

Plan for Sprints, and Description and Priority of All UC's

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1 Use Case Document

1.1 Fully-Dressed User Cases

1.1.1 [UC 1] Create an account

Name: Create an account

Primary Actor: Product user

Preconditions: User needs to own an email

Success Guarantee: Account is created in system and user is automatically logged in

Main Success Scenario:

1. User opens up the product
2. User navigates to the account creation location
3. User inputs email, password and username
4. Account is created in the system and system logs user in
5. User gets transported to the home screen

Failed Scenarios:

Username taken:

1. User opens up the product
2. User navigates to the account creation location
3. User inputs email, password and username
4. Account isn't created and user is notified that the username is taken

Invalid credentials:

1. User opens up the product
2. User navigates to the account creation location
3. User inputs email, password and username
4. Account isn't created and user is notified that their credentials were invalid

Open Issues:

- Limit username and password length?
- Calculate password complexity
- Limit usable characters in username

1.1.2 [UC 2] Looking for details of a game

Name: Look for details of one game

Primary Actor: Product user

Preconditions: Customer has a game in mind and knows the name or cover art of the game and the game has to be in the database.

Success Guarantee:

- Game is found
- Game details exist

Main Success Scenario:

1. User opens the product
2. User navigates to the search functionality in the product
3. User types in the name of the game
4. User proceeds with the search
5. System searches the database for matching games and displays to the user
6. User clicks on the game
7. All details on the game come to view

Alternate Scenario: Searching through filters

1. User opens the product
2. User navigates to the filtering options
3. User filters by genre
4. User finds the game
5. User clicks on the game
6. All details on the game come to view

Failed Scenario: Game not in database

1. User opens the product
2. User navigates to the search functionality in the product
3. User types in the name of the game
4. User proceeds with the search
5. Nothing pops up

Open Issues:

- Grammar in game names

1.1.3 [UC 3] Add game to system

Name: Add game to system

Primary Actor: System Administrator

Preconditions: The system administrator needs to be logged into an account with administrator privileges

Success Guarantee: The admin is notified through a small pop-up that the game has been successfully added to the system and the game is added to the system with all the information that the administrator provided. The game can then be viewed by any user of the product.

Main Success Scenario:

1. Admin navigates to the add game section that is only shown to administrators
2. Admin enters all the available information about the game being added
3. Admin gets notified through a pop-up that the game has been added
4. Admin gets transported to the home screen

Failed Scenarios:

Invalid game information:

1. Admin navigates to the add game section that is only shown to administrators
2. Admin enters all the available information about the game being added
3. Admin gets notified through a pop-up that the game was not added due to the game information being invalid
4. Admin then gets to try again while seeing what fields were invalid and a short explanation as to why

Duplicate game:

1. Admin navigates to the add game section that is only shown to administrators
2. Admin enters all the available information about the game being added
3. Admin gets notified through a pop-up that the game was not added due to the game already existing in the system
4. Admin then gets to try again

Session expiration:

1. Admin navigates to the add game section that is only shown to administrators
2. Admin enters all the available information about the game being added
3. Admin gets notified through a pop-up that the game was not added since the admin's session has expired
4. Admin then gets redirected to the log in location

Open Issues:

- What limits to have on each of the game's attributes (e.g., minimum and maximum length of description)
- Whether to attempt to save the admin's already entered information when they get redirected to the log in location and then back to the add game section

1.2 Brief Use Cases

1.2.1 [UC 4] View all games in the system

A user opens up the product wanting to see a list of all games. The system fetches all games in the database and returns them in alphabetical order.

1.2.2 [UC 5] View all games in a genre

A user opens up the product wanting to see a list of games in a specific genre. The system fetches all games in the selected genre and returns them in alphabetical order.

1.2.3 [UC 6] (admin) Remove game from system

The product admin wants to delete a game from the database. He selects a specific game to delete and sends that information to the system. The system deletes the game from the database and that game is no longer visible in the product.

1.2.4 [UC 7] (admin) Modify game in system

The product admin wants to change the information about a specific game. He provides the system with details of the game and the new information. The system fetches the game and updates the information in the database. The game is now visible in the system with the new information instead of the old.

1.2.5 [UC 8] Log in

A user opens up the product wanting to log in to his account. The system prompts the user for his login information. The system validates the info and logs the user into his account. The user is now logged in to his account in the product.

1.2.6 [UC 9] Log Out

A user is logged in to his account in the product and wants to log out. The user tries to log out. The system logs the user out in the product. The user is now in the product but not logged in.

1.2.7 [UC 10] Modify user account

The user opens up the account management options in the program and wants to modify some of their account information. The user then clicks an edit button and gets to change their account information

1.2.8 [UC 11] Delete user account

The user opens up the account management options in the program and wants to delete the account, the system prompts him with a warning and then the user proceeds with the process and deletes the account.

