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| Title: | View User Statistics |
| **Description**: | Allow the actor to view statistics displayed for specific clients that are logged in the system. |
| **System Under Design:** | Application’s Statistics Menu |
| **Primary Actor**: | Instructor |
| **Participants**: | Parent |
| **Goal**: | Instructor will be able to see the data collected for the specific client during the selected task. |
| **Following Use Cases**: | TBD |
| **Invariant**: | The system must collect and update the database while the client completes a task. |
| **Precondition**: | A client must complete or fail a task for data to be stored. |
| **Success Postcondition**: | A client completed or failed a task, and the instructor was able to view if the client was successful in task or not in the statistics menu for that client and given task. |

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| **STEPS**:  1.The application is turned on  2. The Instructor or Parent logs the client into the application  3. The Instructor or Parent selects the ‘View Statistics’ menu  4. The Application prompts Instructor or Parent for password generated for client.  5. The Password is entered and the ‘View Statistics' menu displays the different tasks available in the application.  6. The Instructor or Parent selects the task they wish to view data for.  7. The data collected by the application for the task is displayed by graphical image and raw values. | **ALTERNATIVES**:  4a.1. If the password is entered incorrectly the application with prompt for a correct password. 4a.2. Within three attempts of entering a wrong password the application will lock out the user.  7a.1. The Instructor or Parent can swipe through different menus to have the data collected in a format they wish. |

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| Title: | Display Task Progress |
| **Description**: | The application will display the current progress for the current task being displayed in the task selection menu for easy access to the client’s progress. |
| **System Under Design:** | Application’s Game Menu |
| **Primary Actor**: | Instructor |
| **Participants**: | Parent |
| **Goal**: | The instructor will be able to immediately access information on the client’s performance for the selected task prior to starting the task. |
| **Following Use Cases**: | TBD |
| **Invariant**: | The client must have completed or failed a task for data to be displayed. |
| **Precondition**: | A task must have been either completed or failed by the client, otherwise there will be no data to display for the task. |
| **Success Postcondition**: | The instructor will be able to have immediate information regarding the client’s progress on the task selected. |

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| **STEPS**:   1. The Application is turned on. 2. The Instructor logs in correctly to a client’s account. 3. The Instructor selects the task selection menu. 4. The Application opens the task selection menu. 5. The Task Selection menu displays the current task, and progress of task by client along with a start button to start the task. | **ALTERNATIVES**:  4a.1. The Task selection menu will allow the instructor to swipe between tasks that have either been completed or not completed or started.  5a.1. If no progress has been completed the Application will not display any information for that task.  5a.2. The Application will display collected data if the task failed in order to indicate there was a failure in completing the task instead of displaying the successful completion of the task. |

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| Title: | Enter Password |
| **Description**: | The application will allow account creation to store collected data locally. The account creation will require a username and password. Usernames and passwords will be stored on the database and encrypted for security. |
| **System Under Design:** | Application’s Account/Login window |
| **Primary Actor**: | Instructor/Parent |
| **Participants**: | Parent/Client |
| **Goal**: | The Instructor/Parent will be able to create an account and password. They will be able to access the collected account data for the account by re-entering the password when prompted by application to view statistics or settings menus. |
| **Following Use Cases**: | TBD |
| **Invariant**: | The actor(s) must enter the correct password associated with the current logged in user in order to access certain menus. If a wrong password or no password is entered the application will sign out the user. |
| **Precondition**: | An account must be created and stored on the database in order for actor(s) to access the information. |
| **Success Postcondition**: | The actor(s) upon successfully entering the correct password will be able to access the statistics and settings menus for the user. |

