**Check Messages**

Level: Summary

Actors: Employee

Goal: Display all recent messages correctly to the requester

Activities: After logging in, the worker can scroll through their messages in the splash screen. The database passes these messages back after a request during login initialization.

Quality: Not highly important. Chronological display is the only requirement.

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**Give Away Shift**

Scope: Employee function for self-shift-management

Level: User goal

Primary Actor: Any Employee

Stockholders and Interests:

* All Employees – May help out coworkers by giving them a break when they need it
* Shift Giver – want to have a “day off” where they would not normally, and wants to have the greatest chance of succeeding in their effort.
* Manager – wants users to handle their own affairs, while retaining oversight

Preconditions: Giver must have the shift they wish to give away, and the receiver(s) must not.

Success guarantee:

* The giver will no longer work on the day they gave away (schedule changed)
* The receiver will now work on the day they accepted
* The manager will be asked to approve the transaction
* All parties will be notified that the trade was complete

Main Success Scenario:

1. User logs in
2. User clicks on a day they really want time off
3. User sees a dialogue containing information about that day, and clicks the “give” button
4. Another use who is logged in after this has happened sees that they are able to take someone else’s shift, if they so choose, in their messages box
5. They click the message and then the “accept” button
6. The manager receives notification of the request
7. The manager opens the message and clicks “approve”
8. The transfer is made in the database
9. All parties are notified of the new state of affairs

Exceptions:

* Database Unavailable (trade impossible)
* Manager Unresponsive (as someone else?)
* User doesn’t work on the day they want to give away (no “give” button)
* Manager Disapproves (not a failure state)
* No workers accept the request (request Timeout)