1.2.9 [UC 12] Add game as a favorite

The user opens up a detailed view of a specific game and wants to mark that game as their favorite, they then click a button marked favorite and that button toggles to a button labeled unfavorite.

1.2.10 [UC 13] Add game to list of games user wants to play

The user opens up a detailed view of a specific game and wants to mark that game as a game they want to play, they then click a button marked want to play and that button toggles to a button labeled remove from want to play.

1.2.11 [UC 14] Add game to list of games user has played

The user opens up a detailed view of a specific game and wants to mark that game as a game they have already played, they then click a button marked played and that button toggles to a button labeled remove from played games.

1.2.12 [UC 15] Review a game

The user opens up a detailed view of a specific game and wants to review that game, they then click a button labeled review this game and there they give their rating and an explanation as to why they gave this rating.

1.2.13 [UC 16] Follow another user

The user opens up a profile of another user and wants to follow them, the user then clicks a button labeled follow user and that button toggles to being labeled unfollow user. The system creates a one way relation between the two accounts.

1.2.14 [UC 17] View other user profile

The user clicks on a name of another user and wants to view information about them, the system then fetches information about that user that other users are allowed to see.

1.2.15 [UC 18] View own profile

The user clicks on their name in the upper corner of the website and opens up their profile wanting to see information about themselves and the system fetches all of the data for that user.

1.2.16 [UC 19] Sort search results by certain criteria

The user views all games in the system or in a specific genre and wants to sort the results shown by some criteria, the user can then select one of the sort buttons and the results will be sorted based on that criteria.

1.2.17 [UC 20] Search for other users

The user wants to find another user and navigates to the search section of the product and types in the username of the user that they wanted to find then the user goes under the user section and selects the user they were looking for.

1.2.18 [UC 21] Search for a specific game

The user navigates to the search section of the product and wants to find a specific game based on its name, they then enter as much of the name of the game as they want to and then get prompted with games and users that fit that search query then they navigate to the game section and locate the game they were looking for.

1.2.19 [UC 22] (admin) Add game genre

The product admin wants to add a new genre to the system, they then provide the new genres information and send it to the system.

1.2.20 [UC 23] (admin) Modify game genre

The product admin wants to modify a genre in the system, they then select which genre they want to modify and then enter the new information and send it to the system.

1.2.21 [UC 24] (admin) Delete game genre

The product admin wants to remove a genre from the system, they then select which genre they want to remove and send that information to the system.

2 Project Estimation and Prioritization

UC #	UC Descr.	Time Esti.	Priority
1	Create Account	5 hrs	1
8	Log in	5 hrs	1
4	View all games	1 hr	1
21	Search for a game	2 hrs	1
9	Log out	1 hr	2
10	Modify account	2 hrs	2
11	Delete account	1 hr	2
15	Review game	3 hrs	3
12	Add game as favorite	1 hr	3
13	Add game you want to play	1 hr	3
14	Add game you have played	1 hr	3
2	See game details	1 hr	3
3	(admin only) add game	7 hrs	4
7	(admin only) modify game	7 hrs	4
6	(admin only) remove game	3 hrs	4
19	Sort results by certain criteria	3 hrs	5
5	View all games in genre	2 hrs	5
20	Search for users	2 hrs	6
17	View another users profile	2 hrs	6
18	View your profile	1 hr	6
10	Customize profile	2 hrs	6
16	Follow another user	1 hr	6
22	(admin only) Add genre	2 hrs	7
23	(admin only) Modify genre	2 hrs	7
24	(admin only) Remove genre	1 hr	7

3 Project Plan and Schedule

Week	UC #	Expected Hrs.	P.O.	Sprint	Consultation
I _{Sep 8-14}	None	N/A	TK	1	A1 Pres. INCEPTION Everyone
II _{Sep 15-21}	None	N/A	TK	1	Model drafts
III _{Sep 22-28}	1, 8	10 hrs	TK	1	First code deliverables
IV _{Sept 29-Oct 5}	4, 21, 9, 10, 11	7 hrs	YH	2	A2 Pres. ELABORATION Triggvi
V _{Oct 6-12}	15, 12, 13, 14, 2	7 hrs	YH	2	Discuss code deliverables
VI _{Oct 13-19}	3	7 hrs	YH	2	Discuss code deliverables
VII _{Oct 20-26}	6, 7	10 hrs	JER	3	A3 Pres. CONSTRUCTION 1 Yi
VIII _{Oct 27-Nov 2}	19, 5	5 hrs	JER	3	Discuss code deliverables
IX _{Nov 3-9}	20, 17, 18	5 hrs	JER	3	Discuss code deliverables
X _{Nov 10-16}	10, 16, 22, 23, 24	8 hrs	SAS	4	A4 Pres. CONSTRUCTION 2 Jón
XI _{Nov 17-23}	Final touches	N/A	SAS	4	A5 Pres. FINAL PRODUCT Sigurður