**DestinationBucketList**

*Functional Requirements:*

* DestinationBucketList must allow travelers to enter their credentials in order to create an account and then to login
* DestinationBucketList must allow travelers to cancel their accounts
* DestinationBucketList must allow travelers to modify their accounts by entering new credentials
* DestinationBucketList must allow travelers to create one or more personal private vacation destinations bucket lists
* DestinationBucketList must allow travelers to delete any of their bucket lists
* DestinationBucketList must allow travelers to update any of their bucket lists, entering new details
* DestinationBucketList must allow travelers to:
  + Add destinations from the public list managed by the admin to any of their bucket lists
  + Remove destinations, either public or private, from any of their bucket lists
  + Create private destinations, that can only be seen by them, entering details about them
  + Update their own private destinations with new information
* DestinationBucketList must allow admin to:
  + Create destinations in the public list, that can be seen by everyone, entering details about them
  + Remove destinations from the public list, which implies removing them from all of the bucket lists that contain them
  + Update destinations from the public list, which implies updating them in all of the bucket lists that contain them

*NonFunctional Requirements:*

* DestinationBucketList must be a Desktop app or web app
* DestinationBucketList must have friendly display of items and ways to manage them

**High priority:**

* Create account
* Login
* Modify Account
* Create Public Item
* Read Public Item
* Update Public Item
* Remove Public Item
* Register Bucket List
* Add Public Item
* Remove Public Item

**Medium priority:**

* Create Private Item
* Read Private Item
* Update Private Item
* Remove Private Item
* Cancel Account

**Low priority:**

Name

Login

Participating actors

Communicates with Traveler and Admin

Flow of events

1. The user is presented with a prompt in which they can introduce their credentials.
2. The user must press the “Login” button in order to attempt authentication.
3. a. If the credentials are correct and complete, then the user can access the app.

b. If the credentials are wrong, he is presented with a message and prompted to try to login again.

Entry condition

The user must access the page.

Exit condition

The user is logged into the application.

Exceptions

If the entered credentials are not valid, then the user is asked to rewrite the incorrect fields and try again to log in.

Special Requirements

The form must be accessible for visually impaired people (audio assistance).

Name

Create Account

Participating actors

Communicates with Traveler //Initiated

Flow of events

1. The Traveler is presented with a prompt in which they must provide a unique username, valid email address and a strong password.
2. The Traveler must press “Sign Up” button to attempt registration.
3. In case of valid credentials, the Traveler must confirm their email address by the link provided in the email.
4. Otherwise, the Traveler is prompted to rewrite their credentials.

Entry condition

The Traveler must access the page and provide valid credentials.

Exit condition

The Traveler can either cancel and leave the app or try to log in. // created acc

Exceptions

If the entered credentials are not valid, then the Traveler is asked to rewrite the incorrect fields and try again to register.

Special Requirement

Name

Modify Account

Participating actors

Communicates with Traveler.

Flow of events

1. The Traveler must press the “Modify Account” Button.
2. The Traveler must enter their new valid credentials.
3. If the Traveler modifies their password, a confirmation is required through email.

Entry condition

The Traveler must be logged in.

Exit condition

* //new data

Exceptions

If the entered credentials are not valid, then the Traveler is asked to rewrite the incorrect fields and try again to modify the account.

Special Requirement

Name

Cancel Account

Participating actors

Communicates with Traveler.

Flow of events

1. The Traveler must press the “Cancel Account” Button.
2. The Traveler must confirm through email their cancelation.
3. The Traveler has a 30-day period to reactivate their account.

Entry condition

The Traveler must be logged in.

Exit condition

* //no longer in database

Exceptions

If the confirmation is not done, then the account will still be up.

Special Requirement

The Traveler must confirm their cancelation.

Name

Create Public Item

Participating actors

Communicates with the Admin. //initiated

Flow of events

1. The Admin requests the creation of a Public Destination.
2. The Admin specifies a destination which the Traveler can add to their Bucket List.
3. The Admin adds this destination to the public list.

Entry condition

The Admin must be logged in.

Exit condition

-

Exceptions

The input destination must have valid attributes

* Geolocation
* Title not empty
* Corresponding images
* Related description
* Valid stay dates

The destination must be unique. Geo + title

Special Requirement

Name

Read Public Items

Participating actors

Communicates with Traveler and Admin

Flow of events

1. The user is provided with a list containing all the destinations that are publicly accessible.
2. If the user wants to see a specific destination, they will be able to select it and a list with full information is provided.

//The user will have an “Action” field where they can interact with the data.

Entry condition

1. The user must be logged in.
2. The items must exist.

Exit condition

The user is sent back to the home page.

Exceptions

The user will see a special text if the list is empty.

Special Requirement

-

Name

Update Public Item

Participating actors

Communicates with Admin

Flow of events

1. The Admin is provided with a list containing all the destinations that are publicly accessible.
2. If the Admin wants to modify a specific destination, they will be able to select it and a list with full information that can be edited is provided.
3. If the updated destination is valid, then they can save the new destination.
4. Otherwise, they will be noticed and will have to rewrite the new destination.

