Team E: Use Case Diagrams/Models and Descriptions

*Use Case Diagrams*

Diagram 1:



Diagram 2:



Diagram 3:



*Use Case Descriptions*

Description Set 1:

| **Name/Title:** | Sign in to App |
| --- | --- |
| **ID:** | 01 |
| **Description**: | The user will be able to sign in to the LifeHabitat app. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | The application user |
| **Participants**: | None |
| **Goal**: | Allow the user to sign in. |
| **Related Use Cases**: | None |
| **Invariant**: | The user needs to be connected to the internet and in the LifeHabitat app. |
| **Precondition**: | User needs to be in the app. |
| **Success Postcondition**: | The user is signed in. |

| **USER STEPS**:  1. Enter email into the email text box.  2. Enter password into the password text box.  3. Click on the “Sign In” button. | **SYSTEM RESPONSE**:  4. Check credentials.  5. a) If credentials are valid, open the homepage.  b) If not, display a “Incorrect password or username” message. |
| --- | --- |

| **Name/Title:** | Navigate to Homepage |
| --- | --- |
| **ID:** | 02 |
| **Description**: | The user will be able to navigate to the LifeHabitat homepage, assuming the user is already signed in. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | The application user |
| **Participants**: | None |
| **Goal**: | Allow the user to navigate to the homepage. |
| **Related Use Cases**: | Extensions: 01, Sign in to App |
| **Invariant**: | The user needs to be connected to the internet and in the LifeHabitat app. |
| **Precondition**: | The user must have the app open. |
| **Success Postcondition**: | The user is on the homepage. |

| **USER STEPS**:  1. Click on the “Home” widget. | **SYSTEM RESPONSE**:  2. Open homepage. |
| --- | --- |

| **Name/Title:** | Navigate to task page |
| --- | --- |
| **ID:** | 03 |
| **Description**: | The user will be able to navigate to the LifeHabitat task page. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | The application user |
| **Participants**: | None |
| **Goal**: | Allow the user to navigate to the task page. |
| **Related Use Cases**: | None |
| **Invariant**: | The user needs to be connected to the internet and in the LifeHabitat app. |
| **Precondition**: | The user must have the app open. |
| **Success Postcondition**: | The user is on the task page. |

| **USER STEPS**:  1. Click on the “Tasks” widget. | **SYSTEM RESPONSE**:  2. Open tasks page. |
| --- | --- |

| **Name/Title:** | Navigate to Avatar |
| --- | --- |
| **ID:** | 04 |
| **Description**: | The user will be able to navigate to the page with their avatar and have access to the avatar customization interfaces. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | The application user |
| **Participants**: | None |
| **Goal**: | Allow the user to navigate to the avatar page. |
| **Related Use Cases**: | None |
| **Invariant**: | The user needs to be connected to the internet and in the LifeHabitat app. |
| **Precondition**: | The user must have the app open. |
| **Success Postcondition**: | The user is on the avatar page. |

| **USER STEPS**:  1. Click on the “Avatar” widget. | **SYSTEM RESPONSE**:  2. Open avatar page. |
| --- | --- |

| **Name/Title:** | Sign out of App |
| --- | --- |
| **ID:** | 05 |
| **Description**: | The user will be able to sign out of the LifeHabitat app, bringing them to the sign in screen. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | The application user |
| **Participants**: | None |
| **Goal**: | Allow the user to sign out. |
| **Related Use Cases**: | None |
| **Invariant**: | The user needs to be connected to the internet and in the LifeHabitat app. |
| **Precondition**: | The user must have the app open. |
| **Success Postcondition**: | The user is signed out of the app. |

| **USER STEPS**:  1. Click on the “Sign Out” widget. | **SYSTEM RESPONSE**:  2. Revoke the user’s access.  3. Redirect the user to the sign in page. |
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Description Set 2:

| **Name/Title:** | Creating New Tasks |
| --- | --- |
| **ID:** | 06 |
| **Description**: | The user will be able to create a new task by providing a name, setting the end date, and specifying whether the task repeats or not. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | The application user |
| **Participants**: | None |
| **Goal**: | Allow the user to successfully create and add a task in their task log. |
| **Related Use Cases**: | None |
| **Invariant**: | User needs to be connected to the internet and the web page. |
| **Precondition**: | User must have the tasks page open. |
| **Success Postcondition**: | The task created by the user is saved and will be visible in their task log, including the specified name, end date, and repeating schedule. |

| **USER STEPS**:  1. Press create task button  3. User inputs task name, end date, and repeating schedule  5. User hits submit  … | **SYSTEM RESPONSE**:  2. Opens task creation menu  4. Tentative task is updated to include user information  6. New task is saved  … |
| --- | --- |

