FaceAnalyzer User Stories

	US-01	
Name	Administrator create user account	
Actors	- Administrator - User (administrator or researcher)	
Entry	The administrator is logged-in	
Flow of events	 The administrator clicks on the user management panel On the user management panel, the administrator clicks on "Create new admin account" or "Create new researcher account" On the account creation screen the administrator fills in the personal information: username, password, name, surname, email and contact number. The form is submitted and the account is created The new user logs in with its new account 	
Exit condition	The new user is logged in with its new account	
Special requirements	Usernames should be unique	

	US-02	
Name	Administrator delete account	
Actors	Administrator	
Entry	The administrator is logged-in	
Flow of events	 The administrator clicks on the user management panel On the user management panel, the administrator clicks on "Delete user account" On the account deletion screen the administrator can search for the user that he/she wants to delete The administrator clicks on the user that he/she wants to delete On the confirmation pop up asking if he/she really wants to delete the account, the administrator clicks yes 	
Exit condition	The user is logged out and cannot log in again	
Special requirements	Disable deletion of the last administrator account.	

	US-03	
Name	Administrator logs in, sees all projects and logs out	
Actors	Administrator	
Entry	The administrator is in the web application without a logged-in user.	
Flow of events	 Administrator clicks on the log in button On the log in screen the administrator fill the form with its username and password The form is submitted and the administrator is in the welcome screen The administrator can see all the settings and projects 	

	The administrator clicks on the account button On the account screen the administrator clicks on log out button
Exit condition	The administrator is disconnected to the web application
Special requirements	The administrator should have an account created previously

	US-04	
Name	Researcher logs in, sees all projects and logs out	
Actors	Researcher	
Entry	The researcher is in the web application without a logged-in user.	
Flow of events	 Researcher clicks on the log in button On the log in screen the researcher fill the form with its username and password The form is submitted and the researcher is in the welcome screen The researcher can see all the settings and projects The researcher clicks on the account button On the account screen the researcher clicks on log out button 	
Exit condition	The researcher is disconnected to the web application	
Special requirements	The researcher should have an account created previously	

US-05	
Name	Administrator creates project, edits it and removes it
Actors	Administrator
Entry	The administrator is logged-in
Flow of events	 The administrator clicks on the project management panel On the project management panel, the administrator clicks on "Add project" On the project creation screen the administrator fills the name and description of the project. The administrator clicks on "Create project" The form is submitted and the administrator can see the new project in the project management panel The administrator clicks on the created project On the project page the administrator clicks on "Edit project" The administrator changes the title and description of the project and clicks submit The administrator can see the project with the description changed on the project management panel The administrator clicks on the created project On the project page the administrator clicks on "Remove project" On the confirmation pop up asking if he/she really wants to delete the project, the administrator clicks yes
Exit condition	The administrator cannot see the project on the project management panel anymore
Special requirements	/

US-06	
Name	Administrator grants and revokes project permissions
Actors	- Administrator - Researcher
Entry	The administrator is logged-in on the project management panel with a project created
Flow of events	 The administrator clicks on the project On the project page the administrator clicks on "Researchers" On the project researchers page the administrator can see all the researchers currently assigned to the project On the project researchers page the administrator clicks on "Add researchers" On the project add researchers page the administrator can search for the researcher that he/she wants to add to the project The administrator clicks on the researcher that he/she wants to add to the project On the confirmation pop up asking if he/she really wants to add the researcher, the administrator clicks yes On the project researchers page the administrator can see the recently added researcher assigned to the project The administrator clicks on the cross button next to the researcher to delete it On the confirmation pop up asking if he/she really wants to delete the researcher, the administrator clicks yes
Exit condition	The researcher does not have permissions to edit/see the project
Special requirements	/

	US-07	
Name	User creates experiment, edits it and removes it	
Actors	User	
Entry	The user is logged-in	
Flow of events	 The user clicks on the project management panel On the project management panel, the user clicks on the project On the project screen the user clicks on "Add experiment" The user fills the name and description of the experiment The form is submitted and the user can see the new experiment in the project screen The user clicks on the created experiment On the experiment page the user clicks on "Edit experiment" The user changes the title and description of the experiment and clicks submit The user can see the experiment with the description changed on the project screen The user clicks on the created experiment On the experiment page the user clicks on "Remove experiment" On the confirmation pop up asking if he/she really wants to delete the experiment, the user clicks yes 	
Exit condition	The user cannot see the experiment on the project screen anymore	
Special requirements	The project should be created before adding the experiment	

	US-08
Name	User adds note, edits it and deletes it
Actors	User
Entry	The user is logged-in and on the experiment screen
Flow of events	 The user can see all notes previously added to the experiment The user clicks on the button "Add note" The user fill in the form with the note and submit it The user can see the recently added note in the experiment screen The user clicks on the created note On the note page the user clicks on "Edit note" The user changes the note and clicks submit The user can see the note changed The user clicks on on the cross button next to the note to delete it On the confirmation pop up asking if he/she really wants to delete the note, the user clicks yes
Exit condition	The user cannot see the note on the experiment screen anymore
Special requirements	The project and experiment should be created before adding the note

