Use Cases

James Angel, Harrison McDonagh, Kevin Ibelgauptas, Shao Wen Young

20/01/21

|  |  |
| --- | --- |
| *Use case name* | Host can create a virtual room |
| *Participating actors* | Host/DJ  Spotify |
| *Flow of events:*  *Normal flow* | 1. Host enters url of application 2. Host lands on landing page 3. The host clicks “create room” button 4. The customer is redirected to spotify to login 5. The customer logs into spotify 6. The customer is redirected back to application 7. The host sees a new room with no customers in and is shown a QR code to allow users to join. |
| *Flow of events:*  *Alternative flow* |  |
| *Pre-condition* | N/A first step |
| *Post-condition* | A virtual room has been created. |

## Hosting

|  |  |
| --- | --- |
| *Use case name* | Domain name hosting |
| *Participating actors* | Customer  Google Cloud |
| *Flow of events:*  *Normal flow* | 1. User enters url (alltunes.studio) 2. User is presented with the landing page of the application |
| *Flow of events:*  *Alternative flow* |  |
| *Pre-condition* | N/A first step |
| *Post-condition* | Customer is on the landing page and can choose to host or join a room. |

|  |  |
| --- | --- |
| *Use case name* | Host - loading page |
| *Participating actors* | Customer |
| *Flow of events:*  *Normal flow* | 1. User clicks “host a room” 2. The user is redirected to a loading page, where they will wait for the room to be create 3. This should show some sort of loading wheel, to show the user progress |
| *Flow of events:*  *Alternative flow* |  |
| *Pre-condition* | User is in the landing page |
| *Post-condition* | The user will end in the hostroom |

|  |  |
| --- | --- |
| *Use case name* | Customer can join room remotely |
| *Participating actors* | Customer |
| *Flow of events:*  *Normal flow* | 1. Customer clicks “join a room” 2. Customer joins |
| *Flow of events:*  *Alternative flow* |  |
| *Pre-condition* | Host has created the room and has given them the room key. |
| *Post-condition* | The user will end in the hostroom |

|  |  |
| --- | --- |
| *Use case name* | Customer can join room remotely |
| *Participating actors* | Customer |
| *Flow of events:*  *Normal flow* | 1. Customer clicks “join a room” 2. Customer joins |
| *Flow of events:*  *Alternative flow* |  |
| *Pre-condition* | Host has created the room and has given them the room key. |

## QR Code

|  |  |
| --- | --- |
| *Use case name* | User can join the room by scanning QR code from participating customer |
| *Participating actors* | Customer(1)  Customer(2) |
| *Flow of events:*  *Normal flow* | 1. Customer(1) is already in the room Customer(2) wants to join 2. Customer(2) scans the QR code from Customer(1)’s device 3. Customer(2) joins the same room as Customer(1) |
| *Flow of events:*  *Alternative flow* |  |
| *Pre-condition* | Room is already created and Customer(1) has joined the room. |

|  |  |
| --- | --- |
| *Use case name* | User can join the room by scanning QR code from the host |
| *Participating actors* | Customer(1)  DJ/Host |
| *Flow of events:*  *Normal flow* | 1. DJ has created the room 2. Customer(1) scans the QR code from the DJ/Hosts device 3. Customer(1) joins the room hosted by the DJ |
| *Flow of events:*  *Alternative flow* |  |
| *Pre-condition* | The DJ has created the room |

## Data and music management

|  |  |
| --- | --- |
| *Use case name* | User shares Spotify data. |
| *Participating actors* | Spotify  Host  Customer |
| *Flow of events:*  *Normal flow* | 1. After the host joins a virtual room their top tracks are sent to AllTunes 2. The host is shown a host view of the room 3. The suggested tracks in the center are updated with the host’s tracks. |
| *Flow of events:*  *Alternative flow* | 1. After the customer joins a virtual room their top tracks are sent to AllTunes 2. The customer is shown a customer view of the room 3. The suggested tracks in the center are updated with the customer’s tracks. |
| *Pre-condition* |  |
| *Post-condition* | The top tracks in the room will be updated |