Use Cases

for

JustJio

Version 1.0 approved

Prepared by

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Revision History

Name	Date	Reason For Changes	Version
Cheung Zhi Heng	28/8/2022	First Draft	1.0

Use Cases

Use Case ID:	REG1		
Use Case Name:	Register		
Created By:	Cheung Zhi Heng	Last Updated By:	
Date Created:	28/08/2022	Date Last Updated:	

Actor:	User
Description:	First time users can register for an account by clicking on the button 'Register'. Being a registered user, they will be able to manage rooms and monitor their transaction history and games history.
Preconditions:	The user should not have registered an account previously.
Postconditions:	The user has successfully created the account and logged in.
Priority:	High
Frequency of Use:	Low
Flow of Events:	1. User clicks on 'Sign Up' button. 2. RegistrationUI displays registration form to User. 3. User inputs username, password, phone number and email address. 4. RegistrationUI sends account details to System. 5. System checks whether information submitted is sufficient and valid. 6. System stores User's details in UsersList database. 7. User is logged in and goes to JustJioMainUI page.

Alternative Flows:	REG1-AF-S3 If username is taken by another user:
	    1. System displays "Username already exists. Please use another username.".
	    2. System returns to Step 2.
	 REG1-AF-S3 If password do not meets the requirements:
	    1. System displays "Passwords do not match requirements.".
	    2. System returns to Step 2.
	 REG1-AF-S3 If email address is invalid:
	    1. System displays "Please enter a valid email address.".
	    2. System returns to Step 2.
	 REG1-AF-S3 If phone number is non-verifiable:
	    1. System displays "Please enter a valid phone number.".
	    2. System returns to Step 2.

Exceptions:	Nil
Includes:	Nil
Special Requirements:	Nil
Assumptions:	1. User should connect to the Internet when registering.
Notes and Issues:	Nil

Use Case ID:	L1	
Use Case Name:	Login	
Created By:	Loh Sijing Aloysius	Last Updated By:
Date Created:	28/08/2022	Date Last Updated:

Actor:	User
Description:	User must log in to access features of the application
Preconditions:	User has registered for an account
Postconditions:	User has logged in
Priority:	High
Frequency of Use:	High
Flow of Events:	1. User clicks on "Sign In" button. 2. LogInUI displays log in form to User. 3. User inputs username and password in text boxes and submits by clicks on "Login" button. 4. LogInUI sends account details to System. 5. System verifies the User's credentials from the UsersList database. 6. User is logged in and goes to JustJioMainUI page.

Alternative Flows:	L1-AF-S1 If username not found:
	    1. LogInUI displays "Incorrect username or password".
	    2. System returns to Step 1.
	L1-AF-S1 If incorrect password is entered:
	    1. LogInUI displays "Incorrect username or password".
	    2. System returns to Step 1.

Exceptions:	Nil
Includes:	Nil
Special Requirements:	Nil
Assumptions:	1. User is connected to the Internet
Notes and Issues:	Nil

Use Case ID:	RF1	
Use Case Name:	Room Features	
Created By:	Cheung Zhi Heng	Last Updated By:
Date Created:	31/08/2022	Date Last Updated:

Actor:	User
Description:	User will be able to use the various room features.
Preconditions:	User must have logged in to use this feature.
Postconditions:	User will be able to view the different room features.
Priority:	High
Frequency of Use:	Medium
Flow of Events:	1. User logs in 2. User is at the home page.
Alternative Flows:	
Exceptions:	Nil
Includes:	Create Room Join Room Send Notification
Special Requirements:	Nil
Assumptions:	1. User is connected to the Internet.
Notes and Issues:	Nil

Use Case ID:	CR1		
Use Case Name:	Create Room		
Created By:	Loh Sijing Aloysius	Last Updated By:	
Date Created:	28/08/2022	Date Last Updated:	

