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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.  3. The user selects the game they wish to view data for.  5. The user selects a task they wish to view the data for. | **SYSTEM RESPONSES**:  2. The system displays the ‘View Statistics' menu which displays the different games available in the application.  4. The system displays the tasks within that game.  6. The data collected by the application for the task is displayed by graphical image and raw values.  7. 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.  3. The user swipes between tasks that have either been completed, or not completed. | **SYSTEM RESPONSES**:  2. The system opens the task selection menu.  4. The Task Selection menu displays the current task, and progress of task by user along with a start button to start the task.  4a. If no progress has been completed the system will display that the task has not been started.  4b. 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 different 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 cue |

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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 the user with a positive audio/visual cue.  3b. Prompts the user to follow the 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**: | User will click on the proper object to complete the given task. |
| **System Under Design:** | Gameplay |
| **Primary Actor**: | Child |
| **Participants**: | Child |
| **Goal**: | User will complete the task by clicking on the appropriate object. |
| **Following Use Cases**: | Extends: Track Progress  Extends: Give Prompt (Audio/Visual) |
| **Precondition**: | User is logged in.  Minigame has been selected. |
| **Success Postcondition**: | After user has selected correct object, system will congratulate user and move to next task |

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| **STEPS**:  2.1. The User will click on the object indicated by the prompt.    2.2. The User will click on an object not indicated by the prompt. | **SYSTEM RESPONSES**:   1. The System will provide an audio and visual prompt to User.   2.1.1. The System will congratulate the user upon successful click.  2.2.1. The System will provide an additional prompt to the correct object. |

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| **Title:** | **Track Progress** |
| **Description**: | The system will record/update the user's progress as the user works on tasks. |
| **System Under Design:** | Gameplay |
| **Primary Actor**: | N/A |
| **Participants**: | Child |
| **Goal**: | The user’s progress will be recorded and updated as they work on tasks. |
| **Following Use Cases**: | Extension of: Click Object |
| **Precondition**: | User is logged in and selects a minigame. |
| **Success Postcondition**: | The system updated the user's progress on tasks with success or failure. |

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| **STEPS**:   1. The user clicks on an object in a minigame. | **SYSTEM RESPONSES**:   1. The System records the which object the user clicks on.   2.1. If the User clicks on the correct object in the minigame that System updates the database with a success.  2.2. If The User clicks on an incorrect object in the minigame the System updates the database with a failure. |

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| **Title:** | **Select Game Mode** |
| **Description**: | Allows the user to select which task’s progress to view. |
| **System Under Design:** | Statistics Display |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: | System will display the user's progress for the selected task. |
| **Following Use Cases**: | Extension of: View User Statistics |
| **Precondition**: | User is logged in and selects the Statistics Menu. |
| **Success Postcondition**: | System will display the user’s progress for the selected task. |

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| **STEPS**:  2. The User selects which tasks they wish to view statistics for. | **SYSTEM RESPONSES**:   1. The System displays the list of tasks.   3. The System will display the statistics for the selected task.  3.1. If the task has not been played The System will display no data for selected task.  3.2. If the task has been played The System will display the success and failures for the selected task. |

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| **Title:** | **Select Minigame** |
| **Description**: | Allows the user to decide which task to work on. |
| **System Under Design:** | Game Selection |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: | The user is able to pick which task and begin working on it. |
| **Following Use Cases**: | Extends: Suggest Starting Task  Extends: Display Task Progress  Extends: Select Game Task |
| **Precondition**: | The user is logged in and on the Game Selection Menu. |
| **Success Postcondition**: | The system will start the selected task for the user to complete. |

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| **STEPS**:  1.1. The User selects a task to start.  1.1.1. The User can use the arrows to select which minigame to play.  1.1.2. The User can play the suggested minigame by pressing the start button on the menu. | **SYSTEM RESPONSES**:   1. The System starts the minigame selected by The User. |

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| **Title:** | **Adjust Audio and Brightness** |
| **Description**: | The user will be allowed to adjust the audio level of the system’s sounds and level of brightness for the screen. |
| **System Under Design:** | Settings Display |
| **Primary Actor**: | N/A |
| **Participants**: | Instructor/Parent |
| **Goal**: | The system will increase or decrease the current level of audio and brightness based on the user’s preferences. |
| **Following Use Cases**: | N/A |
| **Precondition**: | The user is logged into the application and on Settings Display Menu. |
| **Success Postcondition**: | The system’s volume for audio cues, sounds, and screen brightness will be changed and reflect current user’s preference. |

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| **STEPS**:  2. The User selects an option to change.  2.1. The User selects Adjust Audio and Brightness.  4.1. The User presses the increase button on Audio to increase Audio level.  4.1.1. The User presses the decrease button on Audio to decrease Audio level.  4.2. The User presses the increase button on Brightness to increase Brightness level.    4.2.1. The User presses the decrease button on Brightness to decrease the Brightness level. | **SYSTEM RESPONSES**:   1. The System displays the Setting Display Menu options.   3. The System displays Current Audio level.  3.1. The System Displays the Current Brightness level.  5.1 The System increases the Audio level.  5.1.1. The System decreases the Audio level.  5.2. The System increases the Brightness level.  5.2.1. The System decreases the Brightness level. |

