

## Student Check-In Use Case

(adapted by Pressman and Maxim, *Software Engineering: A Practitioner's Approach*, pp. 151-152, from Cockburn, A., *Writing Effective Use-Cases*, Addison-Wesley, 2001)

<b>Use Case:</b>	Student check-in on mobile device
<b>Primary Actor:</b>	Student
<b>Goal in Context:</b>	To log the activity that the student is engaging in
<b>Preconditions:</b>	Student must have appropriate email and password; system is fully configured
<b>Trigger:</b>	The student arrives at the location where they will be civically engaging
<b>Scenario:</b>	<ol style="list-style-type: none"><li>1. The student logs onto application with husky email and password</li><li>2. The system displays buttons with major functions</li><li>3. The student selects "Check-In" from the buttons</li><li>4. The system displays possible civic engagement categories</li><li>5. The student selects a category or creates their own</li><li>6. The system displays possible community partners</li><li>7. The student selects a community partner or creates their own</li><li>8. The system displays possible locations</li><li>9. The student selects the location of a community partner or creates their own</li><li>10. The student selects the "Done" button</li></ol>
<b>Exceptions:</b>	<ol style="list-style-type: none"><li>1. Login fails because email and/or password is incorrect, see use case <i>Student Log In</i></li><li>2. Student doesn't input a community partner or location – system displays appropriate error</li></ol>
<b>Priority:</b>	High priority
<b>When available:</b>	First release
<b>Channel to actor:</b>	Via mobile device browser
<b>Secondary Actor:</b>	System administrator, student's peer leader
<b>Channels to Secondary Actors:</b>	System administrator and peer leader – through PC or mobile device browser
<b>Open Issues:</b>	<ol style="list-style-type: none"><li>1. How will items be prepopulated?</li><li>2. Will the system remember custom inputs?</li></ol>