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Use Cases:

Use case 1- Home Page:

Name: Website Home Page

Description: The user will navigate the home page using their device and will have access to a general overview of the website, a description on what the website is about, and the ability to access other pages of the site.

Primary Actors: The website user

Secondary Actors: None

Preconditions: User has an internet connection

Main Flow:

1. User clicks on the website
2. User signs in if or creates an account
3. User navigates the page
4. User clicks on links to different pages

Postconditions:

1. None

Alternative Flows:

1. User enters the website and is already logged in

Use case 2- National/State Page:

Name: National/State Page (two separate pages)

Description: The user will be able to navigate the pages, while also viewing the different national and state parks. The user will also be able to read an overview of the national and state park experience.

Primary Actors: The website user

Secondary Actors: None

Preconditions: User has accessed the website and user has navigated to the national and state park pages.

Main Flow:

1. User is on the home page
2. User navigates to the national park page or the state park page
3. User scrolls through the page, reading about the experience
4. User either stays on the page or moves to a different page

Postconditions:

1. User is on a separate page

Alternative Flows:

1. User decides to stay on the page
2. User is already on the national park or state park pages (meaning the pages were bookmarked)
3. User decides to go to the national or state park page from the national or state park page (example: user goes from state park page to the national state park page or vice versa)

Use case 3- Social Media Feed:

Name: Social Media Feed

Description: The user will be able to view a feed from a particular social media, one example being twitter.

Primary Actors: The website user

Secondary Actors: None

Preconditions: User has accessed the website and is on the home page

Main Flow:

1. User is on the home page
2. User scrolls down the page and comes to the social media feed section

Postconditions:

1. None

Alternative Flows:

1. User does not scroll down
2. User decides to go to a different page before scrolling down
3. The user decides to view the thread in the feed on the original social media website.

Use Case 4 - Share Function

Name: Share to social media button

Description: Function on the website allows users to share the website and their progress visiting parks to social media

Primary Actors: Users, Parks website

Secondary Actors: Twitter, Facebook

Preconditions: User must have a social media page in order to share

Main Flow:

1. User clicks on button to share page on social media
2. Site asks which site to share on – either Twitter or Facebook and then links to the page
3. The website makes a pre-written message for the user to share on their social media page
4. The website displays a message thanking the user for sharing to their social media pages

Postconditions:

1. The site will not ask the user to share again the same session after sharing

Alternative Flows:

1. The user clicks to share on social media
2. The user copies a message and/or the site URL

Use Case 5 - Game

Name: Park Game

Description: Gaming integration on the parks website to allow users to track progress visiting parks

Primary actors: Users, Website

Secondary actors: Google Maps

Preconditions: User must be in a park and have cell reception to visit website

Main Flow

1. User clicks on button to add park visit

2. Using Google maps and geolocation verification, the user is checked to see if they are in a park
3. The map on the user's account will update with a marker stating they have visited the park
4. The user's experience bar is filled with an amount of experience.

Postconditions:

1. The user will not be given experience for visiting the same park

Alternative Flows:

None

Use Case 6 - Donation

Name: Donation

Description: Provide users the opportunity to donate to the national/state park services.

Primary Actors: Website user (standard or admin)

Secondary Actors: None

Preconditions: User is browsing the website

Main Flow:

1. User clicks on donation button present on website
2. User is asked to log in to their account (see AF1)
3. System asks user the amount they would like to donate
4. User enters the amount and their payment information
5. System stores payment information and processes the payment (see AF2)
6. System emails user confirming payment and redirects user to main page

Postconditions:

1. None

Alternative Flows:

1. User does not have an account
 - i. User creates account
 - ii. System confirms account creation

iii. Return user to MF3

2. Payment cannot be processed successfully

i. System notifies user of error

ii. Return user to MF4

Use Case 7 - Account Creation

Name: Create an Account

Description: Allow users to create an account

Primary Actors: Website User (standard)

Secondary Actors: None

Preconditions: None

Main Flow:

1. User chooses to create an account:

i. From login section on website

ii. When prompted to log-in for game or donation purposes

2. System prompts user for an email and password (with password guidelines)

3. User enters email and password (see AF1, AF2)

4. System sends confirmation email to user

5. System receives email confirmation and creates account in database (AF3)

Postconditions:

1. User has account and can store game progress or make donations

Alternative Flows:

1. Password does not conform to restrictions

i. System notifies user of password guidelines

ii. Return user to MF2

2. Email is already in use for another user account

i. System notifies user

ii. Redirect user to login page

3. System does not receive email confirmation
- i. System does not create account

Use Case 8 - User Login

Name: User Login

Description: Allow user to log in to their account

Primary Actors: Website User (standard or admin)

Secondary Actors: None

Preconditions: User has an account

Main Flow:

1. User chooses to login:
 - i. From login section on website
 - ii. When prompted to log-in for game or donation purposes
2. System prompts user to enter their email and password
3. User enters information (see AF1, AF2)
4. System confirms account and information in database (see AF3, AF4)
5. User is logged in

Postconditions:

1. User can access account options and utilize game saves or make donations

Alternative Flows:

1. User selects forgotten password button
 - i. System prompts user for associated email (see AF3)
 - ii. System notifies user that password reset instructions have been emailed
 - iii. System sets user password to randomly generated password
 - iv. System sends temporary password to user's email
 - v. Return user to MF2
2. User selects create an account button
 - i. Redirect user to account creation page

3. Email is not in database

- i. System notifies user that an account does not exist with that email
- ii. Return user to MF2

4. Password entered does not match password in database

- i. System notifies user that entered password is incorrect
- ii. Return user to MF2

Use Case 9 - Change of Password

Name: Change Password

Description: Allow users to change their account password

Primary Actors: Website User (standard or admin)

Secondary Actors: None

Preconditions:

- i. User must have account
- ii. User must be logged in
- iii. User must be on account options page

Main Flow:

- 1. User chooses to change their password
- 2. System prompts user their current password
- 3. System checks password against saved password in database (see AF1)
- 4. System prompts user for new password
- 5. User enters new password (see AF2)
- 5. System sends email notification of password change
- 6. System changes password in database
- 7. Redirect user to account options page

Postconditions:

- 1. Password associated with user account is changed

Alternative Flows:

- 1. Password entered is incorrect

- i. System notifies user that entered password is incorrect
- ii. Return user to MF2

2. Password does not conform to restrictions

- i. System notifies user of password guidelines
- ii. Return user to MF4