

# Contents

<b>1</b>	<b>Goals &amp; Objectives</b>	<b>2</b>
<b>2</b>	<b>Entities</b>	<b>2</b>
<b>3</b>	<b>Use Cases</b>	<b>3</b>
3.1	Students . . . . .	3
3.1.1	Submit a ticket . . . . .	3
3.2	Tutors . . . . .	5
3.2.1	Clocking On . . . . .	5
3.2.2	Getting the next ticket off the global queue . . . . .	6
3.2.3	Reviewing the topmost ticket from the tutor's queue . . . . .	6
<b>4</b>	<b>High Level Architecture Diagram</b>	<b>7</b>
<b>A</b>	<b>Supporting Use Case Images</b>	<b>9</b>

# 1 Goals & Objectives

Whilst reading this documentation, it is important to keep the following goals and objectives in mind:

*The Doubtfire Helpdesk Ticketing System will provide:*

- A way to improve efficiency of helping students
- A way for tutors to track which students need help
- A way to manage tutor clock-on times
- A way for convenors to see how much their students utilise the helpdesk and at what times
- A way for convenors to see how their tutors are clocking on at the helpdesk

Refer to the extended planning documentation for more on this.

# 2 Entities

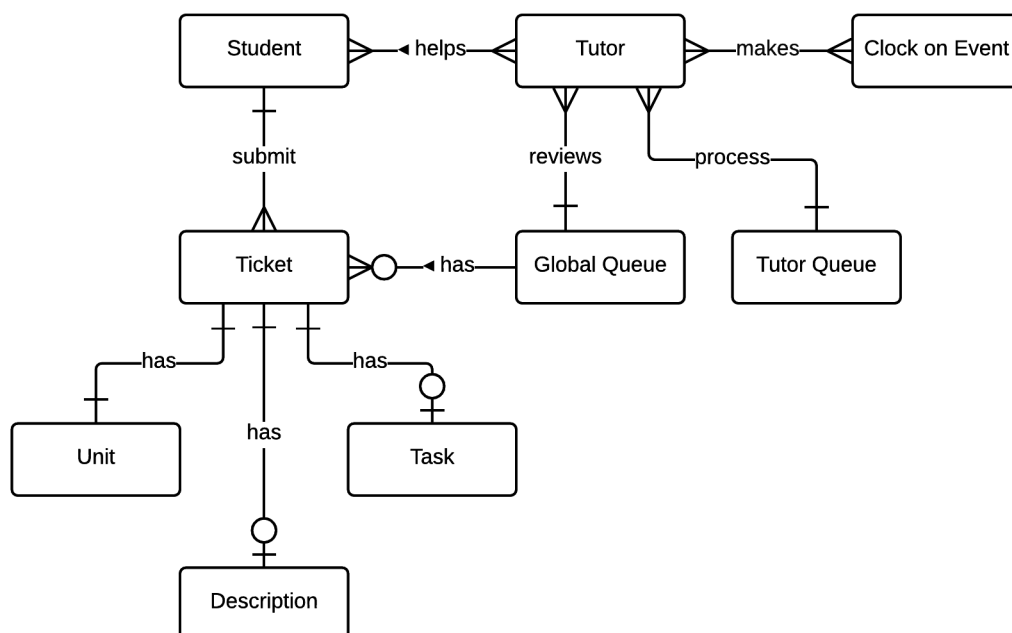


Figure 1: Entity Relationship Diagram highlighting fundamental entities

Figure 1 shows a basic ERD, highlighting the fundamental entities that the helpdesk ticketing system works with.

There is a distinction between a **tutor's queue** and the **global queue**.

A **tutor's queue** is a group of a number of students that a tutor rotates through as he/she helps those students at the helpdesk. It is sorted by the **inverse** time the ticket was last reviewed by the tutor (i.e., last reviewed a while ago or never reviewed at all first, just reviewed a few seconds ago at the end etc.)

A **global queue** is a list of *all unallocated tickets* that have been submitted at the helpdesk. Tutors working at the helpdesk aim to keep this global queue as minimal as possible; when a new ticket comes to the global queue, tutor's may:

1. accept a new ticket, which will move that ticket to the tutor's own queue or,
2. refer that ticket to another tutor, which will move that ticket to the referral's queue.

## 3 Use Cases

Refer to a summary of use cases in Figure 2.

