

### Timeline Use-cases

<b>Use Case</b>	TUC-01: Create a timeline
<b>Description</b>	For the user to use the application, a timeline needs to be created with a name and a duration.
<b>Preconditions</b>	<ol style="list-style-type: none"> <li>1) Users can create timelines</li> <li>2) Users can enter names for their timeline</li> <li>3) Users can enter duration for their timeline</li> </ol>
<b>Actor(s)</b>	User
<b>Normal Sequence</b>	<ol style="list-style-type: none"> <li>1) The user requests to create a new timeline</li> <li>2) User is prompted to a new window where they can enter the details of their timeline (name and duration)</li> <li>3) Timeline is created</li> </ol>
<b>Postconditions</b>	A new timeline should be created and visible
<b>Exceptions</b>	<ol style="list-style-type: none"> <li>1) If the user does not input a name or date, they are prompted to update those correctly</li> </ol>
<b>Comments</b>	For now, we have only considered adding a timeline with parameters name and duration, there are many other implementations that can be added to it such categories, priority, etc.

<b>Use Case</b>	TUC-02: Save timeline
<b>Description</b>	After the creation of a timeline, the users should be able to save it to load it in the future so they can view it.
<b>Preconditions</b>	<ol style="list-style-type: none"> <li>1) Users have created a timeline</li> </ol>
<b>Actor(s)</b>	User
<b>Normal Sequence</b>	<ol style="list-style-type: none"> <li>1) User clicks on the save button</li> <li>2) User is prompted to choose a location to store the timeline (using JavaFX File Chooser)</li> <li>3) The timeline is then stored as a unique file (since we can have multiple timelines and do not want all information to be saved on one file)</li> </ol>
<b>Postconditions</b>	Timeline should be saved in the target location
<b>Exceptions</b>	-
<b>Comments</b>	This should be a basic save function allowing the user to save their timeline to a location of their choice.

<b>Use Case</b>	TUC-03: Load timeline
<b>Description</b>	The users should be allowed to load the timeline they saved using the save key so that they can view their timeline.
<b>Preconditions</b>	<ol style="list-style-type: none"> <li>1) Timeline has been created</li> <li>2) Timeline has also been saved</li> </ol>
<b>Actor(s)</b>	User
<b>Normal Sequence</b>	<ol style="list-style-type: none"> <li>1) User clicks on the load file button</li> <li>2) User is then prompted to a window where they locate and choose the file to open (again, using File Chooser)</li> <li>3) The timeline file that user chooses is opened</li> </ol>
<b>Postconditions</b>	Timeline is loaded onto the client
<b>Exceptions</b>	<ol style="list-style-type: none"> <li>1) User chooses a non-timeline file</li> <li>2) User is prompted with an error</li> </ol>
<b>Comments</b>	Again, another simple file loader where the user can load the saved timelines, if the user tries to load another type of file then they should be prompted with an error.

<b>Use Case</b>	TUC-04: Delete timeline
<b>Description</b>	The user should be able to create a timeline they have created (for example after the events in the timeline are complete).
<b>Preconditions</b>	<ol style="list-style-type: none"> <li>1) Timeline has been created</li> </ol>
<b>Actor(s)</b>	User
<b>Normal Sequence</b>	<ol style="list-style-type: none"> <li>1) User picks the timeline to be deleted</li> <li>2) User deletes the timeline using the delete function</li> <li>3) Timeline is then deleted</li> </ol>
<b>Postconditions</b>	Deleted timeline should not exist
<b>Exceptions</b>	-
<b>Comments</b>	This function should allow the user to manage their client by clearing up unused and/or outdated timelines.