Blackbear-Consultant’s Sequence Diagram

o Analysis Sequence Diagrams.

o Design Sequence Diagrams.

o Correct variables, methods and parameters.

o For each diagram you need to write a description of the steps

1. View User Statistics
2. Display Task Progress
3. Enter Password
4. Select Game Task
5. Suggest Starting Tasks
6. Give Prompt (Audio/Visual)
7. Take Pictures
8. Get User Permissions
9. Click Object
10. Track Progress
11. Select Game Mode
12. Select Minigame
13. Adjust Audio and Brightness
14. Log Out User
15. Add User
16. Delete User
17. Edit User
18. Click Username

**View User Statistics:**

1. The User selects the ‘View Statistics’ menu button
2. The System displays the ‘View Statistics’ menu

2.1 The System displays ‘Shapes’ game menu

2.2 The System displays ‘Letters’ game menu

2.3 The System displays ‘Numbers’ game menu

1. The User selects the game they wish to view data for

3.1 The User selects ‘Shapes’ game

3.2 The User selects ‘Letters’ game

3.3 The User selects ‘Numbers’ game

1. The System displays the tasks within that game

4.1 The System displays ‘Shapes’ tasks

4.2 The System displays ‘Letters’ tasks

4.3 The System displays ‘Numbers’ tasks

1. The User selects the tasks they wish to view data for

5.1 The User selects ‘Shapes’ tasks to view ‘Shapes’ data

5.2 The User selects ‘Letters’ tasks to view ‘Letters’ data

5.3 The User selects ‘Numbers’ tasks to view ‘Numbers’ data

1. The System displays the raw values and graphical image for tasks

6.1 The System displays raw values and graphical image for ‘Shapes’ task

6.2 The System displays raw values and graphical image for ‘Letters’ task

6.3 The System displays raw values and graphical image for ‘Numbers’ task

1. The User can swipe through different menus to see data collected in format they wish

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| **#** | **Subject** | **Subject Action** | **Parameters** | **Object Acted Upon** |
| 1. | User | Selects | Button | View Statistics Menu |
| 2.1 | System | Displays | Menu | Shapes Game Menu |
| 2.2 | System | Displays | Menu | Letters Game Menu |
| 2.3 | System | Displays | Menu | Numbers Game Menu |
| 3.1 | User | Selects | Game | Shapes Game |
| 3.2 | User | Selects | Game | Letters Game |
| 3.3 | User | Selects | Game | Numbers Game |
| 4.1 | System | Displays | Task | Shapes Tasks |
| 4.2 | System | Displays | Task | Letters Tasks |
| 4.3 | System | Displays | Task | Numbers Tasks |
| 5.1 | User | Selects | Shapes | Shapes Tasks Data |
| 5.2 | User | Selects | Letters | Letters Tasks Data |
| 5.3 | User | Selects | Numbers | Numbers Task Data |
| 6.1 | System | Displays | Raw Values/Image | Shapes Data |
| 6.2 | System | Displays | Raw Values/Image | Letters Data |
| 6.3 | System | Displays | Raw Values/Image | Numbers Data |
| 7. | User | Swipe | Data | Data Menus |

**Display Task Progress:**

1. The User selects the ‘Task Selection’ Menu
2. The System opens the ‘Task Selection’ Menu
3. The User swipes between tasks that have been completed

3.1 The User swipes between tasks that have not been completed

1. The ‘Task Selection’ Menu displays the current task, progress of task, and start button

4.1 If no progress has been completed

4.1.1 The System displays task has not been started

4.2 If progress has been completed

4.2.1 The System displays completion of task

4.3 If progress has been made but failed to finish

4.3.1 The System displays failure of task

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| --- | --- | --- | --- | --- |
| **#** | **Subject** | **Subject Action** | **Parameters** | **Object Acted Upon** |
| 1. | User | Selects | Menu | Task Selection |
| 2. | System | Displays | Menu | Task Selection |
| 3. | User | Swipes | Tasks | Completed Tasks |
| 3.1 | User | Swipes | Tasks | Uncompleted Tasks |
| 4. | Task Selection Menu | Displays | Tasks | Task Selection Menu |
| 4.1 | If no progress then |  |  |  |
| 4.1.1 | System | Displays | ‘Not Started’ | Tasks |
| 4.2 | If progress complete then |  |  |  |
| 4.2.1 | System | Displays | ‘Completed’ | Tasks |
| 4.3 | If progress but failed than |  |  |  |
| 4.3.1 | System | Displays | ‘Failed’ | Tasks |