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| **STEPS**:   1. The Application will be turned on. 2. The Application will display prompt to enter Username and Password. 3. Upon entering a Username and the correct Password for Username, the application will display the Main Menu Screen. 4. The actor(s) can select the Game Menu, Settings Menu, or Statistics Menu. 5. Upon selecting the Statistics Menu, the application will prompt the actor(s) to enter the corresponding password. 6. When the correct password is entered the actor(s) will be able to navigate the Statistics Menu options. | **ALTERNATIVES**:  2a.1. Application will prompt to create a new user if there are no users registered.  4a.1. The actor(s) will select the Game Menu which will present the current list of tasks to complete and statistics for the current task.  4b.1. The actor(s) will select the Settings Menu and be prompted to enter in the corresponding Password for the current user.  4b.2. Upon entering the correct Password, the actor(s) will be able to navigate options in Settings Menu.  5a.1. If the actor(s) enters the wrong Password, the application will prompt the actor(s) to enter the correct Password a total of three times.  5a.2. If the wrong Password is entered three times the application will log the user out. |

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| Title: | View Current Progress |
| **Description**: | The application will display the current progress for each task in the corresponding selection menu in the Game Menu screen. The Game Menu screen will allow actor(s) to see a visual representation of how much progress has been made by the user for the specific task. |
| **System Under Design:** | System Game Menu |
| **Primary Actor**: | Instructor/Parent |
| **Participants**: | Parent/Client |
| **Goal**: | The actor(s) will be able to ascertain the current progress made by the client for the specific task. |
| **Following Use Cases**: | TBD |
| **Invariant**: | The Game Menu will display the current overall progress for the current task being selected to display how the client is doing for the given task. |
| **Precondition**: | The Account Login Menu will require a user to log in, so the Game Menu can display the correct data collected for the current user. |
| **Success Postcondition**: | The Game Menu will indicate the level of progress the client has made for the given task so the actor(s) can decide to change the current task as needed. |

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| **STEPS**:  1.The Application is turned on.  2. The actor(s) are prompted to login or create a user.  3. The actor(s) log into a user account by providing the Username and Password.  4. The actor(s) will select the Game Menu  5. The Game Menu will display the current task, the progress made on the task, and the start button for the task  6. The actor(s) can use the given progress for the current task to decide if the client should work on the previous task, current task, or next task. | **ALTERNATIVES**:  2a.1. If there are no users created, then the actor(s) will need to create a new user.  2a.2. The Application will allow the actor(s) to log into the newly created user, but have no data to display progress.  5a.1. The Game Menu will contain a section which will allow the actor(s) to select which category to pick for the task.  5a.2. When a category is selected the Game Menu will display the current task for that category along with the progress made on that task.  5a.3. If no progress has been made, then the Game Menu will display a graphic for no progress.  5b.3. If progress has been made, then the Game Menu will display a graphic that corresponds to the progress made by the client to allow the actor(s) to decide if the client should continue with current task, or move to a previous task, or move to the next task in the given category. |

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| Title: | Select Game Tasks |
| **Description**: | The actor(s) will be able to initiate a task by logging into a user profile. Once logged into the application the actor(s) will navigate to the Game Menu to select a task for the client to work on. When the actor(s) selects the task and press the “Start” button the selected task will start. The application will then prompt the client to finish the task display with visual (and audio) prompts. |
| **System Under Design:** | The Application’s Task Menu |
| **Primary Actor**: | Client |
| **Participants**: | Parent/Instructor |
| **Goal**: | The actor will successfully complete the current game task. |
| **Following Use Cases**: | TBD |
| **Invariant**: | The system will display the correct color, shape, and sound for the task. |
| **Precondition**: | The system will allow the actor(s) to select the given task in the Game Menu. |
| **Success Postcondition**: | The system will collect the data from the task and store it in the database as recorded progress. The System will update database and visuals with regards to progress made or failed. |

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| **STEPS**:   1. The Application will be turned on. 2. The participant(s) will log into the application with a Username and Password. 3. The participant(s) will navigate to the Game Menu 4. The participant(s) will select the proper category and task the actor(s) will work on. 5. The Application will start the task selected once the participant(s) press the ‘Start’ button for the task. 6. the Actor(s) will complete the task as directed by the Application’s prompts. | **ALTERNATIVES**: |