### 3.1 Students

#### 3.1.1 Submit a ticket

##### 3.1.1.1 Primary Use Case

- Step 1.** Student signs into Doubtfire
- Step 2.** Student selects Helpdesk from header
- Step 3.** Student selects unit they want help with
- Step 4.** Student submits the ticket. Doubtfire adds their ticket to the **global queue**
- Step 5.** Student views an estimate of wait time

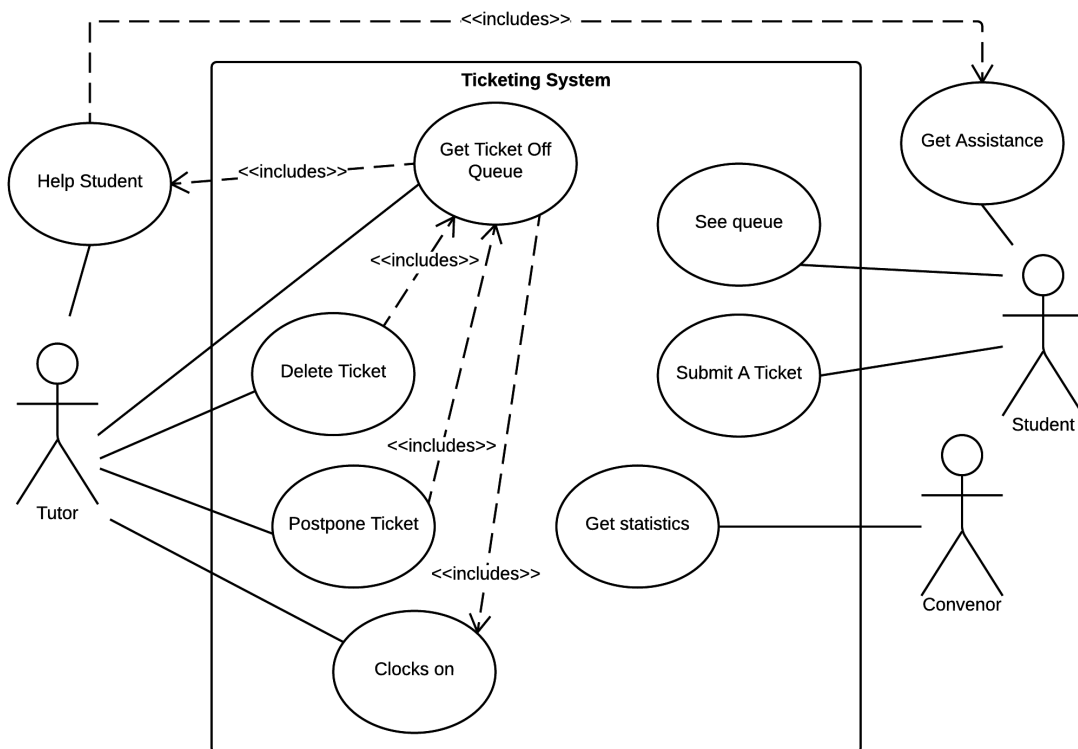


Figure 2: Summary of use cases and interacting actors of the system

### 3.1.1.2 Alternate Use Cases

*Student doesn't have a computer*

- Step 1a.** Student goes to instructor PC
- Step 1b.** Student enters in their student ID
- Step 1c.** Continue from (3)

*Helpdesk ticket queue is overloaded*

- Step 2a.** Student is given a visual notice that they might have to wait a while to get help
- Step 2b.** Student *optionally* cancels the process
- Step 2c.** Student *optionally* continues from (3)

## 3.2 Tutors

### 3.2.1 Clocking On

#### 3.2.1.1 Workflow Diagram

Refer to the workflow diagram provided in the Appendix, Figure 4. This diagram outlines the basic preconditions required for the use cases to be accepted.

#### 3.2.1.2 Primary Use Case

- Step 1.** Tutor approaches the vicinity of the helpdesk
- Step 2.** A push notification is received on the tutor's smartphone. See Figure 5.
- Step 3.** Tutor accepts the push notification and they are clocked on. See Figure 6.

