Group 1 Use cases

# Role: Teen

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| **Name** | Take quiz |
| **Description** | While browsing the site, a user decides to start a quiz. |
| **Actors** | Teen who is interested in learning about health. |
| **Organizational Benefits** | The site’s main focus. |
| **Frequency of Use** | By far the most common Use Case |
| **Triggers** | User chooses Quiz from the navigation bar |
| **Preconditions** | User is on any page of our site. |
| **Postconditions** | If user was in the middle of a quiz, all progress for that quiz is discarded.  If user was logged in, any badges earned will be saved to account and, while the user remains logged in, the color of the quiz menu button on the left will reflect the highest badge earned for that quiz. |
| **Main Course** | 1. System displays a list of quizzes to choose from. 2. User chooses quiz (e.g. Beginner Fitness or Intermediate Nutrition) 3. System displays quiz intro page with a way for the user to confirm that they want to start the quiz. (See AC1, AC2) 4. User confirms they want to start the quiz. 5. System begins quiz. 6. User chooses an answer for the current each question in order until all questions for current quiz have been answered.(See AC3) 7. System saves results into user’s progress. 8. System asks user for their name and an email address to send results. 9. User optionally submits their name and parent’s email for result notification. 10. System displays quiz score and lists all questions, with chosen answers and correct answers indicated. |
| **Alternate Courses** | AC1 User decides they want to login.   1. See “Log in” Use Case.   AC2 User decides to create an account.   1. See “Create account” Use Case.   AC3 User navigates away from page before all questions are answered.   1. System discards quiz progress. |

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| **Name** | Log in. |
| **Description** | While browsing the site, a user decides to log in to their account. |
| **Actors** | Teen wanting to track progress.  Authorized gov’t official wanting to access macro statistics. |
| **Organizational Benefits** | The ability to track progress and get on the leadership board provides incentives for users to keep using the site and may help provide more statistics for making decisions about site improvement. |
| **Frequency of Use** | Every time the user comes back to the site after their login has timed-out. |
| **Triggers** | User selects “Login” from the top menu. |
| **Preconditions** | User is on any page of our site. |
| **Postconditions** | User directed to home page, except now “Login” is replaced with “Logout” on the top menu, progress and points earned will start being recorded to users account, and multiplayer modes become accessible. (When the session times out, these changes will revert.) |
| **Main Course** | 1. System asks user for login information. (See AC1, See AC2) 2. User logs in. (See AC3) 3. System recognizes client account. |
| **Alternate Courses** | AC1 User doesn’t have an account, and indicates that he wants to create one.   1. See “Create account” Use Case.   AC2 User indicates that he forgot his password.   1. See “Forgot password” Use Case   AC3 Incorrect login information.   1. System notifies user of the failed authentication. 2. Return user to Main Course step 1. |

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| **Name** | Create account. |
| **Description** | While browsing the site, a user decides to create an account. |
| **Actors** | Teen wanting to track progress. |
| **Organizational Benefits** | See “Log in” Use Case |
| **Frequency of Use** | Not very often. Once per user who wants an account. |
| **Triggers** | User selects “Register” from the login prompt, or “Register” from navigation menu. |
| **Preconditions** | User is on any page of our site and not logged in. |
| **Postconditions** | User can now login. |
| **Main Course** | 1. System asks user for required and/or optional personal details and/or preferences. User cannot submit the form until all required information is provided. 2. User provides their information. (See AC1, AC2) 3. System stores new account information. |
| **Alternate Courses** | AC1 There is already an account associated with the provided email.   1. The system notifies user of existing account and points out the “Forgot Password” option on the login prompt. 2. Return user to Main Course step 1.   AC2 The two password fields did not match.   1. System notifies user and gives user the chance to edit the password fields. 2. Return to Main Course step 2 |

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| **Name** | Forgot password. |
| **Description** | While trying to log in, a user forgets their password. |
| **Actors** | Teen wanting to track progress. |
| **Organizational Benefits** | Make sure nobody gets locked out of their account because they forgot their password. |
| **Frequency of Use** | Rarely, less than once per user. |
| **Triggers** | User selects “Forgot Password” from the login prompt. |
| **Preconditions** | User is viewing the login prompt. |
| **Postconditions** | User has a new password and is now able to log in again. |
| **Main Course** | 1. System asks user for email they used to create account. 2. User provides their email. (See AC1) 3. System tells the user that if an account exists with that email, a code has been sent, and ask the user for the code. 4. User enters code from email. (See AC2) 5. User is directed to the reset password page. 6. User enters new password twice. (See AC3) 7. System notifies user of successful password change. |
| **Alternate Courses** | AC1 There is no account associated with the provided email.   1. The system notifies user that account doesn’t exist. 2. Return user to Main Course step 1.   AC2 The user entered an incorrect code.   1. System instructs user to start the “Forgot Password” process over if they want to try again.   AC3 The two password fields did not match.   1. System notifies user and gives user the chance to edit the password fields. 2. Return to Main Course step 5 |

