

Use Case Description

The Happy Pig Company

Punch in/out Use Case

ITEM	VALUE														
Use Case	Punch in/out														
Summary	An employee is able to register a time stamp at which the employee started/ender the work														
Actor	Employee														
Precondition	The employee must be registered in the system in order to punch														
Base Flow (BF)	<table><tr><th>Actor</th><th>System</th></tr><tr><td>1. Employee decides to punch in/out</td><td></td></tr><tr><td>2. Employee enters his/her credentials</td><td></td></tr><tr><td>3.</td><td>System notifies that the registration was successful with the time stamp</td></tr><tr><td>4.</td><td>System sends a text message with the time stamp</td></tr><tr><td>5. Employee receives a text message with the time stamp</td><td></td></tr><tr><td>6.</td><td>System returns to the initial state</td></tr></table>	Actor	System	1. Employee decides to punch in/out		2. Employee enters his/her credentials		3.	System notifies that the registration was successful with the time stamp	4.	System sends a text message with the time stamp	5. Employee receives a text message with the time stamp		6.	System returns to the initial state
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Alternative Flow (AF)	<p>A. (Base Flow 2.) Employee enters invalid (not present in the system) credentials</p> <ol style="list-style-type: none">1. System notifies that the registration of the time could not be performed2. System returns to the initial state after the notification is closed <p>B. (Base Flow 5.) Employee did not receive a text message with the time stamp</p> <ol style="list-style-type: none">1. Employee retries to perform the Base Flow again, and it is successful;<ol style="list-style-type: none">1.1. (Recommendation) Employee informs the manager to check for anomalies2. Employee retries to perform the Base Flow again, with the same result described in step AF - B;<ol style="list-style-type: none">2.1. Employee informs the manager to check for anomalies <p>C. (Facility Employee – fixed: Base Flow 2) Employee enters his/her credentials</p> <ol style="list-style-type: none">1. System notifies that the time is either over the start-time or before the end-time2. Employee selects the reason of him/her being late/early3. (Optional) Employee enters a comment in the comment section4. System notifies that registration was successful5. System sends a text message with the time stamp6. Employee receives a text message with the time stamp and specified reason7. System returns to the initial state; <p>D. (Base flow 2) Employee enters his/her credentials for punch out;</p> <ol style="list-style-type: none">1. Employee is notified that he/she cannot punch out before coming from the break;2. Employee punches out for the break (see Break Registration Use Case);3. Employee retries to punch out successfully -> Base Flow														

Note	After each task performed the system updates the changes; In cases of the terminals used in the facility the text should be big enough so it can be seen from at least 1m distance; In cases of the terminals used in the facility the terminal so be positioned at the main worker entrances of the facility as well as installed at a comfortable height to be used when standing.
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Break Registration Use Case

ITEM	VALUE	
Use Case	Break Registration	
Summary	An employee is able to register to and from the break	
Actor	Employee	
Precondition	1. The employee must be registered in the system in order to go on break; 2. The employee must be punched in in order to go on break	
Base Flow (BF)		Actor
	1.	Employee decides to go on/from break
	2.	Employee enters his/her credentials
	3.	System notifies that the break registration was successful
	4.	System returns to the initial state
Alternative Flow (AF)	A. (Base Flow 2.) Employee enters invalid (not present in the system) credentials	
	3. System notifies that the registration of the break could not be performed	
	4. System returns to the initial state after the notification is closed	
	B. (Base flow 2) Employee enters his/her credentials for punch out;	
	4. Employee is notified that he/she cannot go on/from break before punching in;	
	5. Employee punches in for work (see Punch In/Out Use Case);	
	6. Employee retries to register the break successfully -> Base Flow	
Note	After each task performed the system updates the changes; In cases of the terminals used in the facility the text should be big enough so it can be seen from at least 1m distance; In cases of the terminals used in the facility the terminal so be positioned at the main worker entrances of the facility as well as installed at a comfortable height to be used when standing.	

