

RAD - 10 Requirements

#1

Scenario/Use case: Prompt for standard campus upon first time use.

Trigger: Starting the application for the first time.

Precondition: Application hasn't been run before.

Basic Path: The user starts the application for the first time. After the welcome screen, the user is prompted to choose a standard campus.

Status on completion: Standard campus has been set.

#2

Scenario/Use case: View welcome screen

Trigger: Starting the app

Precondition: Application not running

Basic Path: The user starts the application. When the application has launched, the user is presented with a welcome screen displaying the logo of the application.

Status on completion: The map is now displayed.

#3

Scenario/Use case: Changing standard campus from the settings menu.

Trigger: The user wants to change standard campus.

Precondition: Application is running and viewing the map.

Basic Path: The user enters the settings for the application and chooses standard campus.

Status on completion: Standard campus is changed to the user's choice.

#4

Scenario/Use case: Displaying pubs on the map.

Trigger: The user wants to see the pubs displayed on a map.

Precondition: Application is running and displaying the map.

Basic Path: The user navigates to either the Johanneberg Campus or the Lindholmen Campus on the map.

Status on completion: The pubs are displayed on the map as geopoints.

#5

Scenario/Use case: Clicking pubs to display more information.

Trigger: The user wants to display more information about a pub by clicking it.

Precondition: The application is running and displaying the map.

Basic Path: The user clicks on the geopoint of one of the pubs to display more information.

Status on completion: A new window with more information about the pub is shown.

#6

Scenario/Use case: Changing the view of the map between “Street”, “Satellite”, or “Traffic”.

Trigger: The user wants to be able to choose how to display the map.

Precondition: The application is running and displaying the map.

Basic Path: The user presses the “Menu” button on their device, then “Ändra vy”, followed by changing the view to that of their preference.

Status on completion: The view of the map is changed to the user’s preference.

#7

Scenario/Use case: Displaying a list of all the pubs.

Trigger: The user wants to be able to see a list of all the pubs.

Precondition: The application is running and displaying the map.

Basic Path: In the top menu, the user clicks “Publista”.

Status on completion: A list of all the pubs are displayed.

#8

Scenario/Use case: Sending feedback to the developers.

Trigger: The user wants the possibility to send feedback to the developer.

Precondition: The application is running and displaying the map.

Basic Path: The user presses the “Menu” button on their device, then “Inställningar”, followed by clicking “Send feedback”. The users fills out the form and continues to send it through their email app.

Status on completion: Feedback is sent to the developers.

#9

Scenario/Use case: Displaying current location on the map.

Trigger: The user wants to be shown their current location on the map.

Precondition: The application is running and displaying the map.

Basic Path: In the top menu, the user clicks “Min position”.

Status on completion: The map is centered around the position of the user.

#10

Scenario/Use case: Prompt asking whether to quit upon leaving application

Trigger: The user wants to be asked if they really want to quit or cancel.

Precondition: The application is running, displaying the map, and the “Back” button is pressed on the user’s Android device.

Basic Path: The system asks the user if they really want to quit or if they want to cancel and go back to the map.

Status on completion: The application is either closed or continues to run as normal, depending on the choice in the prompt question.