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**Requirements Specification – Visual Novel**

**Use Case 1:** Read an existing story

Upon starting the application, the user will see a list of all stories that are stored locally onto the phone. The user has a choice of either selecting to browse stories online from the action bar, or to browse stories that are stored on their phone locally (available as a list immediately upon starting the application). The list contains the author and the title of each story.

**Read a locally stored story:**

The user selects a story by clicking on the story in the list that they wish to read, at which point the user is prompted to select either “Start from beginning” or “Continue”. If the user selects “Start from beginning,” they are sent to the title fragment. If the user selects “Continue”, they will be sent to the fragment that they were at previously before the story was closed or the application quit.

The title fragment will display the Title and Author of the story, along with a single choice selection to begin the story. On this fragment, or any other intermediate fragment, the user will be able to see any photos, hear any music (by clicking the appropriate sound icon) or view any videos (by clicking the appropriate video icon) that accompany the particular fragment.

On each fragment, the accompanying media and text that the author provided can be experienced. There will be anywhere from 0 to multiple choices that the user can make in order to progress the story. Upon pressing the back button on either the device or the action bar, the user may progress to previously viewed fragments. Additionally, the user has the choice at any time to go back to the story selection screen (of locally stored stories), saving their place in the story, or to go back to the title fragment. These options are both available within the action bar. While the user is only currently reading a story, “edit fragment” and “edit story” options will also be available, corresponding to choices for the user to either edit the current story fragment or edit the current story as a whole.

**Browse/read stories online:**

The user, upon selecting the action bar option to browse stories online, will be sent to a database where they are prompted to either search by title, author, content, or by date of publication. Upon choosing their desired search criteria, they will be able to browse a list of all stories that are relevant to the search. This interface will be similar to that found for the locally used stories, and will behave in the same way.

The way the user reads and interacts with the story while online is exactly the same as that in the locally-stored case; the only difference in this case are that the user will have the “Save” option in the action bar on every fragment if they decide they wish to download/store the story locally. This is necessary if the user wishes to make their own edits to the story, as the “edit fragment” and “edit stories” from the action bar will be unavailable while online.

**User Stories/Test Cases:**

**1. As a user, I read story fragments**

In order to read a story fragment, a story and its fragments must exist. A simple, dummy story will be created in order to test the functionality of this feature. This story will have some basic implementations of choices and media to insure that the user has no problem viewing story fragments and moving from one story fragment to the next.

**2. As a user, I want to browse available stories**

Multiple dummy stories will be created and stored both locally and online to test the browsing features. For the locally-stored stories, little more than the title fragments will be needed, as only their ordering within the list of available stories needs to be verified.

For the online components, the dummy stories will need to have a little bit more information than that provided in the title fragments; if the user wishes to search by date of publication or by content, the stories will need to have sufficient information published along with them in order to be searched for under these criteria.

**3. As a user, I want to search for available stories**

See User Story 2 for search testability.

**4. As a user, I want to cache some stories so that I don’t need the internet to work for me to use this program**

When a user is online and reading a story, they will always have the option to save the story locally to their device via an option in the action bar. To test this, dummy stories will need to be created that are to be uploaded to the internet, and then deleted from the local device. This way, it can be tested that the save feature works correctly so that the user can then read a story locally, while disconnected from the internet.

**5. As a user, I should be able to get stories from other authors and users somehow**

See User Story 4 for obtaining others’ stories. A user will have to put their story online for another user to obtain it.