

Group 1 Requirements and use cases

App name: Healthy Competition

Group members:

Hanna Chang

Bradley Kurzawa

Christopher Pastor

Elizabeth Miller

Seth Johnson

Romina Charles

Description: Website allows users to create a single account or add users to join the healthy challenge with them as a team. The healthy challenge site will allow users to track progress during the course of their journey of making healthy choices and lifestyle changes. Players will also receive notifications via email about goals reached and encouraging messages as they get closer to their milestones for added support. The intent of this game is to help family members or co-workers who could benefit from a competitive playing environment towards a healthy goal. The website fosters a sense of community and support by allowing players to share progress among each other and remain focused on their goal towards a healthier lifestyle.

Actors:

User: for playing alone (no group created), or multiplayer mode.

Advertiser: allowed to post advertisements on site.

Organizational Benefits: Promotion of healthy lifestyle choices has been shown to improve workflow and employee productivity. By offering a fun, competitive way to track and make fitness goals, companies will be indirectly improving the overall workflow of its employees.

Group Play Use Case

Triggers: Create an account, get invited to a group, get invited to the game

Preconditions: User will create an account that requires a username, password and email address. When creating an account, the user will have the option to select if they would like notifications sent to their email, such as progress reports and updates on friends.

Postconditions: the group game is completed. Upon completion of a game, users will be asked if they would like to play again using the same group members. If yes, return the group creation page. If no, return to user's personal page.

Main Course:

Once an account is created, user selects a game mode - solo or group solo multiplayer. If group is selected, user can create a new group and invite friends.

When creating a group, the group creator will select a game mode - team play or competitive (team play displays all members' progress as a whole at the end of the game, whereas competitive will rank members by progress and ultimately crown a single winner). Group creator will set the parameters for which the members will be scored by - e.g. weight lost in pounds, total distance walked, healthy food choices, etc - as well as set a length of time for the competition and how often users will log their data.

With parameters set, the game will begin. Users will be sent to their personal page, where progress graphs will be shown for the group parameters. This will also be where users will be able to log their relevant data for each group they belong to.

Once the set time passes, users will receive an email stating that the game has concluded and will be able to view results. Based on the data that users entered and the game mode selected, leaderboards will be shown that show the progress of the members (competitive will display graphs and data for individuals and a ranking system, where team play will show collaborative progress graphs). The final page will display thank participants for playing (potentially give some advice to improve) and for making healthy lifestyle choices.

Alternate Courses:

A. User leaves the game

A: Solo Multiplayer

Allow users to play against other players as an individual in against other users, but separate from private group games. This could have weekly games in various categories hosted globally across the game.

Exceptions:

1.) User receives invite to group but has not yet made an account

a.) User will be prompted to make an account before access to the group page is allowed.

Solo Play Use Case

Triggers: User selects solo play

Preconditions: Have an account

Postconditions: goes back to the main page.

Main Course: Solo play users will be sent to their personal hub page upon selection of solo play. From here, users will be prompted to select their first fitness-related parameter for tracking, as well as how often they wish to enter new data for this parameter. They can also select a goal and timeframe for their progress updates.

With a parameter selected, user will be brought back to their hub page. From here, they will be able to add data to an existing tracker or create a new tracker to monitor a different parameter. The hub page also provides links to view past trackers and donate to the site, located on a side menu.

To add new data to a tracker, there will be an “add data” button located under the progress graph. A new window will pop up prompting the user to enter the data for that parameter - e.g. pounds lost since last data entry, miles walked, etc. The data entered is validated to make sure it is correct for that parameter. Once data entered is validated, user is taken back to their hub page showing the updated graph, along with progress rates for their goals if applicable.

In the event that a user chose a timeframe for their tracker, they will no longer be able to enter data once the timeframe has expired. Underneath their finished progress graph, there will be an option to view final results. The user will be taken to a new page that shows their graph, data totals, and their final progress (percentage to goal in the event that it wasn't reached). After viewing the final results, all data for that tracker will be saved to a “previous games” page, which is accessible via a link on the user's hub page, and removed from their active trackers.

Alternate Courses:

- a) Cancel tracker

Solo Multiplayer Use Case

Triggers: User selects solo multiplayer

Preconditions: Have an account

Postconditions: goes back to the main page.

Main Course: Users will be able to select from a list of fitness-related parameters to track, as well as how often they wish to enter new data for this parameter. During the initial process where the user adds information to the tracker, the user can also select how often to receive notifications about progress.