Actor:	User
Description:	User creates a room for the event being hosted
Preconditions:	User must have logged in
Postconditions:	System displays the room that the user has created
Priority:	High
Frequency of Use:	Medium
Flow of Events:	1. User clicks on the "Create Room" button. 2. User receives form to input event details. 3. User enters the name, date, time, venue of the event, and list of usernames of the Users to be invited. 4. JustJioMainUI sends event details to System. 5. System stores event details in RoomsList database. 6. System sends invitations to users who are invited.
Alternative Flows:	Nil
Exceptions:	Nil
Includes:	Send Notification
Special Requirements:	Nil
Assumptions:	1. User is connected to the Internet
Notes and Issues:	Nil

Use Case ID:	JR1	
Use Case Name:	Join Room	
Created By:	Loh Sijing Aloysius	Last Updated By:
Date Created:	28/08/2022	Date Last Updated:

Actor:	Users
Description:	User join a room which have been created by a host.
Preconditions:	User must have logged in and received an invitation to the room for the event
Postconditions:	User will have access to the room
Priority:	High
Frequency of Use:	Medium
Flow of Events:	1. User clicks on the "Room Invitations" button. 2. JustJioMainUI displays the list of room invitations the User is added to. 3. User either accepts or declines the invitation sent by the Host. 4. System adds User into the room by storing User in the RoomsList database.
Alternative Flows:	JR1-AF-S1 If User declines the invitation to the room: 1. System requests for User to enter reason for declining invitation. 2. Invitation is dismissed. 3. System notifies Host.
Exceptions:	Nil
Includes:	Nil
Special Requirements:	Nil
Assumptions:	1. User is connected to the Internet
Notes and Issues:	Nil

Use Case ID:	MB1		
Use Case Name:	Manage Bill		
Created By:	Cheung Zhi Heng	Last Updated By:	
Date Created:	31/08/2022	Date Last Updated:	

Actor:	User
Description:	User is able to access the various features of managing bill.
Preconditions:	User is logged in to the application.
Postconditions:	User is shown and chooses what feature of bill management that the user want to use.
Priority:	High
Frequency of Use:	High
Flow of Events:	1. User will click on the "Manage Bill" button. 2, System will display the different options the user can use under "Manage Bill".
Alternative Flows:	NIL
Exceptions:	NIL
Includes:	Split Bill Pay Bill Send Notification
Special Requirements:	NIL
Assumptions:	1. User is connected to the Internet.
Notes and Issues:	NIL

Use Case ID:	SB1		
Use Case Name:	Split Bill		
Created By:	Cheung Zhi Heng	Last Updated By:	
Date Created:	31/08/2022	Date Last Updated:	

Actor:	User
Description:	When the event has finished, every user will be notified of the amount they need to pay to other users.
Preconditions:	User is logged in to the application and is currently a room.
Postconditions:	User is able to see the amount that the user owes to the host or other individuals.
Priority:	High
Frequency of Use:	High
Flow of Events:	1. User will click on the "Split Bill" button. 2. System will display list of members in current room 3. User will deselect members who are not to be included in the bill splitting and click the "Confirm" button. 4. System will display text fields (item bought, cost of item) for attendees to enter total cost of items purchased for the event. 5. User will key in the fields and click "Submit". 6. System will generate a list of how much each user owes the other users. 7. User will be able to view personally how much the user owes the other users.

Alternative Flows:	SB1-AF-S3 If item brought is empty:
	    1. System displays "Please fill in an item."
	    2. Return to Step 2
	SB1-AF-S3 If cost of item is empty:
	    1. System displays "Please fill in cost of item.".
	    2. Return to Step 2

Exceptions:	NIL
Includes:	NIL
Special Requirements:	NIL
Assumptions:	1. User is connected to the Internet.
Notes and Issues:	NIL

Use Case ID:	PB1		
Use Case Name:	Pay Bill		
Created By:	Cheung Zhi Heng	Last Updated By:	
Date Created:	31/08/2022	Date Last Updated:	

Actor:	User
Description:	User is able to pay the amount that the user owes to other users after the event has ended.
Preconditions:	User is logged in to the application and attended an event.
Postconditions:	System shows a "Paid" button after they have successfully paid to the specific user.
Priority:	High
Frequency of Use:	High
Flow of Events:	1. System will display the list of users which the user owes money to. Each user will have the names of the people and the amount of money the user owes them. 3. User will select the specific user to pay money to. 4. System will connect to the payment API to transfer the money to the user. 4. User clicks on the tick button. 4. System displays a 'Paid' button after payment is made successfully. 5. System updates the list of users the user owes money to.
Alternative Flows:	NIL

Exceptions:	E1. System goes down/Unsuccessful Payment - In the case where the application has system error or there is a bug :
	    1. System displays an error message.
	    2. User will try again and select a specific user to pay money.

