# Use cases for High School Schedule System

**Use Case – Adding Rooms**

This use case details the steps to successfully add available rooms to the schedule. It also provide solutions to problems regarding the room availability such as, renovations, damages and so on. The rooms are identified using a ROOM ID and the principal is prompted whenever there is a duplicated use of an ID.

Basic Flow:

1. Principal identifies self
2. Principal accesses system
3. Principal opens feature for adding rooms
4. Principal enters room ID
5. Principal sets the availability of room
6. Principal Confirms room information
7. System records room
   Alternative flow:
   4-7. ID already in use
          1. System signals error and rejects entry
          2. Principal acts on error
               3a. Principal chooses to resolve conflict
                   1a. Changes ID of room being entered
                   1b. Changes ID of conflicting room
                   2. Confirms room info
                   3. System records room
               3b. Principal cancels room addition

8. Principal Exits system or continues adding rooms (Step 4-6)

**Use Case - Coach requesting room booking**

This use case details the necessary steps for the coach to successfully complete a request to schedule an activity in a room in the school. The steps for the basic flow consists of the actor (in our use case the coach of a sports team) logging into the system, opening the schedule for the room they wish to book and picking their desired date and time. After this is decided they submit their request to the system and will be eventually notified about their request.

Basic Flow:

1. Coach identifies self
   Alternative flow:
   1-8. The coach enters invalid information
   - i.    The system allows retry
        1. After three tries the coach is referred to the IT department
        2. System aborts scheduling
2. The coach opens the schedule for bookings
3. The coach selects desired room
4. The coach enters when the room will be needed
   Alternative flow:
   4-8. System prompts the coach about an event on that same day
   - 1. System suggests other days
        - 1a. Coach aborts his request
   - 2. Coach picks a different date for his request
        - 1. Coach submits the alternate date in his request
        - 2. System processes coach's request
        - 3. System notifies coach for confirmation
        - 4. The coach receives a confirmation mail
5. The coach submits the request
6. The system processes the coach's request
7. The system notifies the coach for confirmation
8. The coach receives a confirmation mail

**User Case - Coach views his/her own booking calendar**

In this use case the actor is the coach who carries out steps to view their booking calendar in the system. This calendar would include requested bookings that are yet to be confirmed, and bookings that have yet to be approved by the principal.

Basic Flow:

1. Coach identifies self
1. Coach accesses system
2. Coach opens calendar displaying his/her request/confirmed bookings

**User Case - Coach deleting room booking/request**

This use case details the steps to be carried out to use the system by the coach to delete a scheduled booking of theirs. It allows for changes that could have been caused by any unexpected events that may result in the need to rescind a request. The system allows the coach to remove his bookings from the schedule to make it available to other who might want to book.

Basic Flow:

1. Coach identifies self
2. Coach accesses system
3. Coach opens schedule displaying his/her own bookings
4. Coach deletes his/her booking request

**Use Case – Principal processes requests made to allocate time for activities**

This use case details the steps to be carried out by the principal to reach the end goal of having a request for allocated time approved or rejected. The process first involves opening the schedule in the system, and then reviewing each booking request to resolve any conflicts (if there are any) before authorizing the it as part of the high school schedule.

Basic Flow:

1. Principal identifies self
2. The principal accesses the schedule from the system
3. The principal checks for conflicting schedules
4. The principal checks for priority events or School activities
5. The principal ensures the availability of the room
6. The principal checks number of times the coach has requested in one week

Alternative flow:

5-7. Number of requests exceeded

     1. Principal checks the importance of the request based on priority

      1a. Principal denies the request

      1b. Principal grants the request

     2. Principal notifies coach of status of request

7. The principal allocates the time
8. The principal confirms requests and notifies coach