## **BINGE BUDDY**

# Use Case Specification

#### Submitted to:

Asst. Prof. Ma. Rowena C. Solamo
Faculty Member
Department of Computer Science
College of Engineering
University of the Philippines, Diliman

Submitted by: Pineda, Lance Dominic M. Sison, Abelardo III P. Jose, Giovan Samuel R.

In partial fulfillment of academic requirements for the course
CS 191 Software Engineering I of the
1st Semester, AY 2019-2020

This work is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License.

System: Binge Buddy System
Page 1
Version: 1.0
Group: Group 8

#### Unique Reference:

The documents are stored in the <a href="https://github.com/Riler4899/Cs-191-Show-Tracker">https://github.com/Riler4899/Cs-191-Show-Tracker</a> referenced with BingeBuddy-5.0-Give feedback.pdf.

#### Document Purpose:

The purpose of this document is to define the Use Cases and to identify the scenarios that occur within the specified use

## Target Audience:

The target audience are users who wish to know each functions featured in the application being developed

#### Revision Control:

Revision	Person Responsible	Version	Modification
Date		Number	
09/21/2019	Pineda, Lance Dominic M.	1.0	Initial Document; Version number should match the one found in the footer.
09/23/19	Pineda, Lance Dominic M.	1.1	Added ER Diagram and Swimlane Model

System: Binge Buddy System
Page 2
Version: 1.0
Group: Group 8

*Use-Case Name*: 5.0 Give Feedback

**Description:** This Use Case is for taking in comments and suggestions the users may have. The users

would want the most of their application, which would compel them to critique the app. This Use Case would also account for any complaints that the users may have about the

system in general.

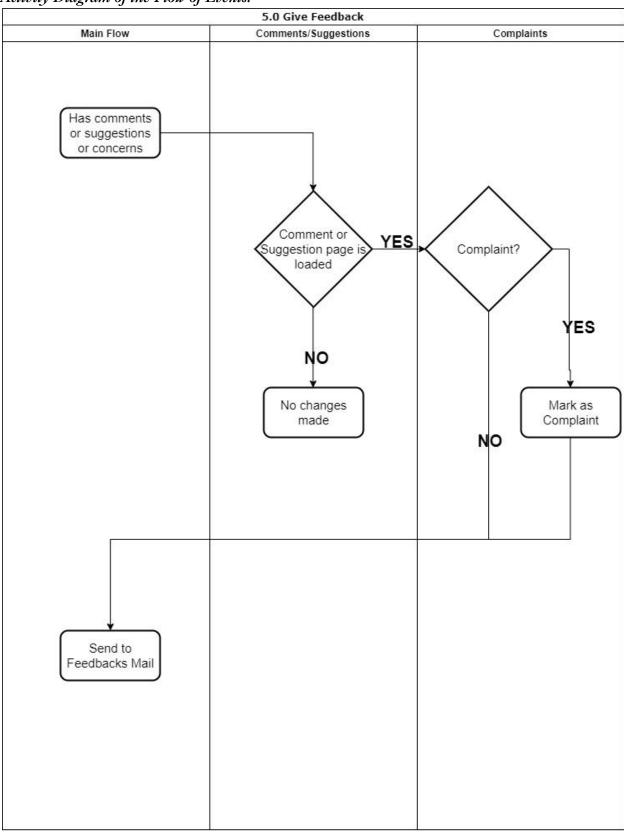
**Preconditions:** NONE

### Flow of Events:

Scenario Name	Description	
Scenario 1 (Basic Flow) User has comments and suggestions	<ol> <li>If the user has any comments or suggestions, they navigate to a text box on the app for comments and suggestions</li> <li>After detailing their message, they can submit the form via a submit button.</li> <li>The message will get sent into the developer mailbox to be read by the developers.</li> </ol>	
Scenario 2 User would like to file a complaint	<ol> <li>If the user has any grievances with the app, they can bring it up at the same text box as the comments and suggestions box.</li> <li>There will be a button signalling that it is an immediate concern; clicking the button will label the message as such.</li> <li>The message will be sent into the developer mailbox to be read and acted upon by the developers.</li> </ol>	

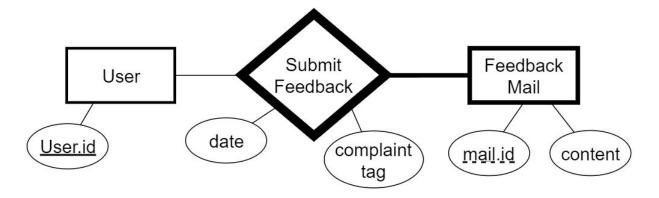
System: Binge Buddy System
Page 3
Version: 1.0
Group: Group 8

Activity Diagram of the Flow of Events:



System: Binge Buddy System
Page 4
Version: 1.0
Group: Group 8

## Other Diagram:



Postcondition: NONE

Relationships: Submit Feedback

Special Requirements: NONE

Page 5 System: Binge Buddy System Version: 1.0 Group: Group 8