#### 3.2.1.3 Alternate Use Cases

*Tutor isn't yet signed into the helpdesk app or bluetooth is disabled*

- Step 2a.** No push notification is sent
- Step 2b.** Tutor follows sign in process as indicated in workflow diagram above

*Push notifications are disabled or tutor dismisses the notification*

**Step 3a.** Tutor opens the Helpdesk app on their smartphone and manually clocks on. Refer to Figure 7.

### 3.2.2 Getting the next ticket off the global queue

#### 3.2.2.1 Primary Use Case

**Step 1.** Tutor taps the name of the student

**Step 2.** Tutor accepts the ticket and it is added to the top of their queue

#### 3.2.2.2 Alternate Use Case

*Tutor has too many students at the moment and wants someone else to see the student*

**Step 2a.** Tutor refers the ticket to another tutor

**Step 2b.** Tutor selects a tutor from a list of tutors currently clocked on at the helpdesk

**Step 2c.** Doubtfire adds that ticket to the queue of the selected tutor

### 3.2.3 Reviewing the topmost ticket from the tutor's queue

#### 3.2.3.1 Primary Use Case

**Step 1.** Tutor taps the name of the student

**Step 2.** App shows details about that ticket

**Step 3.** Tutor marks the details about the ticket as resolved

**Step 4.** Ticket is removed from their queue and is purged

### 3.2.3.2 Alternate Use Case

*Tutor indicates that they'll come back later and review the student later on*

**Step 3a.** Tutor marks the ticket and says that they'll come back later

**Step 3b.** Ticket is pushed down to the end of their queue; time last saw is updated to now.

*Student isn't physically present*

**Step 2a.** Tutor postpone's the ticket; run use case above.

## 4 High Level Architecture Diagram

A monolithic architecture is to be discouraged whilst developing the helpdesk ticketing system. This is because the one API will keep expanding and become far too big when it doesn't necessarily need to be. This may lead to the API nest becoming too unmaintainable.

In addition, some of the technologies considered, namely Redis and other realtime application frameworks (Socket.IO), cannot be implemented into the existing Rails architecture. An independent microservice will be created to handle this instead.

Refer to Figure 3 for more.

