**Different Screens/UI needed:**

* **Login**
* **Main Menu**
* **My Moods**
* **Edit Mood**
* **Mood Map**
* **\*\*\*Need UI to represent follower’s moods and mood profiles. Unsure what we want to do for this case \*\*\***

1. **UserFirstTimeLogin**

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| **Use Case Name** | UserFirstTimeLogin |
| **Participating Actors** | InTheMood User |
| **Goal** | Create InTheMood account |
| **Trigger** | Follow prompt for new user from login screen |
| **Precondition** | User has a username and password in mind |
| **Postcondition** | User will now be registered with the app and able to login |
| **Flow** | 1. User opens app, app opens to login screen 2. User selects option for new user registration 3. User enters their desired username, system will tell user if the name is already taken or not 4. User finds and decides upon their unique username. System accepts username is it hasn’t been taken 5. User is prompted for password, to be entered twice to ensure accuracy 6. User submits information to the System and is taken back to the login screen |
| **Optional Extra** | User is able to add a profile picture that will be associated and displayed with their account. |

**2. ExistingUserLogin**

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| **Use Case Name** | ExistingUserLogin |
| **Participating Actors** | InTheMood User |
| **Goal** | Log User into system |
| **Trigger** | Enter username and password in correct fields from the login screen |
| **Precondition** | User has an existing username and password registered with the system |
| **Postcondition** | User will be logged into the app and able to perform actions under their user account. |
| **Flow** | 1. User opens app, app opens to the login screen. 2. User enters their username and password in the appropriate fields, clicks button to login 3. System will check for the user’s credentials, if they aren’t found user will be prompted to try logging in again or to register a new user account. If the credentials are found within the System the user will be taken to the main menu screen. |

**3. UserLogsNewMood**

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| **Use Case Name** | UserLogsNewMood |
| **Participating Actors** | InTheMood User |
| **Goal** | Allow user to enter mood information into appropriate fields and save it to the System |
| **Trigger** | From the main menu, user will select the “Add Mood” option |
| **Precondition** | User is logged into their account and is on the main menu screen |
| **Postcondition** | User will have logged a mood in the system |
| **Flow** | 1. User selects “Add Mood” option from the main menu, they will be then taken to the “Edit Mood” screen 2. User will fill in the information for their mood, including:    1. Selecting the mood from a dropdown list    2. Entering textual information about what triggered the mood (max 20characters)    3. Take a picture using the user’s phone camera that will be saved and associated with this mood    4. Identify the social situation of the mood from a dropdown list i.e alone, with one other person, with a small group (2-several people) or in a crowd 3. User will select button to save mood and will be taken to “My Moods” screen which will include their newly added mood |
| **Extras** | * User is able to tag other InTheMood users in their moods * User is able to add photos already saved on their phone to the mood * User’s current geolocation is saved along with the mood |

**4. UserViewMoodHistory**

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| **Use Case Name** | UserViewMoodHistory |
| **Participating Actors** | InTheMood User |
| **Goal** | Display filterable history of the User’s logged moods to the user |
| **Trigger** | From the main menu, user will select “My Moods” |
| **Precondition** | User is logged into their account in the App |
| **Postcondition** | User will see the moods they have logged in the system and be able to filter them by date, trigger description and mood description |
| **Flow** | 1. User selects “My Moods” from the main menu 2. User is presented with a list of the moods they have previously logged in reverse chronological order (newest at the top) 3. User can filter list by date    1. User enters in date filter field the oldest date which they’d like to see their moods from. The list filters out moods that occurred before this date 4. User can filter list by trigger description    1. User enters a word in the trigger description field, the list now filters out all moods that don’t contain the word in the trigger description 5. User can filter list by mood    1. User selects from a dropdown list in a mood filter field. The list will then filter out all moods that aren’t the selected mood |

**5. UserEditsExistingMood**

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| **Use Case Name** | UserEditsExistingMood |
| **Participating Actors** | InTheMood User |
| **Goal** | Edit the information in a User’s existing mood |
| **Trigger** | User clicks on a mood from the “My Moods” screen |
| **Precondition** | The mood already exists in the System |
| **Postcondition** | The mood will remain in the System but the information in the mood will have been changed to whatever the user desires. |
| **Flow** | 1. User clicks on a mood in the “My Moods” screen and is taken to the “Edit Mood” screen 2. The “Edit Mood” screen will be pre-loaded with the information that was previously entered for the mood 3. User will edit the information for their mood, including:    1. Selecting the mood from a dropdown list    2. Entering textual information about what triggered the mood (max 20characters)    3. Take a picture using the user’s phone camera that will be saved and associated with this mood    4. Identify the social situation of the mood from a dropdown list i.e alone, with one other person, with a small group (2-several people) or in a crowd 4. User will click the “Save” button and will be taken to the “My Moods” screen where they will see their mood with the correctly edited information |

**6. UserDeletesExistingMood**

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| **Use Case Name** | UserDeletesExistingMood |
| **Participating Actors** | InTheMood User |
| **Goal** |  |
| **Trigger** |  |
| **Precondition** |  |
| **Postcondition** |  |
| **Flow** |  |

**7. UserViewMoodMap**

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| **Use Case Name** | UserViewMoodMap |
| **Participating Actors** | InTheMood User |
| **Goal** |  |
| **Trigger** |  |
| **Precondition** |  |
| **Postcondition** |  |
| **Flow** |  |

**8. UserRequestFollow**

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| **Use Case Name** | UserRequestFollow |
| **Participating Actors** | InTheMood User |
| **Goal** |  |
| **Trigger** |  |
| **Precondition** |  |
| **Postcondition** |  |
| **Flow** |  |

**9. UserGrantFollowPermission**

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| **Use Case Name** | UserGrantFollowPermission |
| **Participating Actors** | InTheMood User |
| **Goal** |  |
| **Trigger** |  |
| **Precondition** |  |
| **Postcondition** |  |
| **Flow** |  |