

Team 24

Use Cases

- Identify actors for the use cases. See Requirements slides (pages 33 & 34). Make sure all actors are clearly defined in the glossary. All use cases should refer to specific actors. Saying 'people who want to manage habits' is not sufficient. Follow-Share does not make sense as actors (rather use something like User 1, User 2). Habit Events does not make sense as an actor.
- Please give use cases their own numbering (i.e. 1.1 or 1-1) rather than using the user story numbering. Refer to related user stories in the 'related artifacts' section.
- In class, you were instructed not to have any implementation details (i.e. button names, etc.).
- Use cases are complete but are also a little too vague. You want to write your requirements in such a way that if you were to give them to someone else to create the app, they could accurately produce what you envisioned, without having to consult the project problem description.
- All use cases should be on same wiki page.

User stories not addressed/use cases needing to be changed:

- US 02.05.01 needs constraints (US 02.02.01, US 02.03.01, US 02.07.01). UC 02.06.01 why do we have these constraints to delete a habit event? Something got mixed up here.
- Multiple times I saw 'system check the user eligibility of editing'. Is this what your customer wants? This implies that somehow other users may be able to edit.
- UC 04.02.01 and UC 04.03.01 need to deal with the case of no habits to filter.
- UC 05.01.01 and UC 05.01.02 states that we can follow all, partial or most recent habits. Is this what your customer wants? Please verify this with your customer!

Storyboard

- Actions not labelled on storyboard.
- My Schedule screen: weekly not a part of US 01.07.01. Verify that your customer wants this added feature.
- No verification of 'reason' length on add new habit screen.
- I'm confused by the 'plan for a habit today' screen. Is this for a habit event? Note that a habit event has no modifiable date, and only a single photo associated with it.
- No map screen shown.

Release Planning

- No timeline for specific use cases within a single project part. No obvious separation of tasks (i.e. what tasks can be completed simultaneously). The work will have to be delegated among all team members for the project to be successful.
- You have left many of the hardest tasks to the last part of the project. Make sure this is reasonable.
- May need to move some tasks around. For example, if you are creating user accounts in part 4, why not make the username unique in part 4. It will be much easier to work on this while it is fresh in your head than to go back in part 5 and take on this task.

TODO

- Fix use cases.
- In lab, explain the 'plan for a habit today' screen to me.
- For project part 4 and part 5, reassess how the use cases will be completed. First, determine any project dependencies. Then, sort out a way to work on more than one aspect of the project at a time.