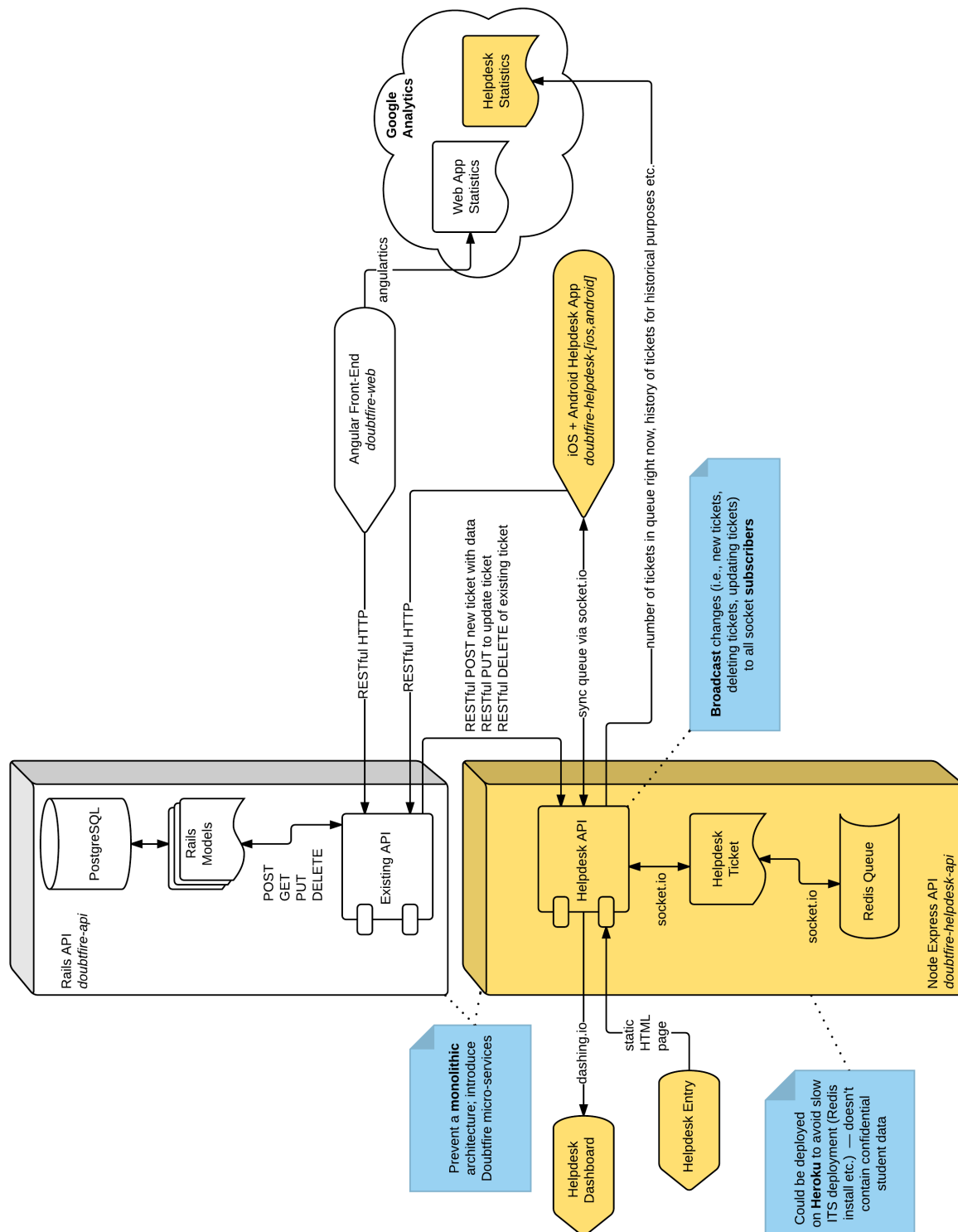


Figure 3: High Level Architecture Diagram



## A Supporting Use Case