Manage Employees Use Case

ITEM	VALUE	
Use Case	Manage Employees	
Summary	A manager is able to register/edit/delete an employee	
Actor	Manager	
Precondition	1. The manager must be registered in the system in order to go on break; 2. The manager must be logged in to perform the task	
Base Flow (BF)		Actor
		System
	I.	Adding a new employee
	1.	Selects Register Employee scene
	2.	Changes scene to the Register Employee
	3.	Enter new Employees information
	4.	Submits information
	5.	Check the provided information
	6.	Registers the new employee
	7.	Returns the View Employees scene
	II.	Editing an employee
	1.	Selects View Employees Scene
	2.	Changes scene to the View Employees
	3.	Select the employee to be edited
	4.	Selects the edit option
	5.	Enters the new information about the employee (with exception to the Emp. Id)
	6.	Submits the information
	7.	Checks the validity of the information
	8.	Registers the edits the information about the employee
	9.	Returns the Employee View Scene
	III.	Delete an employee
	1.	Selects the View Employees Scene
	2.	Changes scene to the Employee View
	3.	Selects the delete option
	4.	Prompts a reassuring message
	5.	Confirms to delete the information about the employee
	6.	Deletes the employee from the system
	7.	Returns to View Employees Scene
Alternative Flow (AF)	A. (Base Flow I.5.) An employee with the same Employee Id exits; 1. System prompts the manager with an error message; 2. System returns to Register Employee Scene -> Base Flow I.3.	
Note	After each task performed the system updates the changes; In cases of the terminals used in the facility the text should be big enough so it can be seen from at least 1m distance; In cases of the terminals used in the facility the terminal so be positioned at the main worker entrances of the facility as well as installed at a comfortable height to be used when standing.	

Manage Time Stamps Use Case

ITEM	VALUE	
Use Case	Manage Time Stamps	
Summary	A manager is able to edit/delete a Time Stamp	
Actor	Manager	
Precondition	3. The manager must be registered in the system in order to go on break; 4. The manager must be logged in to perform the task	
Base Flow (BF)		Actor
		System
	I.	Editing a Time Stamp
	1.	Manager Request all the Time Stamps
	2.	Retrieve Registration Use Case Base Flow
	3.	Change View to Time Stamps
	4.	Select the Time Stamp to be edited
	5.	Selects the edit option
	6.	Enters the new information about the Time Stamp (with exception to the Emp. Id)
	7.	Submits the information
	8.	Checks the validity of the information
	9.	System registers the information about the Time Stamp
	10.	Returns the Time Stamps View Scene
	II.	Delete a Time Stamp
	1.	Manager Request all the Time Stamps
	2.	Retrieve Registration Use Case Base Flow
	3.	Changes scene to the View Registration
	4.	Selects the delete option
	5.	Prompts a reassuring message
	6.	Confirms to delete the information about the Time Stamp
	7.	Deletes the Time Stamp from the system
	8.	Returns to View Time Stamp scene
Alternative Flow (AF)		
Note	After each task performed the system updates the changes; In cases of the terminals used in the facility the text should be big enough so it can be seen from at least 1m distance; In cases of the terminals used in the facility the terminal so be positioned at the main worker entrances of the facility as well as installed at a comfortable height to be used when standing.	

Retrieve Registration Use Case

ITEM	VALUE	
Use Case	Retrieve Registration	
Summary	A manager is able to retrieve all the registrations / An employee is able to retrieve personal registrations	
Actor	Employee	
Precondition	<ol style="list-style-type: none"> 1. The manager must be registered in the system in order to go on break; 2. The manager must be logged in to perform the task 3. The Employee must be logged in 	
Base Flow (BF)		Actor
	I.	Manager Retrieve Registrations
	1.	Selects registrations to be retrieved (Employees/Time Stamps)
	2.	Asks the format of the for the file to be downloaded
	3.	Select the specific format (PDF)
	4.	Downloads the requested registrations
	II.	Employee Retrieve Registrations
	1.	Selects the registrations to be retrieved
	2.	Asks the format of the for the file to be downloaded
	3.	Select the specific format (PDF)
	4.	Sends registrations to the email
Alternative Flow (AF)		
Note	After each task performed the system updates the changes; In cases of the terminals used in the facility the text should be big enough so it can be seen from at least 1m distance; In cases of the terminals used in the facility the terminal so be positioned at the main worker entrances of the facility as well as installed at a comfortable height to be used when standing.	