**Use Case 1: Create Flashcard**

Actor: Student(s)

Use Case Overview: A student seeks to create flashcards for current or later study. The appropriate information is input including topic, question, and answer.

Subject Area: Academia

Trigger: Student has material to learn.

Precondition 1: Student has phone or other device running android.

Precondition 2: Application has been downloaded.

Precondition 3: Student knows, or has access to all information they need to study.

Basic Flow: Create flashcard(s)

Description: This action describes the creation of one or multiple flashcards for studying.

1. Application is opened and the user is greeted with four buttons.
2. User clicks Create Card button (top button).
3. User is brought to Create Card Activity.
4. User inputs Topic, Question, and Answer information. Topic information is autocompleted if the topic is already made.
5. User clicks the “Done” button and all information is saved and fields blanked, except topic. Also, a ‘date created’ value is set for the card to later determine optimal intervals of retesting.
6. User has the option to repeat steps 4-5 or end.

**Use Case 2: Manage/Create Topics**

Actor: Student(s)

Use Case Overview: A student seeks to manage an already made topic or create a new one.

Subject Area: Academia

Trigger: Student wants to work on specific topic.

Precondition 1: Student has phone or other device running android.

Precondition 2: Application has been downloaded.

Precondition 3: Student knows the topic they want to manage or plan on creating a new one.

Basic Flow: Create/View Topics(s)

Description: This action describes the view, editing, and creation of one or multiple topics for studying.

1. Application is opened and the user is greeted with four buttons.
2. User clicks to see all topics (2nd button from the top).
3. A new activity is opened and a button labeled “Create New Topic” is displayed, along with all previously created topics below it.
4. User is taken the topic activity chosen and has the option to study all cards, create new cards, or delete topics.

Alternative Flow 3A: User decides to create a new topic and is taken to Create New Topic Activity. Displayed is a textbox for entering the topic and two buttons. The first button gives the option to create cards for the topic, the next button offers to create cards for the topic later.

Alternative Flow 3A1: User enters topic info and chooses to create cards. User is taken to Use Case 1: Step 3.

Alternative Flow 3A2: User enters topic info and chooses to create cards later.

Alternative Flow 4A: A new activity is opened with the topic labeled and three buttons. The user clicks the last button which is labeled “Delete Topic And Cards”.

**Use Case 3: User wants to study cards for a specific topic.**

Actor: Student(s)

Use Case Overview: A student seeks to study cards for a specific topic.

Subject Area: Academia

Trigger: Student wants to study a topics flashcards.

Precondition 1: Student has phone or other device running android.

Precondition 2: Application has been downloaded.

Precondition 3: There are cards created for the topic

Basic Flow: Study cards of a topic.

Description: This action requires the user to study cards that have been created for a topic.

1. Application is opened and the user is greeted with four buttons.
2. User clicks to see all topics (2nd button from the top).
3. A new activity is opened and a button labeled “Create New Topic” is displayed, along with all previously created topics below it.
4. User clicks the topic from the list that they wish to study and are taken to a new activity with the topic labeled and three buttons.
5. The first button labeled “Study Cards” is clicked.
6. User is taken to a new activity that displays the topic and flashcard. The user selects whether or not they were correct in studying and chooses the next card. Etc.

**Use Case 4: User wants to study cards due for study**

Actor: Student(s)

Use Case Overview: A student seeks to study cards due to be studied.

Subject Area: Academia

Trigger: Student wants to study ‘todays’ cards.

Precondition 1: Student has phone or other device running android.

Precondition 2: Application has been downloaded.

Precondition 3: There are cards due for studying

Basic Flow: Study cards that are due.

Description: This action requires the user to study cards that have been determined overdue. Cards are determined overdue based on time period of when created and how often they answer them correctly.

1. Application is opened and the user is greeted with four buttons.
2. User clicks to study “Todays Cards” (3nd button from the top).
3. User is taken to a new activity that displays the topic and flashcard. The user selects whether or not they were correct in studying and chooses the next card. Etc.

**Use Case 5: User wants to see analytics for their studied cards**

Actor: Student(s)

Use Case Overview: A student wants to know about their study performance.

Subject Area: Academia

Trigger: Student is curious of their study performance

Precondition 1: Student has phone or other device running android.

Precondition 2: Application has been downloaded.

Basic Flow: View analytics/user performance.

Description: This action lets the user view their study performance and know how if their study habits have paid off.

1. Application is opened and the user sees four buttons.
2. User clicks the last button labeled “My Scores”
3. User is taken to a new activity that displays all topics made.
4. User picks the topic that they want to see analytics on
5. User is taken to topic score for the topic they chose. Displayed are the total number of cards, and four percentages. The first is labeled “Proficient (3/3)” and shows the percentage of cards they’ve answered correctly three times in a row across study sessions. The next label displays “(2/3)” and so forth until “(0/3)”.