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 selects avatar skin tone  4. User selects avatar hair color and style  5. User selects avatar eye color  6. User clicks save  … | **SYSTEM RESPONSE**:  2. The avatar editing screen opens  7. 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 the avatar’s hair tone/style, eye color, skin tone  4. User chooses whether or not to equip hats or accessories they’ve earned  4. User clicks ‘save’ button  … | **SYSTEM RESPONSE**:  2. The avatar editing screen opens  6. 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  … |
| --- | --- |