

I divided the term “user” into two subcategories. A Reader is a user who is reading a story, and maybe annotating. An Author is a user who is creating a new story, or modifying existing stories in some fashion.

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

Use Case Name	ReadStoryFragment
Participating Actors	Reader
Goal	The Reader reads and interacts with a story fragment
Trigger	The Reader selects a story fragment to read
Precondition	The Reader knows which story he/she wants to read
Postcondition	The selected story fragment is displayed on the screen with all of the proper text, images, sounds, and video.

1.)	System displays available story fragments
2.)	User selects story fragment
3.)	System displays story fragment on screen

Tests:

- Is the correct story fragment displayed (ie, the fragment the Reader told the system they intend to read)?
- Can the story fragment be read? Is the font readable?
- Are the images associated with the story fragment displayed? Are they of an acceptable image quality?
- Are the sounds associated with the story fragment able to be heard?
- Are the videos associated with the story fragment displayed? Do they play when the Reader tells the system to play a video?

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

Use Case Name	BrowseStories
Participating Actors	Reader, Author
Goal	The Reader wants to see all published stories that they could potentially read. The Author wants to see all published stories that they could potentially edit.
Trigger	The Reader/Author selects an option to browse available stories.

Precondition	The Reader/Author decides they want to interact with a story, but are not sure which specific story.
Postcondition	All the available stories for reading/editing are displayed.

1.)	The Reader/Author prompts the system to display all available stories.
2.)	The system computes a list of all available stories that the AudienceMember/Author can interact with.
3.)	The system displays this list of available stories on the screen, and waits for further input.

Tests:

- Are only available stories displayed (ie, there should be no stories displayed which have not been published)?
- Are all the available stories displayed?
- Is there a clear demarcation between two different available stories?
- Are the available stories displayed in a clear and logical manner (ie, sorted alphabetically, most recent first, grouped by genre, ... etc. We'll have to decide on this. Maybe options for all of them.)?
- If there are more available stories than can be displayed on the screen, is the user able to navigate and view these additional stories (ie, can they scroll, basically)?

3.) As an author, I want to publish stories.

Use Case Name	PublishStories
Participating Actors	Author
Goal	An Author wants to publish his story so that other Readers and Authors can interact with it.
Trigger	An Author has written a story using the app, and now chooses an option to publish their story.
Precondition	There is a story that an Author has created that they want to share.
Postcondition	Authors/Readers other than the original author should be able to interact with the story.

1.)	The system provides the Author with a mechanism to publish a story.
2.)	The Author provides the system with a story they wish to publish.
3.)	The Author prompts the system to publish the provided story.
4.)	The system publishes the story so that other Authors/Readers can see and interact with it.

Tests:

- Does the system provide the Author with a clear mechanism to publish a story?
- Is the time taken by the system to publish a story as quick as possible (ideally only a few seconds)?
- After an Author has published a story, can a different Author/Reader see this story as available when browsing available stories (ie, can be downloaded)?
- Is all of the text in a story preserved when published (ie, can be viewed by someone else who is not the original Author after downloading)?
- Are all of the images in a story preserved when published?
- Are the sounds in a story preserved when published?
- Are the videos in a story preserved when published?

4.) As a user, I want to search for available stories.

Use Case Name	SearchStories
Participating Actors	Author/Reader
Goal	Author/Reader is able to narrow their choices of available stories using a search key.
Trigger	Author/Reader chooses an option to search the available stories.
Precondition	Author/Reader has a search key in mind.
Postcondition	The available stories matching the search key are displayed.

1.)	System prompts user to enter search key(s).
2.)	User submits search key(s).
3.)	System computes list of stories matching search key(s).
4.)	System displays list to user and waits for further input.

Tests:

- Is the user able to enter a search key (possibly multiple keys)?
- Does the system return a result for the search in, at most, a few seconds?
- Do the results returned by the system match the search key(s) entered by the user?
- Are only the results returned by the system displayed?

5.) As an author, I want to add story fragments to an existing story.

Use Case Name	AddStoryFragment
Participating Actors	Author
Goal	Author adds a new story fragment to an existing story
Trigger	Author chooses option to add a fragment.
Precondition	Author has written a new story fragment they would like to add to an existing story.
Postcondition	The new story fragment is now part of the selected story.

1.)	Author prompts system to add a new fragment to an existing story.
2.)	Author provides system with fragment.
3.)	System merges fragment with existing story.
4.)	System publishes update story.

Tests:

- Can other users see the new fragment that has been added to the story?
- Is all of the text in the new fragment preserved when the system merges with an existing story?
- Are all of the images in the new fragment preserved when the system merges with an existing story?
- Are all of the sounds in the new fragment preserved when the system merges with an existing story?
- Are all of the videos in the new fragment preserved when the system merges with an existing story?
- Is all of the content (text, images, video, sounds) from the original story preserved when a new fragment is added?

6.) As an author, I want to add images to an existing story fragment.

Use Case Name	AddImage
Participating Actors	Author.
Goal	Author adds a new image to an existing story fragment.
Trigger	Author selects an option to add an image to a fragment.

Precondition	Author has an image they would like to add to a fragment.
Postcondition	The image provided by the Author is displayed in the story fragment.

1.)	System prompts Author to provide an image to add to the fragment
2.)	Author selects an image to add.
3.)	System adds selected image to fragment.
4.)	Updated fragment with the new image is displayed.
5.)	System publishes updated version of fragment.

Tests:

- Is the image the Author selected displayed in the fragment?
- Is the image displayed in the location where the Author intended for it to be displayed?
- Can a different user see the updated version of the fragment after it is published by the system?

7.) As an author, I want to connect 2 existing story fragments as a choice.