Images

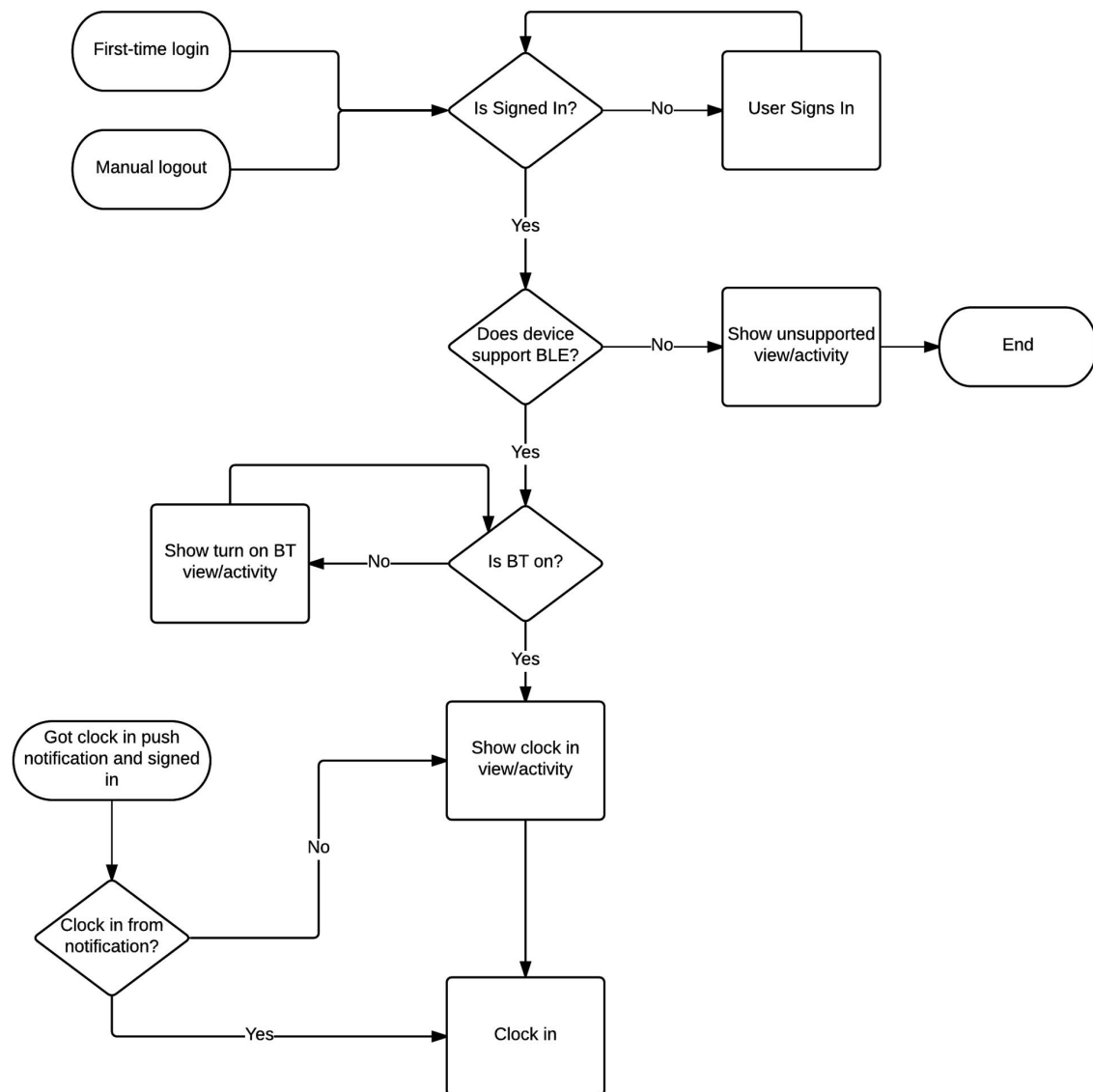


Figure 4: Workflow diagram for clocking on