US-09	
Name	User adds stimuli video and removes it
Actors	User
Entry	The user is logged-in and on the experiment screen
Flow of events	 The user can see all stimuli videos previously added to the experiment The user clicks on the button "Add stimuli video" The user clicks on the button "Upload new stimuli video" The user uploads the video and submit it The user can see the recently added video in the experiment screen The user clicks on on the cross button next to the video to delete it On the confirmation pop up asking if he/she really wants to delete the video, the user clicks yes
Exit condition	The user cannot see the video on the experiment screen anymore
Special requirements	The project and experiment should be created before adding the video

US-10	
Name	User records experiment and runs it
Actors	User
Entry	The user is logged-in and on the experiment screen
Flow of events	 The user can see all stimuli videos previously added to the experiment The user clicks on the button "Add stimuli video" The user clicks on the button "Record new stimuli video" The user records a video and stops the recording The user clicks "Send" The user can see the recently added video in the experiment

	screen - The user clicks on the video - On the video screen the user clicks on "See video" and sees the recorded video and raw real-time outputs of visage SDK
Exit condition	The recorded videos is added to the experiment and now the user can see it with raw real-time outputs of visage SDK
Special requirements	/

US-11	
Name	User executes experiment in real-time
Actors	User
Entry	The user is logged-in and on the experiment screen
Flow of events	 The user can see all stimuli videos previously added to the experiment The user clicks on the button "Add stimuli video" The user clicks on the button "Record new stimuli video and execute" The user records a video and sees the recorded video and raw real-time outputs of visage SDK The user clicks "Send" The user can see the recently added video in the experiment screen
Exit condition	The recorded videos is added to the experiment and now the user can see it with raw real-time outputs of visage SDK
Special requirements	1

US-12	
Name	User sees emotions over time
Actors	User
Entry	The user is logged-in and on the experiment screen
Flow of events	 The user can see all stimuli videos previously added to the experiment The user clicks on the video On the video screen the user clicks on "See emotions over time" and sees a plot that shows how magnitudes of basic emotions change over time. I.e., it would be a line chart in which x-axis is time and y-axis is magnitude of emotions (from 0% to 100%). Different emotions can be plotted as lines of different colors in the same graph or in multiple subplots one below the other
Exit condition	The user is able to see a plot that shows how magnitudes of basic emotions change over time of the stimuli video
Special requirements	The stimuli video should have been added previously

US-13	
Name	User sees dynamic charts

Actors	User
Entry	The user is logged-in and on the experiment screen
Flow of events	 The user can see all stimuli videos previously added to the experiment The user clicks on the video On the video screen the user clicks on "See dynamic charts" and see plots showing numbers numbers and corresponding bar charts dynamically while playing the video stimuli. In other words, instead of observing the fixed graph, researchers would be able to view the same video that was used in the experiment and see magnitudes of participant's emotions as numbers and bars besides the video for the current timestamp of the video, changing as the video progresses. This is useful, as it is easier to relate what is happening in the video with current magnitudes of participant's emotions. It also allows researchers to pause to video, or jump to a specific timestamp
Exit condition	The user is able to see plots showing numbers numbers and corresponding bar charts dynamically while playing the video stimuli
Special requirements	The stimuli video should have been added previously

US-14	
Name	User sees distributions of participant's emotion
Actors	User
Entry	The user is logged-in and on the experiment screen
Flow of events	 The user can see all stimuli videos previously added to the experiment The user clicks on the video On the video screen the user clicks on "See distributions of participant's emotion" and see boxplots per participant which shows distributions of participant's emotions. The x-axis would be emotions, the y-axis magnitude
Exit condition	The user is able to see boxplots per participant which shows distributions of participant's emotions
Special requirements	The stimuli video should have been added previously

US-15	
Name	User sees emotions in time per experiment
Actors	User
Entry	The user is logged-in and on the experiment screen
Flow of events	 The user can see all stimuli videos previously added to the experiment The user clicks on the video On the video screen the user clicks on "See emotions in time per experiment" and see line charts of emotions in time per experiment, but across all participants in the experiment, showing the average emotion in each timestamp of the video. Additionally, shading around the line charts should depict one standard deviation

Exit condition	The user is able to see line charts of emotions in time per experiment
Special requirements	The stimuli video should have been added previously

US-16	
Name	User exports a single visualization and all visualizations in CSV files
Actors	User
Entry	The user is logged-in and on the experiment screen
Flow of events	 The user can see all stimuli videos previously added to the experiment The user clicks on the video On the video screen the user clicks on "Download emotions in time per experiment" A CSV file is downloaded On the video screen the user clicks on "Download all visualizations" Several CSV files with all the visualizations are downloaded
Exit condition	The user has all the visualizations downloaded in CSV files
Special requirements	/