

Table 4.1. Use Case Index Table

Project Name: Virtual Reality---Texting While Driving				
Use Case ID	Use Case Name	Level	Author	Version
UC-002	Experience Loop	Primary task	Nathan Christiansen	0.7
UC-003	Solve Scenario	Subfunction	Nathan Christiansen	0.4
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Table 4.2. Use Case UC-002

Project Name:	
Use Case ID:	UC-002
Use Case Name:	Experience Loop
User Goal:	Experience the experience
Scope:	VR - Texting while Driving
Level:	Primary task
Relevant User Reqs:	UF-B,UF-C,UF-D
Relevant System Reqs:	SF-B-01,SF-B-02,SF-C-01,SF-D-01
Primary Actor:	User
Precondition:	The application is running and on the main menu
Minimal Guarantee:	The user enters the experience
Success Guarantee:	The user finishes the experience
Trigger:	User selects start experience on the main menu
Success Scenario:	Step Actions
	1 The user selects start experience on the main menu
	2 The system begins the experience
	3 The user gains control of the passenger
	4 The user SOLVES SCENARIO
	5 The system continues until the next threshold
	6 The system repeats step 4-5 until the user completes the experience
	7 The system displays a results screen to the user
Extensions:	Branching Scenarios
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Table 4.3. Use Case UC-003

Project Name:	
Use Case ID:	UC-003
Use Case Name:	Solve Scenario
User Goal:	The user makes choices to solve a scenario
Scope:	VR - Texting While Driving
Level:	Subfunction
Relevant User Reqs:	UF-A
Relevant System Reqs:	SF-A01
Primary Actor:	User
Precondition:	The user is in the experience and has not failed
Minimal Guarantee:	The default solution is chosen
Success Guarantee:	The user's solution is chosen
Trigger:	The user reaches a scenario threshold
Success Scenario:	Step Actions
	1 The user reaches a scenario threshold
	2 The system presents a scenario involving a dangerous situation
	3 The user selects a solution presented by the scenario
	4 The system enters a success state for the scenario
Extensions:	Branching Scenarios
3A	Condition: The user selects an incorrect solution or does not enter within the allotted time
	Step Actions
	1 The system enters a fail state for the scenario
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