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| Title: | Access Diagnostics for User |
| **Description**: | Actor(s) will be able to access any and all diagnostics for the currently logged in user. This will be accessed by logging into the user of choice (by providing the Username and Password) and selecting the Statistics Menu. The Statistic Menu will display all current data related to the user the actor(s) is logged into. This will be displayed by both graphical images and database lists. |
| **System Under Design:** | The Application’s Statistic Menu and Game Menu (which will display statistics for selected task) |
| **Primary Actor**: | Instructor/Parent |
| **Participants**: | Client |
| **Goal**: | The actor(s) will be able to see and access up to date diagnostic information about the current logged in user with regards on how they are performing with presented tasks. |
| **Following Use Cases**: | TBD |
| **Invariant**: | The system will update and display the current progress in the Statistic Menu for the current logged in user. |
| **Precondition**: | The system will connect with the local database to access the user’s information and be able to update the database as the user completes or fails tasks. |
| **Success Postcondition**: | The actor(s) will be able to decide which tasks to work based on the data presented in the Statistic Menu. |

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| **STEPS**:   1. The Application will be turned on. 2. The actor(s) will log into a user account or create an account. 3. Upon entering the correct Username and Password, the actor(s) will be able to select the Statistic Menu. 4. In the Statistic Menu, the system will display a graphical visualization of the current task and progress the user has made. 5. The actor(s) can view the current image or select other categories to look at in order to see progress made by the user. 6. If no progress has been made then there will be data to represent failure so the actor(s) knows what to work on with the user. | **ALTERNATIVES**: |

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| Title: | Suggest Starting Tasks |
| **Description**: | The application will use data for the current logged in user in order to display which tasks the user should work on first. If the user has completed some tasks already, the data that is updated and stored in the database will be used to recommend the next tasks to do for the user. |
| **System Under Design:** | Game Menu, and Statistics Menu |
| **Primary Actor**: | Instructor/Parent |
| **Participants**: | Client |
| **Goal**: | The actor(s) will be given a starting suggestion for each trial based on data collected or provided. |
| **Following Use Cases**: | TBD |
| **Invariant**: | The system will use updated data in the local database in order to provide accurate suggestions on which task to start. |
| **Precondition**: | The system will update and access the local database to gather the necessary information to provide an accurate starting suggestion for the user. |
| **Success Postcondition**: | The system will provide a task that the user will be able to complete without failing. |

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| **STEPS**:   1. The Application will be turned on. 2. The actor(s) will log into the application with a Username and Password. 3. Once logged in, the actor(s) will navigate to the Game Menu screen. 4. On the Game Menu screen there will be a display for which task the user should attempt along with a display showing progress for the specific category. 5. The system will provide up to date suggestions of tasks on the Game Menu screen as the user completes or fails tasks. | **ALTERNATIVES**:  2a.1. The actor(s) will be prompted to create a new user if there are no users to log into. |

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| Title: | Give Prompt (Audio/Visual) (4, 8, 16, 17, 18, 21) |
| **Description**: | The system will produce an audio or visual cue for the user to follow an instruction in order to complete the given task. |
| **System Under Design:** | Gameplay |
| **Primary Actor**: | Client |
| **Participants**: | Instructor/Parent |
| **Goal**: | The actor will be able to correctly complete the task given the correct audio or visual cue. |
| **Following Use Cases**: | TBD |
| **Invariant**: | The system will wait for the actor(s) response in order to provide the appropriate cue. |
| **Precondition**: | The system will use an initial audio or visual cue to start the task. |
| **Success Postcondition**: | The system will provide an audio or visual cue to indicate if the task was successfully completed or not. |

