**USE CASES DOCUMENT**

**Group 10**

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1. **Use Case Id = 1**

**Use Case Name = Sign In**

**Created By = Group 10**

**Actor: User**

**Description:**

The user clicks on the Sign In button, in order to sign in into his account which will allow him to further run the application.

**Pre Conditions:**

User should have installed the application.

**Post Conditions:**

A new window should appear that will show that user has logged in.

**Normal Flow:**

User will type his username in the text box, on the interface. Then he will click ‘Sign In’ button. Internally, there will be a check in database if the username exists or not. If it does, then the respective account will be activated. And the person will continue with app, while running through his account.

**Alternative Flow:**

If the user is new, i.e. without an account, the interface will ask him to make an account. He will have to then click the ‘Sign Up’ button to create his account. A new window will appear that will ask for a username, which will then be chosen by the username. There will be a check for username. If that username is not repeated, then account will be created and the user will be notified, otherwise he will be asked to try again. The username and account details will be added to the android built in SQL database. Once the account is made, he will able to login and continue.

**Requirements:**

User must know his username, in order to login.

If he is new, then his username should be valid.

1. **Use Case Id = 2**

**Use Case Name = Learning**

**Created By = Group 10**

**Actor: User**

**Description:**

A list of words is displayed in the category chosen. User then clicks on any word. A dialogue box appears which displays the word in English, in Pashto and a button that has ‘Pronunciation’ written on it. When he will click it, he will be able to listen to the words pronunciation.

**Pre Conditions:**

User should have opened a category of words.

**Post Conditions:**

User will get to know the translated Pashto word and pronunciation of the respective English word.

**Normal Flow:**

The list of words is stored in the in-built android SQL database. On the interface, these words are in the form of a list. An adapter is used to connect these words in the database. For each English word, its respective Pashto word and pronunciation in Pashto are stored in the database. When user clicks on any word, the word’s index will be taken to the database, from where the details are collected and then displayed in the form of a dialogue box.

**Alternative Flow:**

None

**Requirements:**

User must click on a word, given the list of words.

1. **Use Case Id = 3**

**Use Case Name = Unlocking Levels**

**Created By = Group 10**

**Actor: User**

**Description:**

When the user completes learning of a module, he must pass a quiz at the end of that module to unlock a level.

**Pre Conditions:**

User should have passed quiz of the previous module.

**Post Conditions:**

User will be notified that he has succeeded in unlocking another level and words of that unlocked level will be displayed.

**Normal Flow:**

When a user creates his account, his achieved points are also stored then to keep record of his unlocked levels. Each module has a quiz at its end, for giving points to the user. When he attempts the quiz, his points are stored in the database, and then compared with the passing marks of that particular quiz. If user passes that quiz, then his points will be recorded in the database and he will be notified about the unlocked level. All the levels, except the most basic one, are locked at start of the application. But in this way, user can unlock them. In this way, it can be made sure that user learns Pashto.

**Alternative Flow:**

None

**Requirements:**

User must learn all the Pashto words in the previous module.

User must attempt quiz of the previous module and gain at least passing marks.

1. **Use Case Id = 5**

**Use Case Name = Blinking Colors**

**Created By = Group 10**

**Actor: User**

**Description:**

The users can test their learning on colours (in Pushto) by playing this game.

**Pre Conditions:**

User should have clicked the “Take Quiz” button

**Post Conditions:**

A new window will appear with the first question, showing that the game has begun.

**Normal Flow:**

The background colour of the display screen will change to one uniform colour, which the user will be expected to guess correctly. A number of options for the correct answer will be displayed as buttons. User will select the correct answer from the displayed options on the screen, by clicking on it. After the user has answered one question, the screen will be automatically changed by the system to display another colour as the background. On the back end (internally), there will be a check in system to determine whether the answer is correct or not, and the user score will be updated accordingly.

When the user clicked the “Play” button, the timer for the game starts. The game will continue for a pre-defined time limit, after which the game ends. When the game ends, the game-score and a message is flashed on the screen for the user, after which the screen will change to display two buttons “Play Again” and “Proceed to next lesson”. If the user clicks on “Play Again”, the game will be restarted. If the user clicks on “Proceed to next lesson”, the next tutorial will be ‘unlocked’.

**Alternative Flow:**

If the user presses the “Help” button, the screen display will change to the Instructions page, on which there will be short write-ups on How to Play, Scoring, etc., all meant to aid the user. Alongside the information, a “Back” button will be displayed, and the user will have to click that to go back to the game main menu. The users can view the Instruction page for however long they need to.

If the user presses the “Exit” button, the game ends, and the window closes.

**Requirements:**

The user would be expected to have enough knowledge on colours in Pushto, in order to play well.

1. **Use Case Id = 7**

**Use Case Name = Moving Animal Game**

**Created By = Group 10**

**Actor: User**

**Description:**

The users can test their learning on animals (in Pushto) by playing this game.

**Pre Conditions:**

User should have clicked the “Take Quiz” button

**Post Conditions:**

A new window will appear with the first question, showing that the game has begun.

**Normal Flow:**

The user display screen will change to display an animal name and a set of moving animals. The user will be required to correctly identify the animal name with its picture, by clicking on the correct animal. After the user has answered one question, the screen will be automatically changed by the system to display another animal name and set of moving animals. On the back end (internally), there will be a check in system to determine whether the answer is correct or not, and the user score will be updated accordingly.

When the user clicked the “Play” button, the timer for the game starts. The game will continue for a pre-defined time limit, after which the game ends. When the game ends, the game-score and a message are flashed on the screen for the user, after which the screen will change to display two buttons “Play Again?” and “Proceed to next lesson”. If the user clicks on “Play Again”, the game will be restarted. If the user clicks on “Proceed to next lesson”, the next tutorial will be ‘unlocked’.

**Alternative Flow:**

If the user presses the “Help” button, the screen display will change to the Instructions page, on which there will be short write-ups on How to Play, Scoring, etc., all meant to aid the user. Alongside the information, a “Back” will be displayed, and the user will have to click that to go back to the game main menu. The users can view the Instruction page for however long they need to.

If the user presses the “Exit” button, the game ends, and the window closes.

**Requirements:**

The user would be expected to have enough knowledge on animals in Pushto, in order to play well.