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| **Title:** | **Log Out User** |
| **Description**: | Allows the user to log out of their current session. |
| **System Under Design:** | Settings Display |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: | The user is logged out of the currently logged in account. |
| **Following Use Cases**: | N/A |
| **Precondition**: | The user is logged into an account and on the Settings Display menu. |
| **Success Postcondition**: | The user is logged out of the current account and returned to the Account Login Menu. |

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| **STEPS**:   1. The User selects Log Out User option.   4. The User confirms log out of the current user.  4.1. The User denies the log out of the current user. | **SYSTEM RESPONSES**:   1. The System displays the Setting Display Menu options.   3. The System prompts the User to confirm log out.    5. The User is logged out of their current session.  5.1. The User remains logged in of their current session. |

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| **Title:** | **Add User** |
| **Description**: | Allows the creation of an account for a new user. |
| **System Under Design:** | Account Registration |
| **Primary Actor**: | Instructor |
| **Participants**: | Instructor |
| **Goal**: | The user will have an account created with space to store progress on tasks, and system preferences. |
| **Following Use Cases**: | Extension of: Edit User |
| **Precondition**: | The system is on and the current user has permission to add a new user. |
| **Success Postcondition**: | A new account is created for the new user. |

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| **STEPS**:   1. The User selects Account Registration Menu.   3. The User selects Edit User Menu.  5. The User selects Add User Option.    7. The User enters a username and password for account creation. | **SYSTEM RESPONSES**:     1. The System displays the Account Registration Menu.   4.1. The System displays Add User Option.    4.1.1. If the User does not have permission to add users this option is greyed out.    4.2. The System displays Delete User Option.  4.2.1. If The User does not have permission to delete users this option is greyed out.    6. The System displays a text box to enter a new username.    6.1. The System displays a text box to enter in a password for the new user. |

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| **Title:** | **Delete User** |
| **Description**: | Allows the removal of a user’s name, password, progress on tasks, and system preferences. |
| **System Under Design:** | Account Registration |
| **Primary Actor**: | Instructor |
| **Participants**: | Instructor |
| **Goal**: | The selected user’s name, password, progress, and settings are removed from application. |
| **Following Use Cases**: | Extension: Edit User |
| **Precondition**: | Application is on and the current logged in user has permission to delete another user’s account. |
| **Success Postcondition**: | Selected user’s account is removed from application. |

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| **STEPS**:   1. The User selects Account Registration Menu.   3. The User selects Edit User Menu.  5. The User selects Delete User Option.  7. The User selects a username to delete the associated user account.  9. The User selects confirm on confirmation box.  9.1. The User selects cancel on confirmation box. | **SYSTEM RESPONSES**:     1. The System displays the Account Registration Menu.   4.1. The System displays Delete User Option.    4.1.1. If the User does not have permission to delete users this option is greyed out.    4.2. The System displays Add User Option.  4.2.1. If The User does not have permission to add users this option is greyed out.  6. The System displays the current list of available usernames.  8. The System displays a confirmation box to delete the selected user account.  10. The System removes username, password, and data associated with the deleted user.    10.1. The System closes the confirmation box with no action taken. |

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| **Title:** | **Edit User** |
| **Description**: | Allows the user with proper permission to edit another user’s account information such as, their name, password, settings, etc. |
| **System Under Design:** | Account Registration |
| **Primary Actor**: | Instructor |
| **Participants**: | Instructor |
| **Goal**: | The user is able to modify selected user’s name, password, settings, etc. |
| **Following Use Cases**: | Extends: Add User  Extends: Delete User |
| **Precondition**: | A user with proper permissions is logged in and on Account Registration Menu. |
| **Success Postcondition**: | Selected user’s account information has been modified as desired by user with proper permission. |

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| **STEPS**:   1. The User selects Account Registration Menu.   3. The User selects Edit User Menu. | **SYSTEM RESPONSES**:     1. The System displays the Account Registration Menu.   4.1. The System displays Delete User Option.    4.1.1. If the User does not have permission to delete users this option is greyed out.    4.2. The System displays Add User Option.  4.2.1. If The User does not have permission to add users this option is greyed out. |

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| **Title:** | **Click Username** |
| **Description**: | Initial Menu for Application to allow the user to select which account to begin using. |
| **System Under Design:** | Account Login |
| **Primary Actor**: | N/A |
| **Participants**: | Parent/Instructor |
| **Goal**: | The user is able to select a username to log into the application and begin tasks. |
| **Following Use Cases**: | Includes: Enter Password |
| **Precondition**: | Application is on |
| **Success Postcondition**: | The user is able to select the desired username and the system displays the password box and login button. |

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| **STEPS**:   1. The User selects a username to log into the associate user account.   3. The User enters the correct password for the selected user account.  3.1. The User enters an incorrect password for the selected user account. | **SYSTEM RESPONSES**:   1. The System displays the Username selected with a text box to enter the password for the user account.   4. The System logs the user into the account and displays Game Selection Menu.  4.1. The System displays a prompt message to enter a correct password for the selected user account. |