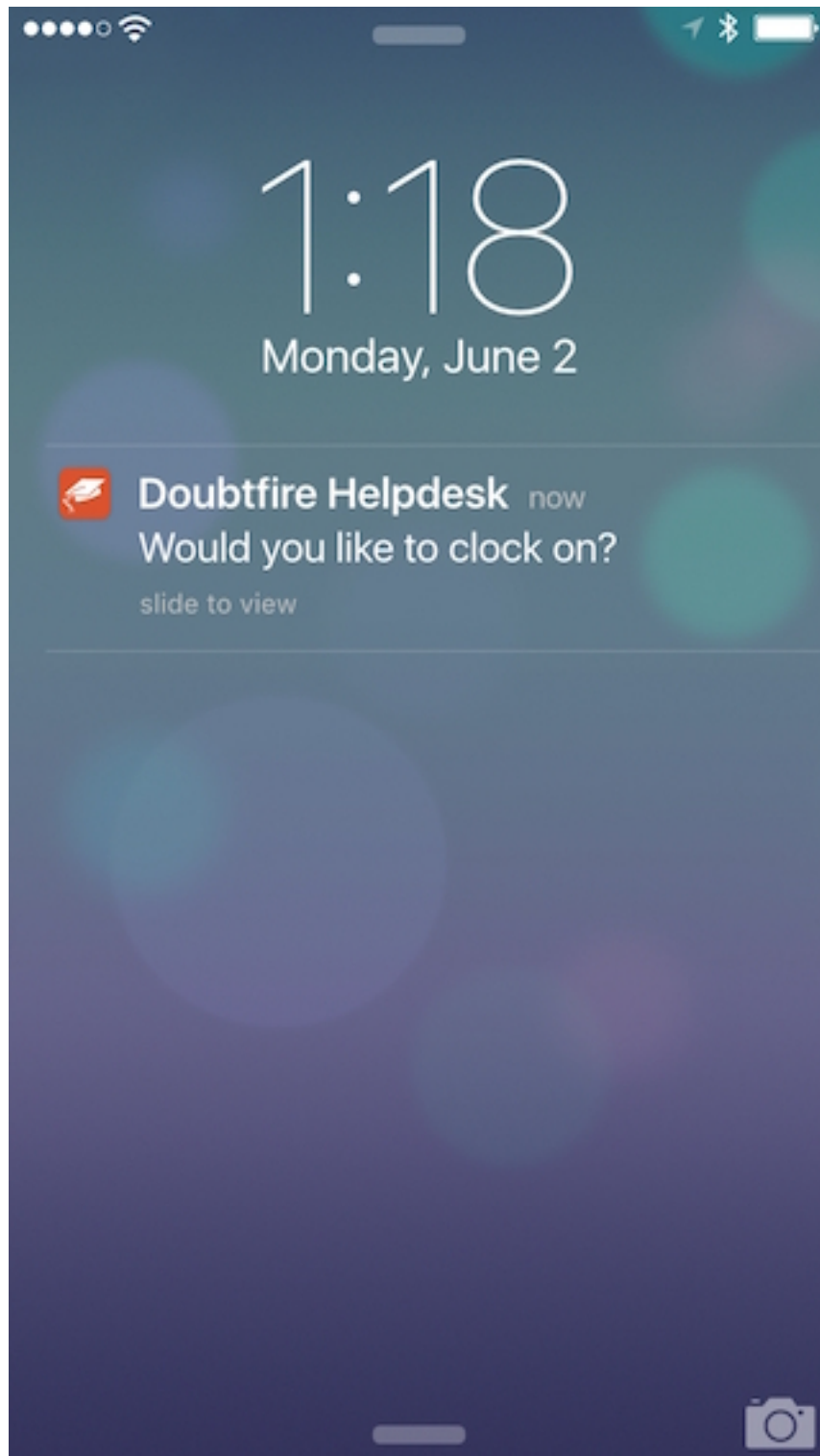


Figure 5: Push notification to clock on

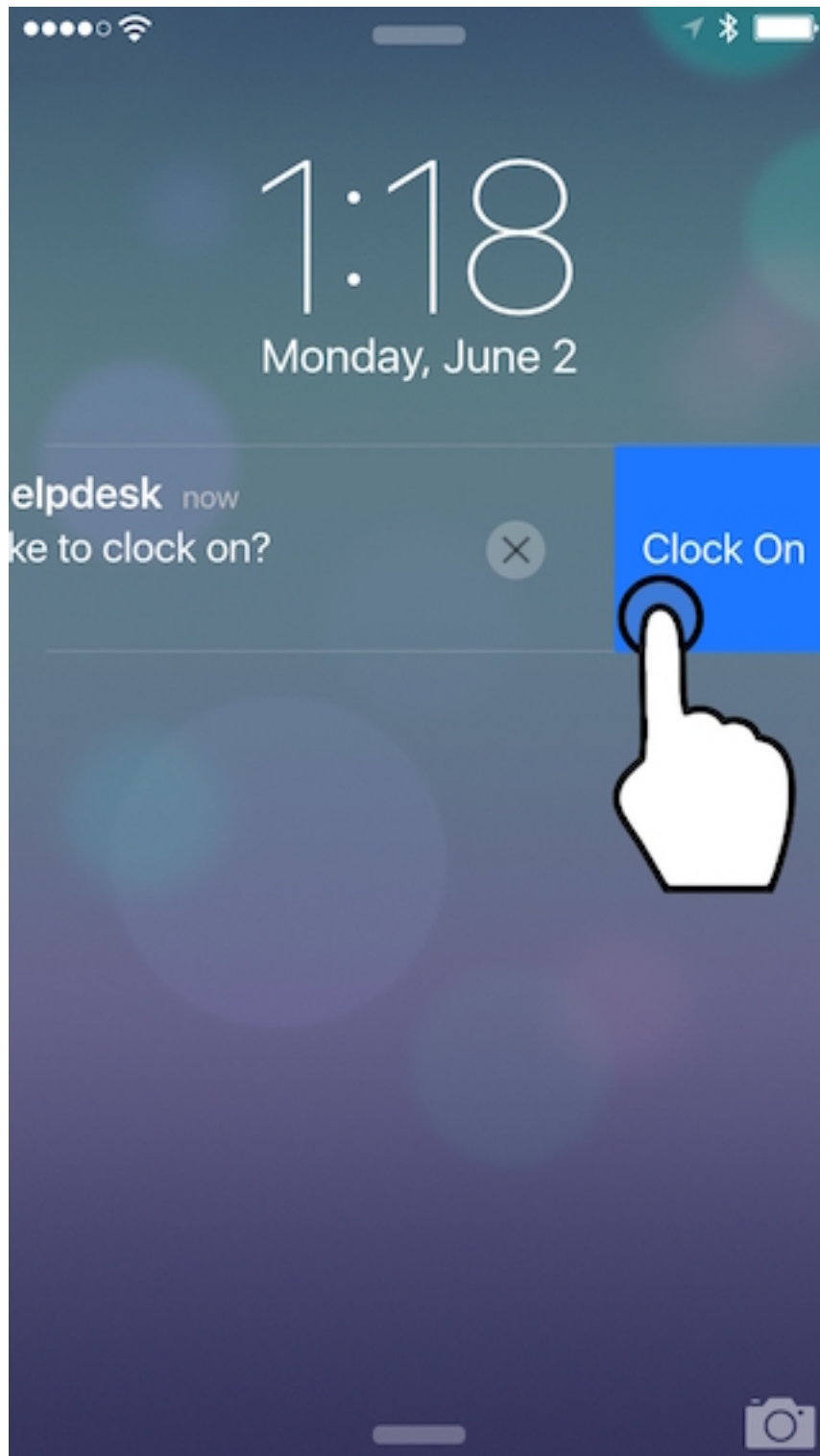


