

    3.1.   **Pathway Name:**
<this is the name of the pathway as specified in the prior "pathway names:" section>

    3.2.   **Trigger Event:**
<depending on the use case leveling, events may be tied directly to a specific pathway>

    3.3.   **Main Sequence of Steps:**
<this represents the detailed tasks, or steps, to be carried out in response to the event that started this pathway. The focus is on the "what", not the "how". In addition, or in replacement, of the outline below, a UML activity diagram may be substituted. If a pathway step references a different use case, then this reference step is shown with an underline. In addition, on the use case diagram, the included use case will be noted with the <<includes>> relationship>

Step	**Step Description**
<step #>	*<a one sentence description of the step>*

optionally, for an <<includes>> relationship, underline the step

Step	**Step Description**
<u>step #</u>	*<u>a one sentence description of the step</u>*

3.4. **Variations (optional):**
<these represent an abbreviated alternative pathway, and are documented as modifiers to one of the main sequence steps. These may not be found for all pathways. If the alternative is not as simple as a variation to a previously defined main sequence step, then provide a complete main sequence of steps for the alternative>

Step	**Step Description**
<main sequence step #>	*<a one sentence description of the step>*
<variation step#>	*<a one sentence description of the step>*

3.5. **Extensions (optional):**
<these are optional, conditional steps that extend the use case from a particular point. These may also be referred to as extension points. They extend from some point within the main sequence of either the primary path or an alternative path within the use case. The extension, if central to the overall understanding of the use case, may be shown on the use case diagram with an <<extends>> relationship to the extended use case.>

3.6. **Business Rules (optional):**
<these represent business rules that are pathway-specific. They may be global to the entire pathway, or may be tied directly back to a particular step within the pathway>

3.7. **Constraints/Issues/Risks (optional):**
<any items that may place a burden on the team detailing the use case pathway. They may be global to the entire pathway, or may be tied directly back to a particular step within the pathway. It may also be beneficial to assign each issue to a specific individual on the team.>

4. **Use Case Tactical Information:**
<this represents information about the use case that deals with scheduling, priorities, frequency, user interface, and performance topics. <u>These items are usually not known early in the use case inception phase, but are uncovered later during elaboration</u>.>

4.1. **Priority:**
<this is the priority of the use case relative to others. This indicates how this use case will be packaged and delivered. It is also possible to attach priorities to individual pathways.>

4.2. **Performance Target:**
< this information contains specific performance expectations of the use case. . It is also possible to attach these to individual pathways.>

4.3. **Frequency:**
<this information will eventually indicate potential transaction loadings in the system. This is usually stated in some base frequency such as x/day, x/hour, x/week, etc…. It is also possible to attach these to individual pathways.>

4.4. **User Interface:**
<this information discusses user interface issues/requirements for the use case. This information will be detailed later, during the elaboration phase of the project.>

4.5. **Location of Source:**
<if the application has a geographically dispersed nature, it is valuable to identify where these locations are.>