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| **Title:** | **View User Statistics** |
| **Description**: | Allows the user to view the gameplay statistics of the user that are logged into the system. |
| **System Under Design:** | Applications Statistics Menu |
| **Primary Actor**: | Instructor |
| **Participants**: | Parent |
| **Goal**: | The instructor will be able to see the data collected from the user for all of their tasks. |
| **Following Use Cases**: | Extends: Select Game Mode |
| **Precondition**: | The user must complete or fail a task for data to be stored.  They must also be logged into the user’s account. |
| **Success Postcondition**: | A user completed or failed a task, and the instructor was able to view if the user was successful in the task or not in the statistics menu for that client and given task. |

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| **STEPS**:  1. The user selects the ‘View Statistics’ menu button.  4. The user selects the game they wish to view data for.  6. The user selects a task they wish to view the data for. | **SYSTEM RESPONSES**:  3. The system displays the ‘View Statistics' menu which displays the different games available in the application.  5. The system displays the tasks within that game.  7. The data collected by the application for the task is displayed by graphical image and raw values.  8. The Instructor or Parent can swipe through different menus to have the data collected in any format they wish. |

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| **Title:** | **Display Task Progress** |
| **Description**: | The application will display the current progress for the task being played in the selection menu. |
| **System Under Design:** | Game Selection |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: | Show task progress through star rating. |
| **Following Use Cases**: | Extension of: Select Object |
| **Precondition**: | A task must have been started by the user.  The user is also logged into their account. |
| **Success Postcondition**: | The instructor will be able to have immediate information regarding the user’s progress on the task selected. |

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| **STEPS**:  1. The user selects the task selection menu.  2. The user swipes between tasks that have either been completed, or not completed. | **SYSTEM RESPONSES**:  2. The system opens the task selection menu.  3. The Task Selection menu displays the current task, and progress of task by user along with a start button to start the task.  3a. If no progress has been completed the system will display that the task has not been started.  3b. The system will display collected data if the task was 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 system will log a user in if a correct password is entered, and deny them otherwise.. |
| **System Under Design:** | Account login |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: | They will be able to access the account by entering the password when prompted by the system. |
| **Following Use Cases**: | Included in: Click Username |
| **Precondition**: | The account must be created. |
| **Success Postcondition**: | The account will be accessed upon successfully entering the password. |

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| **STEPS**:  1. The user clicks on a username.  3. User enters a password.  5. User either:  5a. The user is logged into the account and sees the Game Selection Menu.  5b. The user is rejected and sees a message that the account is locked. | **SYSTEM RESPONSES**:  2. System displays the username followed by a text field to enter a password.  4. System authenticates password:  4a. If the password is entered incorrectly the application will prompt for a correct password or  4b. Within three attempts of entering a wrong password the application will lock out the user. |

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| **Title:** | **Select Game Task** |
| **Description**: | Users select a task in the game selection menu and press the “Start” button to start. |
| **System Under Design:** | Game Selection |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: | The actor will successfully complete the current game task. |
| **Following Use Cases**: | Extension of: Select Object |
| **Precondition**: | The user must be on the game selection menu.  There is a pre-selected task to play if start is initially hit. |
| **Success Postcondition**: | The task will be started and gameplay can commence. |

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| **STEPS**:  1a. The user selects the dropdown menu to go between task categories or  1b. The user uses arrows to go between tasks or  1c. User hits the start button. | **SYSTEM RESPONSES**:  2a. The system displays the selected task category or  2b. System will display the selected task or  2c. System starts the selected task. |

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| **Title:** | **Suggest Starting Tasks** |
| **Description**: | Using data from the user, the system suggests a task the user can continue at login. |
| **System Under Design:** | Game Selection |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: | The system will suggest a task the user should work on. |
| **Following Use Cases**: | Extension of: Select Minigame |
| **Precondition**: | The user is logged in. |
| **Success Postcondition**: | The user has a suggested task to work on when they log in. |

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| **STEPS**:  2a. The user will press “start” and begin the selected task.  2b. The user will select a different task in the select minigame menu. | **SYSTEM RESPONSES**:  1. The system will display a suggested task to work on. |

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| **Title:** | **Give Prompt (Audio/visual)** |
| **Description**: | The system will produce an audio or visual cue for the user to complete the given task. |
| **System Under Design:** | Gameplay |
| **Primary Actor**: | N/A |
| **Participants**: | Child |
| **Goal**: | The user will complete the task given the correct audio or visual cue. |
| **Following Use Cases**: | Extension Of: Click Object |
| **Precondition**: | User must be playing a minigame |
| **Success Postcondition**: | System displays/plays appropriate visual/audio que |

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| **STEPS**:  2a. User successfully follows prompt.  2b. User fails to follow prompt. | **SYSTEM RESPONSES**:  1. The system will prompt the user with a visual and audio cue.  3a. Prompts user with a positive audio/visual cue.  3b. Prompts user to follow prompt with additional help. |

