

HW3: Individual Contribution

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Chapter 1

Application Domain Specification

1.0.1 Project management

1.1 Use Case Descriptions

1.1.1 create Project (alsh5301)

Actors: user.

Goals: User will be able to create a project and edit its initial settings.

Pre-conditions: sign up.

Summary: To create a new project, a user must supply a title and can also provide an optional description viewable by membership of the project that the new project will be located in.

Related use cases: sign up

Steps:

1. a user chooses Create Project.
2. A new project creation windows is displayed.
3. User enters a title (required) and optional description, then presses Create.
4. Window closes and project is created.

1.1.2 Deleting project (alsh5301)

Actors: Users.

Goals: Admin will be able to delete an entire project.

Precondition: create project

Summary: User closes the active file, removing it from the list of open files and memory, and making all users stop editing it.

Steps:

1. Click Delete from the project drop-down menu
2. System asks for confirmation, and for whether the user wants to save the file.
3. (Optional) User saves the project.
4. User clicks Confirm Delete
5. System Deletes the project for all users.

Alternative 1: user presses cancel instead of saving or confirming that they want to close the project.

Alternative 2: the procedure cancels and life goes on

1.1.3 Invite User to Project.(alsh5301)

Actors: Users/ Admin.

Goal: Allow new, specified users access to a project.

Precondition: User must create a project

Summary: this task allows the admin of a project to add initial or additional members to it. Permissions for each member can be edited by the admin before their to the project is finalized.

Steps:

1. Press Add members from project manager (applicable only after project creation).
 2. System presents windows with friend list and searching function.
 3. User selects new members from friends list and/or via global search.
 4. System displays default (read/write) permissions list.
 5. User keeps added members in default permissions list or moves some or all to different lists.
 6. User presses done.
 7. Window closes.
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1.1.4 Kick User from Project.(alsh5301)

Actors: Users/ Admin.

Goal: remove user from project.

Precondition: User has pre-existing account, and invite user to the project

Summary: The user can remove pre-existing user from project

Steps:

1. User clicks Friends List button at the top of the page.
2. System opens friend list page. Each friend is shows with their avatar, username, and last sign in. To the right of each friend is a X button.
3. User clicks X to remove that user.
4. System saves the editing, takes user to project.

Alternative 1: Have no friends.