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| **STEPS**:   1. The Application will be turned on. 2. The Participants will log a user’s account by providing the correct Username and Password. 3. The Participants will navigate to the Game Menu in order to select a task. 4. Once a task is selected and the ‘Start’ button is pressed the system will provide an audio or visual cue to start the task 5. The Actor(s) will follow the provided cue to complete the task. | **ALTERNATIVES**:  5a.1. If the Actor(s) completes the task successfully, the system will provide a corresponding cue to praise and reinforce the Actor(s).  5b.1. If the Actor(s) fails to complete the task the system will provide another cue audio and/or visual cue to complete the task. |

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| Title: | Take Pictures and Store Photos (3, 31) |
| **Description**: | The System will ask permission to use the device’s camera (if applicable) and storage device (gallery) in order to use pictures taken by the device as game objects in tasks. This will be used to help generalize the tasks to real world situations. |
| **System Under Design:** | Game Selection Menu |
| **Primary Actor**: | Instructor/Parent |
| **Participants**: | Client |
| **Goal**: | The Actor(s) will be able to press the ‘Camera’ button on the Game Menu in order to access the device’s camera and snap a photo of a real world object which will be stored on the device’s storage device and allow the object to be used in the selected task. |
| **Following Use Cases**: | TBD |
| **Invariant**: | The system will have the proper permissions to use the device’s camera and storage device in order to take and store/retrieve the photo taken by the camera to be used as an object in the task. |
| **Precondition**: | The Actor(s) will be required to press the camera button on the Game Selection Menu, and enter the correct password to get prompts to access camera and storage device permissions. |
| **Success Postcondition**: | After the Actor(s) have selected the camera button, and given the system the proper permissions to use the camera and storage device, the system will be able to take a photo and retrieve it to use as an object in the task. |

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| **STEPS**:   1. The Application will be turned on. 2. The Actor(s) will log into a proper account using a Username and Password. 3. The Actor(s) will navigate to the Game Selection Menu. 4. The Actor(s) will press the ‘Camera’ button. 5. Upon successful press, the System will prompt the Actor(s) to enter the current Password. 6. Once the Password is entered, the System will prompt the Actor(s) to allow or deny the use of the camera and storage devices. 7. The System will activate the camera so the Actor(s) can use the device’s camera to snap a photo of a real world object. 8. The System will store the photo in the device’s storage device. 9. The System will allow the Actor(s) to import the photo into the selected task. | **ALTERNATIVES**:  2a.1. If there are no users created, the System will prompt the Actor(s) to create a new user.  2b.1. If the incorrect Username or Password is entered the system will prompt up to three times to enter the correct Username or Password.  2b.2. If the incorrect Username or Password is entered a total of three times the system will log the user out.  5a.1. If the Actor(s) enters the incorrect Password up to three times the system will log the user out.  6a.1. If the Actor(s) deny access to the camera and storage devices the system will close the prompt windows and return the Actor(s) to the Game Selection Menu.  9a.1. When the Actor(s) decides to use a photo from the device they will navigate through the device’s storage system and select the proper image.  9a.2. The image will be imported to the Gameplay Screen to allow the Actor(s) to adjust the image to fit the task. |

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| Title: | Get User Permission for camera and file use (32) |
| **Description**: | In order to access the device’s camera and storage system for photo and file use, the system will prompt the user to allow or deny access to the following: The Device’s Camera, The Device’s Storage System, (add others as needed) |
| **System Under Design:** | Account Registration/Game Selection Menu/Settings Display |
| **Primary Actor**: | Instructor/Parent |
| **Participants**: | Client |
| **Goal**: | The system will be given access and permission to use the device’s camera, storage system, (and others) in order to allow tasks to simulate real world situations as necessary. |
| **Following Use Cases**: | TBD |
| **Invariant**: | The System must confirm and keep up to date permission(s) in order to have access to the device’s camera, storage system, (and others) |
| **Precondition**: | The Actor(s) will allow access and give permission to use the device’s camera, storage system, (and others) |
| **Success Postcondition**: | The System will be given access and permission to the device’s camera, storage system, (and others) for the duration of the task. |

