Use Cases and Scenarios

- Use case: a set of scenarios tied together by a common user goal
- Scenario: a sequence of steps describing an interaction between a user and a system (Fowler)
Actors

- Actors: roles that users (or systems) play
  - Actors carry out use cases
  - A single user could play several roles
  - Multiple users could play the same role

Alex and Katie play tic-tac-toe against each other.
Alex and Katie are each filling the Game Player role.
Scenario

- Scenarios for the ‘Make Move’ use case:
  - A Game Player places a symbol on an open square on the Game Board
  - A Game Player places a symbol on an occupied square on the Game Board
    - Original symbol continues to occupy square
    - Allow Game Player to select another square
Use Case Diagram

Game Player

Start Game

View Game Board

Make Move

<<include>>

Space Occupied

<<include>>

View Game Status

Check Game Status
Use Case Diagram

- Relationships

- Generalization: alternate scenario or same use case with extra functionality

- Include: redundant functionality
Use Cases in Requirements

• **Warning**: Use-cases are not the requirements!
  – Use-cases are a tool to help you discover the requirements

• Difference between Casual and Fully-dressed use-cases (see text p. 142)