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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:** | **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 |
| **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 actor(s) are prompted to login or create a user.  2. The actor(s) log into a user account by providing the Username and Password.  3. The actor(s) will select the Game Menu  4. The Game Menu will display the current task, the progress made on the task, and the start button for the task  5. 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. | **SYSTEM RESPONSES**:  1a.1. If there are no users created, then the actor(s) will need to create a new user.  1a.2. The Application will allow the actor(s) to log into the newly created user, but have no data to display progress.  4a.1. The Game Menu will contain a section which will allow the actor(s) to select which category to pick for the task.  4a.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.  4a.3. If no progress has been made, then the Game Menu will display a graphic for no progress.  4b.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 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:** | **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 |
| **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 actor(s) will log into a user account or create an account. 2. Upon entering the correct Username and Password, the actor(s) will be able to select the Statistic Menu. 3. In the Statistic Menu, the system will display a graphical visualization of the current task and progress the user has made. 4. The actor(s) can view the current image or select other categories to look at in order to see progress made by the user. 5. 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. | **SYSTEM RESPONSES**: |

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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 |
| **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 actor(s) will log into the application with a Username and Password. 2. Once logged in, the actor(s) will navigate to the Game Menu screen. 3. 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. 4. The system will provide up to date suggestions of tasks on the Game Menu screen as the user completes or fails tasks. | **SYSTEM RESPONSES**:  1a.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)** |
| **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 and parent |
| **Goal**: | The actor will be able to correctly complete the task given the correct audio or visual cue. |
| **Following Use Cases**: |  |
| **Precondition**: |  |
| **Success Postcondition**: |  |

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| **STEPS**:   1. The Participants will log a user’s account by providing the correct Username and Password. 2. The Participants will navigate to the Game Menu in order to select a task. 3. Once a task is selected and the ‘Start’ button is pressed the system will provide an audio or visual cue to start the task 4. The Actor(s) will follow the provided cue to complete the task. | **SYSTEM RESPONSES**:  4a.1. If the Actor(s) completes the task successfully, the system will provide a corresponding cue to praise and reinforce the Actor(s).  4b.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 |
| **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 Actor(s) will log into a proper account using a Username and Password. 2. The Actor(s) will navigate to the Game Selection Menu. 3. The Actor(s) will press the ‘Camera’ button. 4. Upon successful press, the System will prompt the Actor(s) to enter the current Password. 5. Once the Password is entered, the System will prompt the Actor(s) to allow or deny the use of the camera and storage devices. 6. 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. 7. The System will store the photo in the device’s storage device. 8. The System will allow the Actor(s) to import the photo into the selected task. | **SYSTEM RESPONSES**:  1a.1. If there are no users created, the System will prompt the Actor(s) to create a new user.  1b.1. If the incorrect Username or Password is entered the system will prompt up to three times to enter the correct Username or Password.  1b.2. If the incorrect Username or Password is entered a total of three times the system will log the user out.  4a.1. If the Actor(s) enters the incorrect Password up to three times the system will log the user out.  5a.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.  8a.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.  8a.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 Permissions (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 |
| **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 Actor(s) will create a new user or log into a current user. 2. The Actor(s) will navigate to the Game Selection Menu. 3. 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. 4. The system will prompt the Actor(s) to enter the current user’s password. 5. 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). | **SYSTEM RESPONSES**:  1a.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.  5a.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.  5a.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. |