Figure 6: Clock on accept via notification

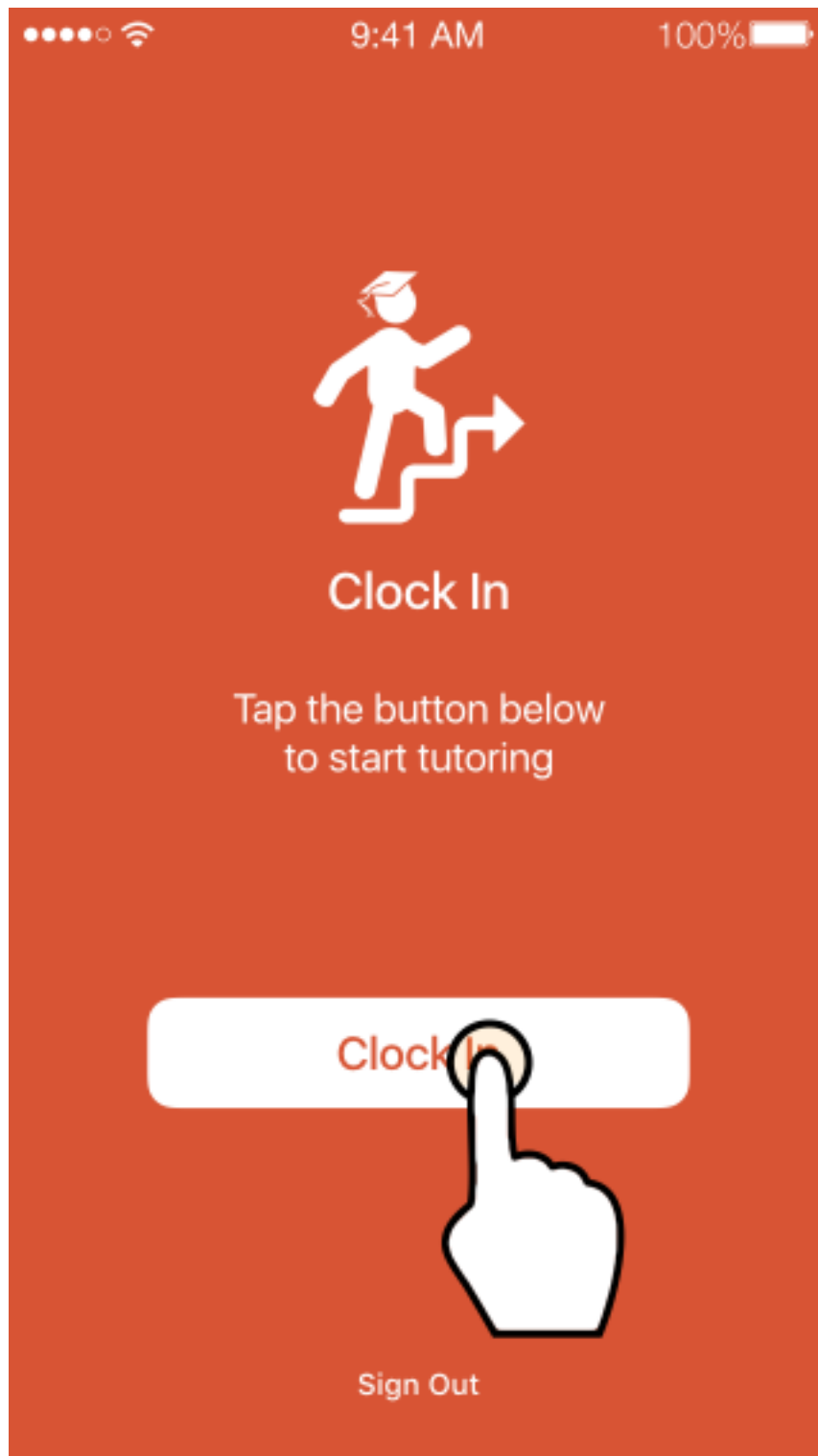


Figure 7: Clock on manually