| **Name/Title:** | Delete Task |
| --- | --- |
| **ID:** | 07 |
| **Description**: | The user will be able to delete a task they don’t want anymore with a delete option. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | The application user |
| **Participants**: | None |
| **Goal**: | None |
| **Related Use Cases**: | Extensions: 06, View Open Tasks |
| **Invariant**: | User needs to be connected to the internet and the webpage. |
| **Precondition**: | User must be on the tasks page. |
| **Success Postcondition**: | The task deleted by the user is removed from the task page and the associated information is deleted. |

| **USER STEPS**:  1. User clicks on task they desire to remove  3. User clicks delete task button  5. User confirms deletion  … | **SYSTEM RESPONSE**:  2. User chosen task is opened  4. System sends warning and prompts the user to confirm their decision  6. Task is deleted  … |
| --- | --- |

| **Name/Title:** | Resolve Task |
| --- | --- |
| **ID:** | 08 |
| **Description**: | The user will be able to resolve a task they have completed. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | The application user |
| **Participants**: | None |
| **Goal**: | Allow the user to resolve a created task. |
| **Related Use Cases**: | None |
| **Invariant**: | User needs to be connected to the internet and the webpage. |
| **Precondition**: | User must be on the tasks page. |
| **Success Postcondition**: | The task resolved by the user will be marked as completed and will ask the user if they want to repeat if that was not designated when created. |

| **USER STEPS**:  1. User clicks on specific task.  3. User clicks resolve.  5. User specifies whether they want it to repeat or not.  … | **SYSTEM RESPONSE**:  2. System opens specified task.  4. System asks user if they want to repeat.  6. System saves repeat condition and resolves task.  … |
| --- | --- |

| **Name/Title:** | View Task History |
| --- | --- |
| **ID:** | 09 |
| **Description**: | The user will be able to view the history of their tasks, including both completed and failed tasks. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | The application user |
| **Participants**: | None |
| **Goal**: | Allow the user to view their task history. |
| **Related Use Cases**: | None |
| **Invariant**: | The user needs to be connected to the internet and the webpage. |
| **Precondition**: | The user needs to be connected to the homepage. |
| **Success Postcondition**: | The user can view their task history. |

| **USER STEPS**:  1. User clicks avatar banner  … | **SYSTEM RESPONSE**:  2. Avatar page is opened displaying task history  … |
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Description Set 3:

| **Name/Title:** | Create Avatar |
| --- | --- |
| **ID:** | 10 |
| **Description**: | The user will be able to create their avatar to reflect themselves. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | The Application User |
| **Participants**: | None |
| **Goal**: | Allow the user to create their customizable avatar |
| **Related Use Cases**: | None |
| **Invariant**: | The user needs to be connected to the internet and the webpage |
| **Precondition**: | The user needs to be connected to the avatar page. |
| **Success Postcondition**: | The user will have an avatar that reflects themselves. |

| **USER STEPS**:  1. User clicks on the edit avatar option  3. User creates their avatar  4. User clicks save  … | **SYSTEM RESPONSE**:  2. The avatar editing screen opens  5. User created avatar is saved  … |
| --- | --- |

| **Name/Title:** | Edit Avatar |
| --- | --- |
| **ID:** | 11 |
| **Description**: | The user will be able to edit the avatar that they have created. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | Application User |
| **Participants**: | None |
| **Goal**: | Allow the user to edit their avatar. |
| **Related Use Cases**: | Extensions: 11, Create Avatar |
| **Invariant**: | The user must be connected to the internet and the webpage |
| **Precondition**: | The user must be connected to the avatar page |
| **Success Postcondition**: | The avatar will update to reflect the changes the user made to it. |

| **USER STEPS**:  1. User clicks the ‘edit’ button  3. User makes desired changes to avatar  4. User clicks ‘save’ button  … | **SYSTEM RESPONSE**:  2. The avatar editing screen opens  5. Changes are saved and avatar is updated  … |
| --- | --- |

| **Name/Title:** | Buy Avatar Customization |
| --- | --- |
| **ID:** | 12 |
| **Description**: | The user will be able to use points to buy outfits for their avatar. |
| **System Under Design:** | Life Habitat |
| **Primary Actor**: | Application user |
| **Participants**: | None |
| **Goal**: | Allow the user to purchase avatar customization options. |
| **Related Use Cases**: | None |
| **Invariant**: | User needs to be connected to the internet and the webpage. |
| **Precondition**: | The user needs to be connected to the avatar page. |
| **Success Postcondition**: | User can buy new customization options |

| **USER STEPS**:  1. User clicks the ‘customize’ button  3. User clicks ‘shop’ button  5. User buys customization option with earned points  … | **SYSTEM RESPONSE**:  2. The avatar customization page opens  4. Shop is opened with customization options  6. Purchases are saved to users account  … |
| --- | --- |