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| **STEPS**:   1. The Application will be turned on. 2. The Actor(s) will create a new user or log into a current user. 3. The Actor(s) will navigate to the Game Selection Menu. 4. If the Actor(s) wishes to import photos or files to the game to use in tasks the Actor(s) will press the camera button. 5. The system will prompt the Actor(s) to enter the current user’s password. 6. Upon successful password entry, the system will prompt the Actor(s) to allow or deny permission to the device’s camera, storage system, (and others). | **ALTERNATIVES**:  2a.1. If a new user is created, the system will prompt the Actor(s) to allow or deny permissions for the device’s camera, storage device, (and others) for the new users they are creating.  6a.1. If the Actor(s) denies the system permission for the device’s camera, storage system, (and others) the Actor(s) will not be allowed to access those device systems.  6a.2. The system will keep up to date permissions status to ensure the system doesn’t access the device’s components which it does not have access to. |

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| Title: | Adjust Video/Audio Settings (22) |
| **Description**: |  |
| **System Under Design:** |  |
| **Primary Actor**: |  |
| **Participants**: |  |
| **Goal**: |  |
| **Following Use Cases**: |  |
| **Invariant**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:  1. | **ALTERNATIVES**: |

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| Title: | Display pictures ingame (1) |
| **Description**: |  |
| **System Under Design:** |  |
| **Primary Actor**: |  |
| **Participants**: |  |
| **Goal**: |  |
| **Following Use Cases**: |  |
| **Invariant**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:  1. | **ALTERNATIVES**: |

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| Title: | Track Progress (24, 27, 28, 29, 30) |
| **Description**: |  |
| **System Under Design:** |  |
| **Primary Actor**: |  |
| **Participants**: |  |
| **Goal**: |  |
| **Following Use Cases**: |  |
| **Invariant**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:  1. | **ALTERNATIVES**: |

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| Title: | Add User |
| **Description**: |  |
| **System Under Design:** |  |
| **Primary Actor**: |  |
| **Participants**: |  |
| **Goal**: |  |
| **Following Use Cases**: |  |
| **Invariant**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:  1. | **ALTERNATIVES**: |

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| Title: | Edit Users |
| **Description**: |  |
| **System Under Design:** |  |
| **Primary Actor**: |  |
| **Participants**: |  |
| **Goal**: |  |
| **Following Use Cases**: |  |
| **Invariant**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:  1. | **ALTERNATIVES**: |

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| Title: | Delete Users |
| **Description**: |  |
| **System Under Design:** |  |
| **Primary Actor**: |  |
| **Participants**: |  |
| **Goal**: |  |
| **Following Use Cases**: |  |
| **Invariant**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:  1. | **ALTERNATIVES**: |

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| Title: | Click Username |
| **Description**: |  |
| **System Under Design:** |  |
| **Primary Actor**: |  |
| **Participants**: |  |
| **Goal**: |  |
| **Following Use Cases**: |  |
| **Invariant**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:  1. | **ALTERNATIVES**: |

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| Title: | Select Which Shapes/Letters/Numbers |
| **Description**: |  |
| **System Under Design:** |  |
| **Primary Actor**: |  |
| **Participants**: |  |
| **Goal**: |  |
| **Following Use Cases**: |  |
| **Invariant**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:  1. | **ALTERNATIVES**: |

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| Title: | Click Object |
| **Description**: |  |
| **System Under Design:** |  |
| **Primary Actor**: |  |
| **Participants**: |  |
| **Goal**: |  |
| **Following Use Cases**: |  |
| **Invariant**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:  1. | **ALTERNATIVES**: |

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| Title: | Log Out User |
| **Description**: |  |
| **System Under Design:** |  |
| **Primary Actor**: |  |
| **Participants**: |  |
| **Goal**: |  |
| **Following Use Cases**: |  |
| **Invariant**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:  1. | **ALTERNATIVES**: |