

Use case 1: Create Quest	
Goal:	Allow the user to create a new quest with a description, importance level and dependencies
Actors:	User
Prerequisites:	None
State of the system after the use case:	A new quest is created and displayed
Scenarios:	<ol style="list-style-type: none"> 1. User clicks on the “New Quest” button. 2. User enters a description for the new quest. 3. User sets importance level for the quest. 4. User chooses which (if any) dependencies for the quest. 5. User clicks “Ok” to finalize the creation.
Alternative scenarios:	None
Exceptions:	A system error occurs while creating a new quest and the system displays an error message on the screen

Use case 2: Edit Quest	
Goal:	Allow the user to modify an existing quest’s description, importance, or completion status
Actors:	User
Prerequisites:	The quest must first be created in order to be edited
State of the system after the use case:	A new updated quest is displayed instead of the original, and the quest is also updated in the database
Scenarios:	<ol style="list-style-type: none"> 1. User clicks on the “Edit Quest” button inside the quest. 2. The system displays a small window where the user can set the description, importance level and completion status of the quest. 3. User types out a new description for the quest. 4. User clicks “Ok” to finalize the changes. 5. The system displays the updated quest in place of the original one, and updates it in the database.
Alternative scenarios:	<ol style="list-style-type: none"> 2.a User clicks “Cancel” to cancel editing the quest. 3.a User sets completion status to “completed”. 3.b User gets an alert from the system that they cannot change the completion status to “completed” because an x-number of previous quests (dependencies) have not been completed
Exceptions:	User cannot set the status of a quest to “completed” because of previous uncompleted dependencies and displays an alert message

Use case 3: Delete Quest	
Goal:	Allow the user to delete an existing quest
Actors:	User
Prerequisites:	The quest must first exist in order to be deleted

State of the system after the use case:	The quest has been removed from the screen as well as from the database
Scenarios:	<ol style="list-style-type: none"> 1. User clicks on the red cross button inside the quest. 2. The system removes the quest from the screen as well as from the database
Alternative scenarios:	None
Exceptions:	System error occurs when deleting a quest and an error message is displayed

Use case 4: Sort Quests by ID	
Goal:	Allow the user to sort the displayed quest by their ID in ascending/descending order
Actors:	User
Prerequisites:	X-number of quests must exist and be displayed in the app
State of the system after the use case:	Quests are sorted by ID in ascending/descending order
Scenarios:	<ol style="list-style-type: none"> 1. User clicks on the "Sort by ID" dropdown button. 2. User selects the order of sorting the quests. 3. The system displays the quests in the selected order.
Alternative scenarios:	None
Exceptions:	There is a system error and an alert message is displayed

Use case 4: Filter Quests	
Goal:	Allow the user to filter the quests and only display the ones with the chosen completion status / importance level.
Actors:	User
Prerequisites:	X-number of quests must exist and be displayed in the app
State of the system after the use case:	Only quests, based on the chosen filtering attribute, are displayed on the screen
Scenarios:	<ol style="list-style-type: none"> 1. User clicks on the "Filter quests" dropdown button. 2. User selects attribute, by which to filter the quests. 3. The system displays only the quests that contain the selected attribute.
Alternative scenarios:	None
Exceptions:	There is a system error while filtering the quests and an alert message is displayed

Use case 5: Search Quests	
Goal:	Allow the user to search and display only the quests that contain the specific sequence of characters typed into the input field
Actors:	User
Prerequisites:	X-number of quests must exist and be displayed in the app
State of the system after the use case:	Only quests that contain the typed-out sequence of characters in their description are displayed on the screen

Scenarios:	<ol style="list-style-type: none"> 1. User enters a sequence of characters in the input field. 2. User clicks on the "Search Quests" button. 3. The system only displays the quests that contain the specific sequence of characters entered in the input field by the user.
Alternative scenarios:	None
Exceptions:	<ul style="list-style-type: none"> - There are no quests and when the user tries to use the search functionality the system displays an error message. - A system error occurs while using the search functionality and the system displays an error message