**Enter Password:**

1. The User clicks on a username
2. The System displays username and text field to enter a password
3. The User enters a password for username
4. The System authenticates the password entered

4.1. If the password is correct

4.1.1. The user will be logged in

4.2. If the Password is incorrect

4.2.1. The System will prompt user for correct password

4.2.2. If the incorrect password is entered three times

4.2.3. The System will lock out user

1. The User is logged in account

5.1. The System displays Game Selection Menu

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| --- | --- | --- | --- | --- |
| **#** | **Subject** | **Subject Action** | **Parameters** | **Object Acted Upon** |
| 1. | User | Clicks | Name | Username |
| 2. | System | Displays | Password | Text field |
| 3. | User | Enters | Password | Username Password |
| 4. | System | Authenticates | Password | Username Password |
| 4.1. | If Password is Correct |  |  |  |
| 4.1.1. | User | Logs In | Password | Password Text field |
| 4.2. | If Password is Incorrect |  |  |  |
| 4.2.1. | System | Prompts | Password | Username Password |
| 4.2.2. | If Password incorrect three times |  |  |  |
| 4.2.3 | System | Locks Out | Password | Username |
| 5. | User | Logs In | Password | Account |
| 5.1 | System | Displays | Game Selection | Game Selection Menu |

**Select Game Task:**

1. The User selects the dropdown menu to go between task categories

1.1. The User selects arrows to go between tasks

1.2. The User selects the start button

2. The System displays the selected task categories

2.1. The System displays the selected tasks

2.2. The System starts the selected task

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| **#** | **Subject** | **Subject Action** | **Parameters** | **Object Acted Upon** |
| 1. | User | Selects | Task Categories | Dropdown Menu |
| 1.1. | User | Selects | Task | Arrows |
| 1.2. | User | Selects | Task | Start Button |
| 2. | System | Displays | Task Categories | Task Menu |
| 2.1 | System | Displays | Task | Task Menu |
| 2.2 | System | Starts | Task | Start Button |

**Suggest Starting Tasks:**

1. The System will display a suggested task to start working on
2. The User will press ‘Start’ to begin suggested task

2.1. The User will select a different task in select minigame menu

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| **#** | **Subject** | **Subject Action** | **Parameters** | **Object Acted Upon** |
| 1. | System | Display | Task | Suggested Game Task |
| 2. | User | Press | Task | Start Button |
| 2.1. | User | Selects | Task | Minigame Menu |

**Give Prompt (Audio/Visual):**

1. The System will prompt the user with a visual and audio cue
2. If the user successfully follows prompt

2.1. The System will prompt user will a positive visual and audio cue

1. If the User fails to follow the prompt

3.1. The System will prompt the user with addition help

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| --- | --- | --- | --- | --- |
| **#** | **Subject** | **Subject Action** | **Parameters** | **Object Acted Upon** |
| 1. | System | Prompt | User | Visual/Audio Cue |
| 2. | If User follows prompt |  |  |  |
| 2.1. | System | Prompts | User | Positive Cue |
| 3. | If User fails prompt |  |  |  |
| 3.1. | System | Prompts | User | Additional Help Cue |

**Take Pictures:**

1. The User will press the ‘Camera’ Button
2. The System will activate the camera on device
3. The User will take a picture using device’s camera
4. The System prompts user to save the photo

4.1. If User decides to save photo

4.1.1. The System saves photo on device

4.2. If User declines to save photo

4.2.1. The System will insert photo into task to be adjusted to fit

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| --- | --- | --- | --- | --- |
| **#** | **Subject** | **Subject Action** | **Parameters** | **Object Acted Upon** |
| 1. | User | Press | Button | Camera |
| 2. | System | Activates | Camera | Device’s Camera |
| 3. | User | Takes Photo | Camera | Device’s Camera |
| 4. | System | Save Photo | Camera | Device’s Camera |
| 4.1. | If User decides to save photo |  |  |  |
| 4.1.1. | System | Saves Photo | Camera | Device’s Storage |
| 4.2. | If User declines to save photo |  |  |  |
| 4.2.1. | System | Inserts Photo | Camera | Device’s Camera |

**Get User Permissions:**