Download Project  
  
Actor: User  
  
Goal: Download an entire project to a user’s local machine.   
  
Pre-conditions: User is a member of the project to be downloaded.   
  
Summary: A project can be downloaded to a user’s system on demand.   
  
  
Steps:   
  
1. User selects “Download Project”.   
2. System displays download options.   
3. User resolves download name and file compression.  
4. User selects “Download”.  
5. System provides download link to open browser.  
  
Alternate: User may decide to cancel task at any time post step 1 and pre step 4.  
  
  
  
Import Project   
  
Actor: Project Creator.   
  
Goal: Upload an entire project from a user’s local machine.   
  
Pre-condition: User is in the process of creating a new project.

Summary: This can be performed when creating a new project, allowing the creating user to bypass tedious file management if the project of interest has already been partially developed on their local machine. Before a project can be imported, the creator should place the directory structure into a single folder that can be selected for upload.   
  
Steps:  
  
1. User chooses “Import Project”.  
2. System prompts user for local path to project.   
3. User enters project path.  
4. User selects “Import”.   
5. System uploads project to server.   
  
Alternate: User may decide to cancel task at any time post step 1 and pre step 4.

le to the location.

Alternatives:

System will display an error message of the location is write-protected.

Post-

conditions