Use Case Name	ConnectFragments
Participating Actors	Author
Goal	2 disjoint story fragments should be connected as a choice in a story
Trigger	Author selects an option to connect 2 story fragments as a choice
Precondition	Author has two existing fragments they would like to connect
Postcondition	The two fragments are connected as a choice, and Readers can now navigate between the two fragments by making a certain choice.

1.)	System prompts Author to provide source and destination story fragments
2.)	Author selects story fragments to connect
3.)	System connects story fragments
4.)	System publishes update version of story with fragments now connected

Tests:

- Can the Author provide the system with fragments to connect?
- Do the two newly connected fragments appear in the order the Author intended after they are connected?
- Is it possible to navigate between the two newly connected fragments?
- Is all of the previous existing content from the story preserved when two fragments are

connected?

- Can a different user see the two fragments as connected after the system publishes the updated version of the story?

8.) As an author, I want to add a choice to an existing story fragment.

Use Case Name	AddChoice
Participating Actors	Author
Goal	An Author should be able to add a new choice to an existing story fragment
Trigger	Author selects an option to add a choice to a selected story fragment
Precondition	Author knows which fragment they would like to add a choice to
Postcondition	The selected fragment now has an additional choice, which leads to another fragment

1.)	System prompts Author to provide a choice and a story fragment
2.)	Author provides choice and story fragment
3.)	System adds provided choice to the provided story fragment
4.)	System publishes updated version of story

Tests:

- Is the new choice added to the fragment?
- Is the preexisting content in the fragment preserved when a new choice is added?
- Can a different user see the new choice after the system publishes the updated version of the fragment?

9.) As a user, I want to have cache some stories so that I don't need the internet to work for me to use this program.

Use Case Name	CacheStory
Participating Actors	User
Goal	User wants to be able to view stories when not connected to the internet
Trigger	User selects an option to cache a story
Precondition	User has a story they want to cache
Postcondition	User should be able to view this story even when not connected to the internet

1.)	User prompts system to cache a selected story
2.)	System stores story somewhere on local device

Tests:

- Is all of the text, audio, video, and images in a story preserved by the caching process?
- Can the cached story be read when not connected to the internet?
- After a user caches a story, can the story still be accessed by a different user when browsing available stories?

10.) As a user, I want to post and publish photos to annotate a fragment, but they will not be the fragment's illustration.

Use Case Name	AnnotateFragment
Participating Actors	Reader
Goal	Publish a photo to a fragment that serves as an annotation, but not the fragment's illustration
Trigger	Reader chooses an option to annotate a fragment
Precondition	Reader has a photo they want to annotate a fragment with
Postcondition	The photo provided by the Reader now serves as an annotation to the fragment, but not an illustration

1.)	System prompts user to provide a photo.
2.)	User provides photo.
3.)	System adds photo to fragment as an annotation.
4.)	System publishes updated version of fragment.

Tests:

- Is there a clear mechanism for a Reader to annotate a fragment with?
- Does the provided photo appear in the fragment after being added by the system?
- Does the provided photo appear as an annotation, not an illustration?
- Is all of the preexisting content in the fragment preserved when an annotation is added?
- Can different users see the annotation after the system publishes the updated version of the fragment?

11.) As an author, I want to be able to modify fragments to allow for illustrations to be added.

Use Case Name	ModifyFragment
Participating Actors	Author
Goal	A fragment without an illustration is modified to allow an illustration to be added.
Trigger	Author selects an option to allow an illustration in a fragment
Precondition	Author has a fragment they wish to modify
Postcondition	It is now possible for an illustration to be added to the fragment

I'm not sure the implementation for this is any different than number 6.

Tests:

- After selecting the option to allow illustrations to be added, can an illustration be added to the fragment?

12.) As a user, I want the fragments to be stored so I can view them offline.

I don't see how this is any different from number 9

13.) As a user, fragments I view can have multiple illustrations.

Mostly covered by other requirements (#6).

Tests:

- Can a user add another picture to a fragment that already has at least one illustration?
- Is the performance impact of having multiple illustrations reasonable (ie, does not double uploading or downloading time)?

14.) As a user, I can upload photos for other stories I did not make, but were downloaded.

Use Case Name	UploadPhoto
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Participating Actors	Author
Goal	Author wants to add a photo to a story they downloaded, but are not the original Author of.
Trigger	Author selects an option to upload a photo.
Precondition	Author has a photo they want to upload and and to a story.
Postcondition	Story now features photo uploaded by Author.

1.)	System prompts Author to select a photo to upload.
2.)	Author selects a photo.
3.)	System uploads photo and adds it to story.
4.)	System publishes updated version of story.

Tests:

- Is there a mechanism for a user to select a photo to upload?
- After the system is provided with a photo to upload, does the system upload the correct photo?
- Is all of the preexisting content preserved when a user uploads a new photo?
- Can different users see the new photo after the system publishes the updated version of the story?

15.) As an author, I should be able to retake photos I am taking, if I fail to take the photo I want to correct, so that I don't have erroneous photos.

Use Case Name	RetakePhoto
Participating Actors	Author
Goal	Author is unsatisfied with the photo they took, and want to take another one.
Trigger	Author selects option to retake photo.
Precondition	Author is unsatisfied with original photo.
Postcondition	Author has a photo that is suitable to them.

This seems to more or less be a repeat of 6

Tests:

- Is there a mechanism for an Author to retake a photo?
- If an Author retakes a photo, is the original unsatisfactory photo discarded?

- Can the Author upload the new photo in place of the old one?

16.) As a user I should be able to get stories from other users and authors somehow.

This seems to be covered by 2, 3, 4, and 9.

Tests:

- Is it possible for a user to read and interact with a story that was authored by a separate user?