Use Cases

for

BHere

Version 0.1a

Prepared by

The Timely Terriers (TTT) – Team 5

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Use Case List

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| --- | --- | --- |
| ID | Primary Actor | Use Case Title |
| UC0 | Team Leader | Meeting Creation |
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Use Case

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| --- | --- | --- | --- |
| Use Case ID: | UC0 | | |
| Use Case Name: | Meeting Creation | | |
| Created By: | All Team Members | Last Updated By: | All Team Members |
| Date Created: | Feb. 16, 2016 | Date Last Updated: | Feb. 16, 2016 |

|  |  |
| --- | --- |
| Actors: | Team Leader + Team Members |
| Description: | Team leader is looking for a time and place for his team to meet. The output of the app will be a meeting time and place that is consistent with everyone’s schedules. |
| Trigger: | The team has a group project for which they need to meet. |
| Preconditions: | * + 1. All team members are BU students.     2. Their entire schedule is on Google Cal.     3. All calendar events have location data. |
| Postconditions: | * + - 1. Save meeting to team calendars.       2. Our server also saves the meeting time. |
| Normal Flow: | The primary actor is making a team in the app and sending the invites to the rest of the team. The team signs up for the app, and the app suggests a meeting time and place. Everyone agrees to it, and the meeting is set and sent to everyone’s calendar. |
| Alternative Flows: | UC0.1: No possible meeting time for all members. System will select a time when the maximum amount of members can attend.  UC0.2: Suggested meeting time + place is rejected by at least one member. System picks an alternative meeting time.  UC0.3: At least one member is not responding to the meeting invite. Person not responding is reminded to answer. Team leader is notified that the member is not responding. The team leader sets a cutoff time for responding to the meeting, and if there is still no response, meeting time will be set. |
| Exceptions: | One of our APIs is down or not accessible. The system would put up an error message and ask the user to check back later. |
| Includes: | Not currently applicable |
| Priority: | Top Priority |
| Frequency of Use: | Once per Team |
| Business Rules: | N/A |
| Special Requirements: | * + - * 1. Reliability: Crashes should not affect the state of the use case. |
| Assumptions: | Assume team coordinator is willing to take on the task of being responsible for interacting with the app. |
| Notes and Issues: | Some of these fields are subject to change pending further use case development. |

Revision History

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| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
| Group | 02/16/16 | Initial Commit | 0.1a |
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