To add new data to a parameter, there will be an “add data” button located under the progress graph. A new window will pop up prompting the user to enter the data for that parameter - e.g. pounds lost since last data entry, miles walked, etc. The data entered is validated to make sure it is correct for that parameter. Once data entered is validated, user is taken back to their hub page, showing the updated graph.

The data entered will be translated into progress graphs allowing the player to have a visual idea of the goal ahead and to be able to keep track of objectives. Also, the player can view other users' progress via a graph displayed after receiving progress report that will show the user how his progress measures up with his competitors.

After players select their basic settings for the length of the game, adding data about weight, and goals they will be redirected to an area where they can see who they are playing with. Single users will have a main dashboard where they can see their individual user settings and progress. Within the single player dashboard there will be an option for single players to see other players' progress as well.

Alternate Courses:

A: User does not have an account already (see account creation)

- 1.) User creates an account
- 2.) System confirms account creation
- 3.) Sends user to homepage

B: User selects the option to delete their account

1. User enters account
2. User clicks button to delete account
3. System prompts user for confirmation
4. System deletes account

C: User selects the option to add an invite to another user

1. User enters account information.
2. Selects option to add user
3. Player gets prompted to add player by username
4. System checks that the correct selection was made to add a team player.
5. User receives confirmation of player added.

Team Multiplayer Use Case

Triggers: User selects Team Multiplayer

Preconditions: Own an account

Postconditions: Go back to main page

Main Course:

Once the account has been created and logged into, the user can select team multiplayer as the game mode. The user can select an existing group or create a new one and invite friends.

The user creating the groups will become the admin of the group. The admin will then select the parameters that scoring will be based on. Options include weight loss in pounds, total distance walked, healthy food choices, and calories burned. The admin of the group will also determine the length of the competition and how frequently data must be updated.

Once all parameters have been set and teams are assigned, the game will start. Users will be directed to their personal page. The personal page is where graphs will be shown reflecting personal progress and where data is logged. Users can use the "add data" button to input the data for specific parameters. Personalized data should be inputted like weight, height, and goals. After the data is validated, the user will be redirected to the hub page.

The entered data will be shown on the graphs as a visual representation of progress made throughout the competition.

After the set time ends, users will no longer be able to input new data. A follow up email will be sent to users containing information on progress, daily points, total points of individuals and the team's results as well. The team's collaborative results will be revealed on graphs and compared with competing teams.

Alternate Courses:

A: User does not have an account already (see account creation)

1. User creates an account
2. System confirms account creation
3. Sends user to homepage

B: User selects the option to delete their account

1. User enters account
2. User clicks button to delete account

3. System prompts user for confirmation
4. System deletes account

C: User selects the option to add an invite to another user

1. User enters account information.
2. Selects option to add user
3. Player gets prompted to add player by username
4. System checks that the correct selection was made to add a team player.
5. User receives confirmation of the player added.

D: User selects

Account Management Use Case

Triggers: User select option for account management

Preconditions: Must have an account if not prompted to create an account

Postconditions: The changes the user makes to the account are saved and visible to the user.

Main Course: System prompts the user to open account management. Upon clicking the link to account management, the user is given the ability to add,remove or adjust elements in their profile. Users will be given the ability to change name/username, age, email, password, adjust teams/friends, personal info. If the user is making adjustments to the email or password the system will prompt for user's confirmation before adjusting. Once information is confirmed the system stores the new information under the user's account. System redirects user back to the homepage.

Alternate Courses:

A: User does not have an account already (see account creation)

- 4.) User creates an account
- 5.) System confirms account creation
- 6.) Sends user to homepage

B: User selects the option to delete their account

5. User enters account
6. User clicks button to delete account
7. System prompts user for confirmation
8. System deletes account

Account Creation Use Case

Triggers: User is in the application for the first time. User has no account. User is sent an invitation to join (this might not be something we implement now. Possibly in the future).

Preconditions: Have no account

Postconditions: goes back to the main page.

Main Course: The user selects create an account. The new account creation page comes up. They enter a username, password, age, and email. Once they enter their information, they are sent to the homepage.

Alternate Courses:

- A. The user signs up through an invitation link. This adds them into the game they were invited to and/or the person who invited them.

Making a Donation Use Case

Triggers: User selects the donate button

Preconditions: None

Postconditions: Goes back to the main page.

Main Course: The user selects the donate button. User is taken to a page that prompts for credit card information. After the user inputs credit card information they will press a submit button. After processing credit card information, the user is taken to a page that congratulates them for donating. Payment receipt is sent to the user's email address and the user is sent back to the homepage.

Alternate Courses:

A: User's choice of payment does not go through. Credit card information screen will refresh with error telling the user card could not be processed.