*Biometrix*

***Use Case: "Enter Mood"***

Version <1.0>

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 11/12/2015 | 1.0 | Initial Revision | Troy J. Riblett |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table of Contents

1. Overview 1

1.1 Brief Description 1

1.2 Requirements Trace 1

1.3 Involved Actors 1

1.4 Preconditions 1

1.5 Post conditions 1

1.6 Invariants 1

2. Flow of Events 1

2.1 Basic Flow 1

2.2 Alternate Course – None 1

3. Extension Points 2

4. Scenarios 2

4.1 Happy Day - “Single Entry” 2

4.2 Rainy Day – “Invalid Entry” 2

4.3 Happy Day - “Multiple Entries” 2

Use Case: "Enter Mood"

# 

# Overview

## Brief Description

This use case is for the user entering mood information into the system. This is done because mood is one of the primary things that the system will track.

## Requirements Trace

This use case maps to the following requirements: 1.1, 1.1.1, 1.1.2, and 1.2

## Involved Actors

User, and System.

## Preconditions

* The user must be logged into the system if log-in is configured to be required

## Post conditions

* The user is passed back to the main application menu when completed.

## Invariants

* N/A

# Flow of Events

## Basic Flow

This use case starts when the user wants to enter mood information.

1. User enters the mood module.
2. System brings up the mood module main menu.
3. User chooses to add a new mood entry.
4. System brings up options to select mood and date of the mood.
5. User enters information and chooses to submit it.
6. The system stores the information (see extension point).
7. The system then asks the user if they would like to enter another mood entry.
8. User chooses yes or no.
9. The system takes the user back to the main menu of the mood module, or clears the mood input depending on choice

## Alternate Course – None

# Extension Points

Use case – Store Information

# Scenarios

## Happy Day - “Single Entry”

Assumptions:

User John wants to enter a mood from yesterday.

Steps:

1. John opens the mood module
2. The system opens the mood module main menu.
3. John chooses new entry.
4. The system provides options for John to select his mood.
5. John selects that he was very irritated, and that it occurred yesterday.
6. The system stores that information (see extension point Store Information).
7. The system asks John if he would like to enter another mood.
8. John chooses no.
9. The system takes John to the application main menu.

## Rainy Day – “Invalid Entry”

Assumptions:

User Felipe does not want to actually enter a mood.

Steps:

1. Felipe opens the mood module
2. The system opens the mood module main menu.
3. Felipe accidentally chooses new entry.
4. The system provides options for John to select his mood.
5. Felipe tries to confirm the mood entrance without selecting a mood.
6. The system informs Felipe that a mood entry cannot be made without a mood.
7. Felipe presses cancel.
8. The system goes back to the mood module main menu.

## Happy Day - “Multiple Entries”

Assumptions:

User Andrea wants to enter multiple mood entries.

Steps:

1. Andrea opens the mood module
2. The system opens the mood module main menu.
3. Andrea chooses new entry.
4. The system provides options for Andrea to select her mood.
5. Andrea selects that she was happy three days ago.
6. The system stores that information (see extension point Store Information)
7. The system asks Andrea if she would like to enter another mood.
8. Andrea chooses yes.
9. The system clears the mood entry fields and provides options for Andrea to select her mood.
10. Andrea selects that she was sad two days ago.
11. The system stores that information (see extension point Store Information).
12. The system asks Andrea if she would like to enter another mood.
13. Andrea selects no.
14. The system goes back to the application main menu.