

ICA4 - Team 18

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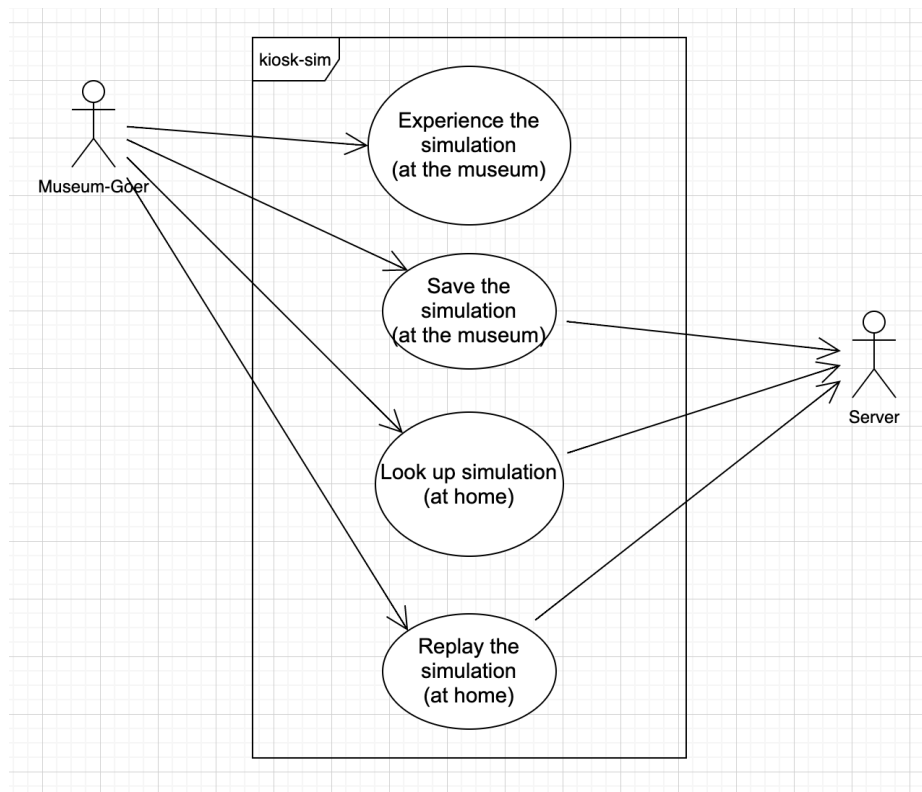
1. Identified Actors

- Museum-goer
- Server

2. Identified Use Cases

- UC-ESM-1 - Experience the simulation (at the museum)
- UC-SS-1 - Save the simulation (at the museum)
- UC-LUS-1 - Look up simulation (at home)
- UC-ESR-1 - Replay the simulation (at home)

3. Actor to Use Case Relationships



4. Use Case Detailing

UC-ESM-1

USE CASE: UC-ESM-1 - Experience the simulation (at the museum)

Objective: PA decides to participate in the simulation at the museum kiosk

Primary Actor (PA): Museum-goer

Secondary Actor (SA): n/a

Pre Conditions: PA is physically at the kiosk

Post Condition(s): n/a

MAIN SUCCESS SCENARIO

1. The museum-goer initiates the simulation (e.g. a button like "Start Simulation")
2. The simulation starts on the kiosk
3. The museum-goer interacts with the simulation as it plays.
4. The simulation completes

UC-SS-1

USE CASE: UC-SS-1 - Save the simulation (at the museum)

Objective: PA chooses whether to save the simulation at the museum kiosk

Primary Actor (PA): Museum-goer

Secondary Actor (SA): Server

Pre Conditions: PA must have completed a simulation

Post Condition(s): n/a

MAIN SUCCESS SCENARIO

1. The kiosk offers an option for the museum-goer to save the simulation for viewing at home.
2. The museum-goer accepts the offer to save the simulation.
3. The kiosk saves the simulation experience to local storage.
4. The kiosk sends the saved simulation to the central database Server.
5. The database server responds with the ID of the saved simulation
6. The kiosk shows the ID to the museum goer.

UC-LUS-1

USE CASE: UC-LUS-1 - Look up simulation (at home)

Objective: Provide searched recordings to the user, if any are found

Primary Actor (PA): Museum-goer

Secondary Actor (SA):

Pre Conditions: PA is on the website, and has selected the "Lookup Simulation" function. PA has the simulation ID from the museum.

Post Condition(s): n/a

MAIN SUCCESS SCENARIO

1. The museum-goer enters the ID for their simulation experience.
2. The server returns the recording of the simulation for playback.

UC-ESR-1

USE CASE: UC-ESR-1 - Replay the simulation (at home)

Objective: PA chooses whether to replay the saved simulation at home

Primary Actor (PA): Museum-goer

Secondary Actor (SA): Server

Pre Conditions: PA must have saved a simulation and looked it up on the website

Post Condition(s): n/a

MAIN SUCCESS SCENARIO

1. The museum-goer requests to replay the saved simulation with a button click.
2. The simulation is replayed for the image
3. The museum-goer is able to interact with the replay
4. The replay completes