Entry condition

The user must be logged in.

The items must exist.

Exit condition

Modified in db//

The Admin will be provided with a message regarding the status of the modification.

Exceptions

The Admin will have to rewrite the non-valid destination fields in case of wrong input.

The Admin will get a message that notifies them to add an item in case of empty list.

Special Requirement

-

Name

Remove Public Item

Participating actors

Communicates with Admin

Flow of events

1. The Admin is provided with a list containing all the destinations that are publicly accessible.
2. If the Admin wants to delete a specific destination, they will be able to select it and a list with full information is provided.
3. A, b

Entry condition

The Admin must be logged in.

The items must exist.

Exit condition

Is deleted

Notified

The Admin will be provided with a message regarding the status of the deletion.

Exceptions

The Admin will get a message that notifies them to add an item in case of empty list.

Special Requirement

-

Name

Register Bucket List

Participating actors

Communicates with Traveler

Flow of events

1. The Traveler requests the creation of a Bucket List.
2. The Traveler specifies a name for the Bucket List they want to create.
3. The Traveler can choose between:
4. Creating an empty Bucket List
5. Add existing destinations into the Bucket List
6. The Traveler either saves or cancels the creation of the Bucket List

Entry condition

The Traveler must be logged in.

The destinations must exist if the Traveler chooses to add them at creation.

Exit condition

The Traveler will be provided with a message regarding the status of the creation.

Exceptions

The Traveler will get a message that notifies them in case there is another Bucket List with the same name.

Special Requirement

-

Name

Add Public Item

Participating actors

Communicates with Traveler.

Flow of events

1. The Traveler will select the Bucket List where they want to add destinations.
2. The Traveler is provided with a list containing all the destinations that are publicly accessible.
3. If the Traveler wants to add a specific destination, they will be able to select it and a list with full information is provided.
4. The Traveler has two choices:
5. The Traveler can add the destination.
6. Otherwise, they can skip it.

Entry condition

The Traveler must be logged in.

The Traveler must have a Bucket List.

There must be at least one destination.

Exit condition

The Traveler will be notified that the destination was added successfully and the destination can be seen in the Bucket List.

Exceptions

The Traveler will get a message that notifies them if they don’t have a Bucket List.

Special Requirement

The Traveler must have a Bucket List.

There must be destinations that can be added.

Name

Remove Public Item

Participating actors

Communicates with Traveler.

Flow of events

1. The Traveler will select the destination they want to remove from the Bucket List.
2. The Traveler is provided with the option to delete it.
3. The Traveler is notified with a message describing the status of the operation.

Entry condition

The Traveler must have a Bucket List.

The destination must exist in the Bucket List.

Exit condition

The destination is moved back to the public list.

Exceptions

-

Special Requirement

The Traveler must have a non-empty Bucket List.

Name

Create Private Item

Participating actors

Communicates with Traveler.

Flow of events

1. The Traveler requests the creation of a Private Destination.
2. The Traveler specifies a destination which they can add later in the Bucket List.
3. The Traveler adds this destination to the private list.

Entry condition

The Traveler must be logged in.

Exit condition

-

Exceptions

The input destination must have valid attributes

* Geolocation
* Title not empty
* Corresponding images
* Related description
* Valid stay dates

Special Requirement

The destination must be unique.

Name

Read Private Items

Participating actors

Communicates with Traveler.

Flow of events

1. The Traveler is provided with a list containing all the destinations that are privately accessible.
2. If the Traveler wants to see a specific destination, they will be able to select it and a list with full information is provided.

//The user will have an “Action” field where they can interact with the data.

Entry condition

1. The Traveler must be logged in.
2. The destination must exist.

Exit condition

The Traveler is sent back to the home page.

Exceptions

The Traveler will see a special text if the list is empty.

Special Requirement

The item must exist to provide extra details.

Name

Update Private Item

Participating actors

Communicates with Traveler

Flow of events

1. The Traveler is provided with a list containing all the destinations that are privately accessible.
2. If the Traveler wants to modify a specific destination, they will be able to select it and a list with full information that can be edited is provided.
3. If the new destination is valid, then they can save the new destination.
4. Otherwise, they will be noticed and will have to rewrite the new destination.

Entry condition

The Traveler must be logged in.

The destination must exist.

Exit condition

The Traveler is sent back to the home page.

The Traveler will be provided with a message regarding the status of the modification.

Exceptions

The Traveler will have to rewrite the non-valid destination fields in case of wrong input.

The Traveler will get a message that notifies them to add an item in case of empty list.

Special Requirement

The destination must exist to provide new details.

Name

Remove Private Item

Participating actors

Communicates with Traveler

Flow of events

1. The Traveler is provided with a list containing all the destinations that are privately accessible.
2. If the Traveler wants to delete a specific destination, they will be able to select it and a list with full information is provided.

Entry condition

The Traveler must be logged in.

The destination must exist.

Exit condition

The Traveler is sent back to the home page.

The Traveler will be provided with a message regarding the status of the deletion.

Exceptions

The Traveler will get a message that notifies them to add an item in case of empty list.

Special Requirement

The destination must exist to delete it.