**Use Case – Homepage**

Members will come to the homepage where they will be able to access certain API features (like the weather for their location). Members will be able to access all other services from this page as well.

1. **Description**
   1. Use Case describe how the user and member will select a service on the Home Page
2. **Actors:**
   1. User
   2. System
   3. Member
3. **Precondition:**
   1. User has active internet connection
   2. System is available
   3. User has an active account
   4. User is logged into System
4. **Primary Flow of Events**
   1. Member arrives on the home page
   2. Web page displays services
   3. Member clicks a service’s tab on navbar
   4. Member brought to service they selected
5. **Alternate Flow**
   1. **If user is a member**
      1. Web page displays Home Page
   2. **If user is not a member**
      1. The user will be brought to the Front Page

**Use Case – Front Page**

Users come to the page upon visiting the site. The user will see the available services but cannot use most of them without an account. The user will be able to sign in if they have an active account and create an account if the user does not have an active one.

1. **Description**
   1. Use Case describe how the user will create an account on the Front Page
2. **Actors**
   1. User
   2. System
   3. Member
3. **Preconditions**
   1. User has an active internet connection
   2. System is available
4. **Primary Event Flows**
   1. User arrives at the front page
   2. User can create an account by selecting Create Account
   3. User fills out necessary information and submits
   4. System will create an active account for new Member
   5. Member will be brought to their Home Page
   6. Use case terminates
5. **Alternate Flows**
   1. **If User is already a member, but not signed in**
      1. User selects login in
      2. User enters credentials and clicks login
      3. Member is brought to Home Page

**Use Case – Forum**

A Member can select the Forum service from their Home Page, or a User can go to Forums from the Front Page. The Member will use the forum to exchange ideas they have with each other, to access other discussions posted by members, and comment on those posts. There will be a section where Members can find some commonalties between interest they share, called a club.

1. **Description:**
   1. Use case describe how users will utilize the forum to exchange ideas.
2. **Actors:**
   1. Users
   2. System
3. **Preconditions**
   1. User has an active internet connection
   2. User has an active account
   3. User is logged into System
   4. System is available
4. **Primary Flow of Events:**
5. Member arrives at their Home Page
6. Member selects to use Forum
7. The system will display the discussion of the week, the clubs to be joined, and a place where they can comment and post discussions
8. Member posts ideas they want to exchange or clubs they want to join
9. Terminate Use Case: Forum
10. **Alternate Flows**
    1. **User Not signed in**
       1. Attempts to post
       2. The system will prompt the user to sign in or create a new account
       3. User enters their credentials
       4. Return to step 1.
    2. **Club Does not Exist**
       1. If club does not exist, user will have the option to create such club
       2. The system displays a message asking the user to create club
       3. User creates club
       4. Return to step 4

**Use Case: Games**

A Member comes to the pages and will be able to play the games that are provided. Members can play a variety of JavaScript games to destress and relax.

1. **Description:**
   1. Use case describe the process of how a member selects a game to play
2. **Actors:**
   1. User
   2. System
   3. Member
3. **Preconditions:**
   1. User has active internet connection
   2. User has an active account
   3. User is logged into System
   4. System is available
4. **Primary Flows of Events:**
5. User arrives on the frontpage of site
6. User signs in with their respective credential
7. Member is brought to their Home Page
8. Member selects the Games service
9. Web page displays the games available to be played
10. Member selects the game they want to play
11. System loads game
12. Terminate Use Case: Arcade Game
13. **Alternate Flows of Event:**
    1. **Member suggests game**
       1. Member selects Suggest Game
       2. Member enters game suggestion in pop-up
       3. Member clicks submit

**Use Case – Resources**

A Member will come to the resource section to learn more about different Covid-19 & Mental health services in their area. User must be a member to utilize this service. The system will display important information links to them like covid information, mental health resources and many more.

1. **Description:**

Use case describe the process of how users will select a resource to view

1. **Actors:**
   1. Users
   2. System
   3. Member
2. **Preconditions:**
   1. User has an active internet connection
   2. User has an active account
   3. User is logged into System
   4. System is available.

**4. Primary Flow of Events:**

1. User arrives on the front page
2. User logs in using their credentials
3. Member selects the resources section of their Home Page
4. Web page will display covid related information and mental health resources in the area.
5. Member selects the information they wish to view
6. System sends Member to resource
7. Terminate Use Case: Local Florida Resources
8. **Alternate Flows:**
   1. **Member suggests a resource**
      1. Member selects Suggest Resource
      2. Member enters resource link in pop-up
      3. Member clicks submit

**Use Case: Gallery**

Members will be able to share pictures in a gallery and comment on other members photos that have been posted. A User must have an active account, and login to view Member photos and post their own.

**1. Description:**

Use case describes the process of how a member can post a photo to their Gallery

1. **Actors:**
   1. User
   2. System
   3. Member
2. **Preconditions:**
   1. User has active internet connect
   2. User has an active account
   3. User is logged into System
   4. System is available
3. **Primary Flow of Events:**
   1. User arrives on the frontpage
   2. User logs in using their credentials
   3. Member is brought to home page and selects gallery
   4. Member selects post photo
   5. System asks for file
   6. Member selects photo and clicks submit
   7. System adds photo to Member’s Gallery
   8. Terminate Use Case: Gallery
4. **Alternative Flows:**
   1. **User is not logged in**
      1. User selects Gallery on front page
      2. User is asked to login to view gallery
      3. Member logs in
   2. **Post a photo, but gallery is full**
      1. Web page will display a message telling the user that the gallery is full
      2. User deletes certain pictures in their gallery