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| **Title:** | **Take Pictures** |
| **Description**: | The user will be able to take pictures of real world objects and put them into their game, to highlight certain aspects such as shape, color, etc. |
| **System Under Design:** | Game Selection |
| **Primary Actor**: | N/A |
| **Participants**: | Instructor/Parent |
| **Goal**: | The user(s) will be able to use the device’s camera to take a picture and use the image in the selected task. |
| **Following Use Cases**: | None |
| **Precondition**: | The user has to be on the game selection menu, and the System has permission to use the device’s camera. |
| **Success Postcondition**: | After the user(s) have selected the camera button, 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 user(s) will press the ‘Camera’ button.   3. The user takes a picture.  4. When the user(s) decides to use a photo from the device they will navigate through the device’s storage system and select the proper image. | **SYSTEM RESPONSES**:  2. The System will activate the camera so the user(s) can use the device’s camera to snap a photo of a real world object.  3a. The System will store the photo in the device’s storage device.  5. The image will be imported to the Gameplay Screen to allow the user(s) to adjust the image to fit the task. |

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| **Title:** | **Get User Permissions** |
| **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, and the device’s storage system, etc. |
| **System Under Design:** | Settings Display |
| **Primary Actor**: | N/A |
| **Participants**: | Instructor/Parent |
| **Goal**: | The system will be given access and permission to use the device’s camera, storage system, etc. |
| **Following Use Cases**: | N/A |
| **Precondition**: | The Application is on, and the user is logged in. |
| **Success Postcondition**: | The System will be given access and permission to the device’s camera, storage system, etc. |

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| **STEPS**:  1. If the user(s) wishes to import photos or files to the game to use in tasks the user(s) will press the camera button.  3. Upon clicking allow, the system will be given permission to use the device’s camera, photo storage, etc. | **SYSTEM RESPONSES**:    2. The system will prompt the user(s) to click “allow” to give the system permission to use the device's camera and photo storage.  4a. If the user(s) denies the system permission for the device’s camera, storage system, (and others) the user(s) will not be allowed to access those device systems.  4b. 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:** | **Click Object** |
| **Description**: |  |
| **System Under Design:** | Gameplay |
| **Primary Actor**: | Child |
| **Participants**: | Child |
| **Goal**: |  |
| **Following Use Cases**: | Extends: Track Progress  Extends: Give Prompt (Audio/Visual) |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**: | **ALTERNATIVES**: |

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| **Title:** | **Track Progress** |
| **Description**: |  |
| **System Under Design:** | Gameplay |
| **Primary Actor**: | N/A |
| **Participants**: | Child |
| **Goal**: |  |
| **Following Use Cases**: | Extension of: Click Object |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**: | **ALTERNATIVES**: |

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| **Title:** | **Select Game Mode** |
| **Description**: |  |
| **System Under Design:** | Statistics Display |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: |  |
| **Following Use Cases**: | Extension of: View User Statistics |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**: | **ALTERNATIVES**: |

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| **Title:** | **Select Minigame** |
| **Description**: |  |
| **System Under Design:** | Game Selection |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: |  |
| **Following Use Cases**: | Extends: Suggest Starting Task  Extends: Display Task Progress  Extends: Select Game Task |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**: | **ALTERNATIVES**: |

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| **Title:** | **Adjust Audio and Brightness** |
| **Description**: |  |
| **System Under Design:** | Settings Display |
| **Primary Actor**: | N/A |
| **Participants**: | Instructor/Parent |
| **Goal**: |  |
| **Following Use Cases**: | N/A |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**: | **ALTERNATIVES**: |

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| **Title:** | **Log Out User** |
| **Description**: |  |
| **System Under Design:** | Settings Display |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: |  |
| **Following Use Cases**: | N/A |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**: | **ALTERNATIVES**: |

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| **Title:** | **Add User** |
| **Description**: |  |
| **System Under Design:** | Account Registration |
| **Primary Actor**: | Instructor |
| **Participants**: | Instructor |
| **Goal**: |  |
| **Following Use Cases**: | Extension of: Edit User |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**: | **ALTERNATIVES**: |

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| **Title:** | **Delete User** |
| **Description**: |  |
| **System Under Design:** | Account Registration |
| **Primary Actor**: | Instructor |
| **Participants**: | Instructor |
| **Goal**: |  |
| **Following Use Cases**: | Extension: Edit User |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**: | **ALTERNATIVES**: |

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| **Title:** | **Edit User** |
| **Description**: |  |
| **System Under Design:** | Account Registration |
| **Primary Actor**: | Instructor |
| **Participants**: | Instructor |
| **Goal**: |  |
| **Following Use Cases**: | Extends: Add User  Extends: Delete User |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**: | **ALTERNATIVES**: |

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| **Title:** | **Click Username** |
| **Description**: |  |
| **System Under Design:** | Account Login |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: |  |
| **Following Use Cases**: | Includes: Enter Password |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**: | **ALTERNATIVES**: |