Reuso de Software

Eng. de Software

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Feature 1 – Login

Description: This use case describe flow to login/logoff in system

1.1 – Login – Main Flow

Description: The user tell your correct data to login run well.

User Action: Tell email and password and click in "login".

System State: The login page is open.

System Response: The system open the main page

1.1 – Login – Alternative Flow

Description: The user tell incorrect data.

User Action: Tell incorrect email and password and click in "login".

System State: The login page is open.

System Response: The system show error message.

1.1 – Login – Social Network

Description: The user choose your favorite social network among Facebook, Twitter and Google + to login in system.

User Action: Tell correct email and password and click in "login".

System State: The login page is open.

System Response: The system open the main page.

1.2 – Logout – Main Flow

Description: Logoff system

User Action: Click in "logoff" button.

System State: The user is logged in system at Home section.

System Response: The user's session is ended and the system show login page.

Feature 2 – Project

Description: This use case describe flow to register project, activity and resources of activities in system.

P.s: To step occurs, we're accept the role of user is Manager.

2.1 – Register Project – Main Flow

Description: The user tell general info about project.

User Action:

1. The user click in "Register Project" button.
2. Tell to system the info about project.

System State: The project page is open.

System Response: The system show fields about project to fill it by user.

2.1 – Register Project – Alternative Flow

Description: The user tell incorrect data.

User Action:

1. The user click in "Register Project" button.
2. Tell to system incorrect info about project or don't input some information

System State: The project page is open.

System Response:

1. The system show error message.
2. The system don't allow create the project

2.2 – Project List – Main Flow

Description: The user case describe how user see the project list stored in system.

User Action: The user click in "Show all project" button.

System State: The Home page is open.

System Response: The system show all projects created.

2.3 – Add Activity – Main Flow

Description: The user case describe how user insert a new activity in project.

User Action:

1. The user click in "Show all project" button.
2. The user select the project.
3. The user click in "Add new activity" button.
4. The user tell the info about activity like owner, estimated hours and description.

System State: The Project page is open.

System Response: The system add a new activity in selected project.

2.3 – Add Activity – Alternative Flow

Description: The user case describe how user don't get insert a new activity in project.

User Action:

1. The user click in "Show all project" button.

2. The user select the project.
3. The user click in "Add new activity" button.
4. The user tell incorrect info about activity or don't input some field.

System State: The Project page is open.

System Response: The system add a new activity in selected project.

2.4 – Activity List – Main Flow

Description: The user case describe how user see the all activities from selected project.

User Action:

1. The user click in "Show all project" button.
2. User select one project displayed in the list
3. User click in "Show All Activity" button to show activities.

System State: The project page is open.

System Response: The system show all activities from this project.

Feature 3 - Activity Time Manager

3.1 – Assign Estimated Time Of An Activity – Main Flow

Description: This use case refers to the assignment of a value that represents the estimated conclusion time of an activity.

User Action: Set the estimated time in hours and minutes inside a text field.

System State: System shows the activity time menu.

System Response: System shows the estimated time beside the activity link.

3.1 – Assign Estimated Time Of An Activity – Alternative Flow

Description: The user entesrs invalid values for the time field.

User Action: Set the estimated time in hours and minutes inside a text field.

System State: System shows the activity time menu.

System Response: System shows an error message about when a invalid value is given.

Feature 4 - Resources

4.1 – Humans – Main Flow

Description: This use case refers to the system action of listing to a registered employee the projects assigned to it, when it logs the system.

User Action: The user logs in the system.

System State: System gathers information about the projets related to the current logged user from a database, to show the user's projects and activities.

System Response: System shows a list containing all the projects and activities assigned for the current logged user on the main page.

4.2 – Materials – Main Flow

Description: This use case refers to the system action of listing to all resources available for user to use.

User Action:
1. The user logs in the system.
2. Click in "View all resources" button.
3. Check "available" box

System State: System gathers information about the resources (not) available to user use.

System Response: System shows a list containing all the resources available.

Feature 5 - Files

5.1 – Documents – Main Flow

Description: This use case refers to the system action of upload a document to guide user in task.

User Action:
1. The user logs in the system.
2. Click in "View Documents" button

System State: The Document's page is open.

System Response: System shows all documents storage and available in database to user.

5.2 – Media – Main Flow

Description: This use case refers to the system action of view and upload a media to guide user in task or relate a bug.

User Action:
1. The user logs in the system.
2. Click in "View Media'" button

System State: The Media's page is open.

System Response: System shows all documents, photos, audios and memo cards storage and available in database to user.

5.3 – Binary – Main Flow

Description: This use case refers to the system action of upload a code to store in system.

User Action:
1. The user logs in the system.
2. Click in "View Codes" button

System State: The Code's page is open.

System Response: System shows all codes storage and available in database to user.