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| **Name** | View progress. |
| **Description** | A teen can modify their account details. |
| **Actors** | Teen wanting to view or change personal details or preferences. |
| **Organizational Benefits** | Allows users to make changes and customize their experience. |
| **Frequency of Use** | Many times per user. |
| **Triggers** | User selects “Progress” from the navigation menu. |
| **Preconditions** | User is logged in. |
| **Postconditions** | User gets details about quiz questions, answers, and results. |
| **Main Course** | 1. System shows a list of quizzes taken and the overall score for each with dates taken. 2. User asks system to display the details about a particular quiz. 3. System displays all details recorded about that user’s results for that quiz. 4. When finished viewing, user tells system they are done. 5. System takes user back to Main Course Step 1. |

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| **Name** | Edit profile. |
| **Description** | A teen can modify their account details. |
| **Actors** | Teen wanting to view or change personal details or preferences. |
| **Organizational Benefits** | Allows users to make changes and customize their experience. |
| **Frequency of Use** | A couple times per user. |
| **Triggers** | User selects “Account” from the navigation menu. |
| **Preconditions** | User is on any page of our site. |
| **Postconditions** | User account settings are modified at user’s request. |
| **Main Course** | 1. System shows account information and preferences. (See AC1, AC2, AC3) 2. User modifies some fields and submits. 3. The system records any changes. |
| **Alternate Courses** | AC1 User indicates desire to edit password.   1. System switches to edit password mode. 2. User changes password, confirms, and submits. 3. System complains if passwords don’t match, otherwise saves new password.   AC2 User indicates desire to edit privacy settings.   1. System switches to edit privacy settings mode. 2. User changes privacy settings and submits, or requests data to be downloaded or erased. 3. System changes settings or responds to data request with file download starting, or personal data being erased from system.   AC3 User indicates desire to delete account.   1. System goes into account deletion mode, asks user to confirm password. 2. User confirms password. 3. System deletes account. |

# Role: Parent

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| **Name** | Parental update. |
| **Description** | A parent gets an email about quiz completion. |
| **Actors** | Parent whose email was entered by teen after teen completes a quiz. |
| **Organizational Benefits** | Parents have the ability to get informed of teen progress. |
| **Frequency of Use** | Once per quiz taken, if the teen opts in. |
| **Triggers** | Parent’s email entered after a quiz. |
| **Preconditions** | Child finished a quiz. |
| **Postconditions** | Parent gets updates on completion of a quiz |
| **Main Course** | 1. System sends email of quiz results to parent’s email |
| **Alternate Courses** | AC 1 Parent does not want Auto updates   1. User ignores the confirmation email 2. User will not be sent any more updates |

# Role: Gov’t official

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| **Name** | Get macro stats. |
| **Description** | Government official needs usage statistics in order to gage the effectiveness of the program |
| **Actors** | Authorized government official. |
| **Organizational Benefits** | Admin can get good feedback on how the site is being used and average scores |
| **Frequency of Use** | Varies |
| **Triggers** | User signs in as stats\_user (See “Login” Use Case). |
| **Preconditions** | An account exists which has permission to access quiz statistics. |
| **Postconditions** | User receives usage statistics |
| **Main Course** | 1. Upon login, system redirects user to dashboard. 2. User finds the “Quiz Maker Status” section and chooses “quizzes”, “questions”, or “results” to view data. 3. System provides list of requested data. |

# Role: Teen or Parent

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| **Name** | Contact us. |
| **Description** | User can contact the team in charge of managing the website |
| **Actors** | Teen user or parent |
| **Organizational Benefits** | Allows for communication and feedback from users |
| **Frequency of Use** | Less than once per user |
| **Triggers** | User visits welcome page and scrolls down to “Contact Us” section. |
| **Preconditions** | none |
| **Postconditions** | An email is sent to an email account set up for the team in charge of maintaining the site |
| **Main Course** | 1. User enters their name, email, subject, and message into form. 2. User tells system to take their message. 3. System thanks user. 4. System sends data entered to site administrator. |
| **Alternate Courses** | none |