

Use case for Community:

Use case name:

Community

Identifier:

UC-4

Actors:

- User

Precondition:

- The user must be a community member.
- The user must be logged in to website.

Main flow:

1. The user visits the website and goes to community section.
2. The user is displayed all the followed community at screen (If following any).
3. User chooses the create community option if the user wants to create a community.
4. Server requests creating community required information the user.
5. If user wants to follow a community he/she clicks on add community option.
6. User can search the community he/she wishes to join.
7. User gets notification for each community followed or any new post in followed community.
8. User is displayed relevant communities.
9. User can add/view/share/repost posts in the followed community.
10. User can react/comment on the post.

11. The user has access to leave community anytime he/she wants.
12. User's community data will be removed from database once he/she leaves community.
13. Leaving community leaves a message to the user of leaving community.

Alternative flow:

1. (2.1) if the user is not following any community the community option will display relevant community according to majority of user's preferences.
2. (4.1) If the given data is invalid it would request user to enter valid data.
3. (6.1) the searched community don't exists.
4. (7.1) User can mute the community if he/she wishes not to get the notification of that community.
5. (9.1) User can't change name of community once created.
6. (9.2) if user created the community he/she can remove any wished member of that community.

Postcondition:

- All community members can post in the community.