## **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)*

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| **Use Case:** | Student check-in on mobile device |
| **Primary Actor:** | Student |
| **Goal in Context:** | To log the activity that the student is engaging in |
| **Preconditions:** | Student must have appropriate email and password; system is fully configured |
| **Trigger:** | The student arrives at the location where they will be civically engaging |
| **Scenario:** | 1. The student logs onto application with husky email and password 2. The system displays buttons with major functions 3. The student selects “Check-In” from the buttons 4. The system displays possible civic engagement categories 5. The student selects a category or creates their own 6. The system displays possible community partners 7. The student selects a community partner or creates their own 8. The system displays possible locations 9. The student selects the location of a community partner or creates their own 10. The student selects the “Done” button |
| **Exceptions:** | 1. Login fails because email and/or password is incorrect, see use case *Logging in* 2. Student doesn’t input a community partner or location – system displays appropriate error |
| **Priority:** | High priority |
| **When available:** | First release |
| **Channel to actor:** | Via mobile device browser |
| **Secondary Actor:** | System administrator, student’s peer leader |
| **Channels to Secondary Actors:** | System administrator and peer leader – through PC or mobile device browser |
| **Open Issues:** | 1. How will items be prepopulated? 2. Will the system remember custom inputs? |