**Use cases**

|  |  |
| --- | --- |
| name | Request change a song |
| specialization of | Change of song |
| short description | A party member chooses a  new song to be added to the party session queue and notifies the  party master for his decision |
| actors | party master, party  member, server |
| trigger | party member wants to to  add new song |
| precondition | party member is part of  the session and has song choosing privilege |
| incoming information | User ID |
| postcondition | Notification is send to  party master |
| result | Party master is informed  about song request |

|  |  |
| --- | --- |
| name | Mood check |
| specialization of | Voting |
| short description | A party master decides to  get feedback on currently played song |
| actors | party master, party member |
| trigger | Party master’s curiosity |
| precondition | A song is being played |
| incoming information | Currently played song ID |
| postcondition | Prompt is send to all uses  to check for the reception of currently played song |
| result | Feedback is passed to the  party master |

|  |  |
| --- | --- |
| name | Create Party |
| specialization of | Party Master |
| short description | A party master is able to  create a party |
| actors | party master, party member |
| trigger | Party |
| precondition | Party members and party master are ready to party |
| incoming information |  |
| postcondition | Party created, join code generated |
| result | Party members can join to party. |