

Use Case Name

<Brief description. Usually a paragraph or less.>

Verify Identity: Using for the gamification system only with the related university students.

Actors

<A list of the Actors who communicate with these Use Cases>

Student

Priority

<How important is this Use Case to the project?>

High level importance: Information of this use case provides the user accessibility of this platform and its properties.

Status

<What point are we in developing this Use Case?>

Security point

Pre-Conditions

<A list of conditions that must be true before the Use Case starts>

Having a valid student e-mail and password as a student.

Post-Conditions

<A list of conditions that must be true when the Use Case ends, no matter which Scenario is executed.>

Acceptance of student e-mail and password.

Extension/Extends Points

<If the Use Case has extension points, list them here.>

There is no extension point.

“Uses/Include” Use Cases

<If the Use Case uses other Use Cases, list them here.>

Enter HSHL E-Mail Information.

Use Case Name

<Brief description. Usually a paragraph or less.>

Browse Upcoming Challenges: Using for some events/challenges aimed to going out of the students' comfort zone.

Actors

<A list of the Actors who communicate with these Use Cases>

Student

Priority

<How important is this Use Case to the project?>

Medium level importance: This use case provides students with obtaining more chances from the outside events but directly related to the university success.

Status

<What point are we in developing this Use Case?>

Getting Degree and Score from the gamification system according to these values will be collected. (This data is related on "Ability of thinking globally" which will play an impact role on evaluating total score of the student.)

Pre-Conditions

<A list of conditions that must be true before the Use Case starts>

Acceptance of student e-mail and password.

Post-Conditions

<A list of conditions that must be true when the Use Case ends, no matter which Scenario is executed.>

At least one of these information: "Seminar", "Summer School" and "Language Exams" should be entered.

Extension/Extends Points

<If the Use Case has extension points, list them here.>

Seminar, Summer School, Language Exams

"Uses/Include" Use Cases

<If the Use Case uses other Use Cases, list them here.>

Event

Use Case Name

<Brief description. Usually a paragraph or less.>

Enter Achievements: Using for successes of students to be able to improve their successes in the future.

Actors

<A list of the Actors who communicate with these Use Cases>

Student

Priority

<How important is this Use Case to the project?>

High level importance: Information of this use case provides the user more interacting with the classes, projects etc.

Status

<What point are we in developing this Use Case?>

Getting Degree and Score from the gamification system according to these values will be collected. (This data is related on “Ability of improving oneself in a certain field” which will play the highest impact role on evaluating total score of the student.) Making inferences on graduation projects will be obtained from this use case.

Pre-Conditions

<A list of conditions that must be true before the Use Case starts>

Acceptance of student e-mail and password.

Post-Conditions

<A list of conditions that must be true when the Use Case ends, no matter which Scenario is executed.>

At least one of these information: “Done Internships”, ”Received Awards”, “Developed Projects”. ”Received Grade Y” **and** “Attended Course X” **should be entered.**

Extension/Extends Points

<If the Use Case has extension points, list them here.>

“Done Internships”, ”Received Awards”, “Developed Projects”. ”Received Grade Y” **and** “Attended Course X”

“Uses/Include” Use Cases

<If the Use Case uses other Use Cases, list them here.>

There is no include use cases.

Use Case Name

<Brief description. Usually a paragraph or less.>

Attend University Clubs: Using for sociability of students to be able to obtain other successes in real-world.

Actors

<A list of the Actors who communicate with these Use Cases>

Student

Priority

<How important is this Use Case to the project?>

Medium level importance: Information of this use case provides the user sociability of this platform. (Student club organizations etc.)

Status

<What point are we in developing this Use Case?>

Getting Degree and Score from the gamification system according to these values will be collected. (This data is related on “Sociability of a student in university” which will play the medium impact role on evaluating total score of the student.) Making inferences on book, project research themes will be partly obtained from this use case.

Pre-Conditions

<A list of conditions that must be true before the Use Case starts>

Acceptance of student e-mail and password.

Post-Conditions

<A list of conditions that must be true when the Use Case ends, no matter which Scenario is executed.>

At least one of these information: “Found a New Friend”, **and** “Attended Club Organization” **should be entered.**

Extension/Extends Points

<If the Use Case has extension points, list them here.>

“Found a New Friend”, **and** “Attended Club Organization”

“Uses/Include” Use Cases

<If the Use Case uses other Use Cases, list them here.>

There is no include use cases.

Use Case Name

<Brief description. Usually a paragraph or less.>

Visit Library: Using for increasing library usage of students to be able to easily share their ideas to the world.

Actors

<A list of the Actors who communicate with these Use Cases>

Student

Priority

<How important is this Use Case to the project?>

High level importance: Information of this use case provides the user research ability of this platform.

Status

<What point are we in developing this Use Case?>

Getting Degree and Score from the gamification system according to these values will be collected. (This data is related on “Searching ability of a student in university” which will play the high impact role on evaluating total score of the student.) Making inferences on browsed books, e-books, usage of e-learning videos, graduation project research themes will be directly obtained from this use case.

Pre-Conditions

<A list of conditions that must be true before the Use Case starts>

Acceptance of student e-mail and password.

Post-Conditions

<A list of conditions that must be true when the Use Case ends, no matter which Scenario is executed.>

At least one of these information: “Read books”, “Browsed dictionaries” and “Watched Academical CD/DVD” should be entered.

Extension/Extends Points

<If the Use Case has extension points, list them here.>

“Read books”, “Browsed dictionaries” **and** “Watched Academical CD/DVD”

“Uses/Include” Use Cases

<If the Use Case uses other Use Cases, list them here.>

There is no include use cases.