# **Personas**

**Scenarios**

**Backstory**

Tom is from England. He likes to socialize and meet new people. He came to live and study in the Netherlands. However, since he is new, he does not really have any friends here. Tom used to play basketball with his friends in England and he really enjoyed it. There is a basketball court near to where he lives, but he does not live to play alone. He would like to get to know his neighbors, but he thinks it won’t be appropriate to go door to door and ask if someone wants to hang out with him or play basketball.

**Everyday Scenario:**

On the weekends, Tom would always use the app to check if someone posted any events that he might be interesting for him to attend. He notices there are football events that look interesting, but he would rather play basketball. Therefore, he creates an event with different timings that would be suitable for him and other people as well. He sees a lot of people are interested and then writes a comment on the event page that everyone should meet up at the time that most people chose. In the evening, everyone met up and had a lot of fun. Tom even made some new friends.

**Worst Scenario:**

Tom checks the app and sees there are no events this weekend. He decided to create an event to play basketball, but at the end of the day no one joined his event. He felt bad because he did not want to go play alone and ended up staying home.

**Ideal Scenario:**

Tom was very bored and it was a nice sunny day, so he registered in the app and checked how many people are on the app in a one kilometer radius around him Since he is new in the neighbourhood, he decided to check the events that are created already by people close by. He found someone created a basketball event and there was one last spot for a game, so he decided to join. He went on the time that was chosen by most people in the comments and had a lot of fun.

**Golden Plate Scenario:**

Tom checked the different events in the app, and he chose the category of basketball since he loves to play. Last week, he met one of his neighbors David and they played basketball for hours, so he was hoping to play with him again. He saw David already made an event for basketball and decided to join. He noticed there were some more new neighbours joining as well that he and David have never met. At the end of the day, David and Tom had an opportunity to meet their other neighbors and bond with them.

# **Use Cases**

Use Case Name: Join Event

Use Case Description: After the user joins an event. The user will be provided with information when the event will take place and how many neighbors joined that event.

Actors:

* Logged in User (user select event section)
* System (shows information to user)

Triggers:

* The user clicks the join button on the event he is interested in.

Preconditions:

* The user has sorted the events by selected category.

Post-conditions:

* The user will be informed about the event that he or she joined.
* The user selects one of the given time slots.
* The selected event that the user joins increases the count of people that joined the event.

Normal Flow:

1. The user will click the “Events” button.
2. The system will show existing events.
3. The user selects an event.
4. The system will show tips about the different countries of that event.
5. The system will show time slot selection.
6. The user selects on the preferred time slot.
7. The user clicks the join button
8. The system adds users to the event participant list.
9. The system increases the count of people of that event.
10. The system registered users as a subscriber to that event.
11. The system sends a notification 30 minutes before the event starts to the subscribed users.
12. After the event is done, the system will show past events and remove them from events history/list.

Alternate Flows:

3A1: User selected the wrong event.

1. The user will click the “x” button to close the selected event pop up.
2. The use case continues at step 2.

9A1: User decides that he doesn’t want to go to the event

1. The user clicks on the event
2. System pops up a window with information about event and button “Quit event”
3. The user clicks the “Quit event” button.
4. The system removes the user from the event and from the subscriber list.
5. The system decreases the count of participants of that event.
6. The use case continues at step 2.