Includes:	Send Notifications
Special Requirements:	NIL
Assumptions:	1. User is connected to the Internet.
Notes and Issues:	NIL

Use Case ID:	TH1		
Use Case Name:	View Transaction		
Created By:	Cheung Zhi Heng	Last Updated By:	
Date Created:	31/08/2022	Date Last Updated:	

Actor:	User
Description:	User is able to view the transaction histories that they have made previously in the application.
Preconditions:	User must have logged in to the application and made a transaction previously.
Postconditions:	System displays who and how much they paid for all previous events that the user has participated.
Priority:	Low
Frequency of Use:	High
Flow of Events:	1. User clicks on "Transaction History" button. 2. JustJioMainUI sends request to System. 3. System retrieves transaction history from TransactionList. 4. System sends it back to JustJioMainUI. 5. JustJioMainUI displays transaction history to User. 6. User has option of clicking on each transaction to view more details such as date and event name.
Alternative Flows:	NIL
Exceptions:	NIL
Includes:	NIL
Special Requirements:	NIL
Assumptions:	1. User is connected to the Internet.
Notes and Issues:	NIL

Use Case ID:	PG1		
Use Case Name:	Game Recommendation		
Created By:	Tey Kai Seong	Last Updated By:	
Date Created:	31/08/2022	Date Last Updated:	

Actor:	User
Description:	User is able to access the list of recommended party games.
Preconditions:	User is logged in to the application.
Postconditions:	User is shown and chooses party games that the user want to play.
Priority:	Low
Frequency of Use:	Medium
Flow of Events:	1. User will click on the "Party Games" button. 2, System will display the catalog of up to 30 party games that the user can choose.
Alternative Flows:	NIL
Exceptions:	NIL
Includes:	NIL
Special Requirements:	NIL
Assumptions:	1. User is connected to the Internet.
Notes and Issues:	NIL

Use Case ID:	PS1		
Use Case Name:	Recommend Party Snacks		
Created By:	Tey Kai Seong	Last Updated By:	
Date Created:	31/08/2022	Date Last Updated:	

Actor:	User, Google Maps API
Description:	User is able to access the various nearby party snack options.
Preconditions:	User is logged in to the application.
Postconditions:	User can enter an address and system will then generate a list of options for which users can pick.
Priority:	Medium
Frequency of Use:	Medium
Flow of Events:	1. User will enter address on search field. 2, System will fetch and generate a list of nearby options within a 10km radius from Google Maps API. 3. System will display the price range, postal code and estimated travel time of each option.
Alternative Flows:	NIL
Exceptions:	NIL
Includes:	NIL
Special Requirements:	NIL
Assumptions:	1. User is connected to the Internet. 2. User's device has location service turned on. 3. System is connected to Google Maps API
Notes and Issues:	NIL

Use Case ID:	OD1		
Use Case Name:	Order Delivery		
Created By:	Cheung Zhi Heng	Last Updated By:	
Date Created:	31/08/2022	Date Last Updated:	

Actor:	User, Delivery API
Description:	User will be able to order delivery if they are unable to locate any nearby locations for party snack.
Preconditions:	User is logged in to the application.
Postconditions:	User successfully orders delivery from the application and shows the delivery progress and details in the application.
Priority:	Low
Frequency of Use:	Low
Flow of Events:	1. User will click on the "Recommend Nearby Party Snacks" button. 2, User may choose to click on the "Order Delivery" button. 3. User picks and chooses what to order for delivery as well as timing for delivery. 4. User then checks the information and clicks "Submit" button. 5. System then shows that it is searching for a delivery person to deliver to the user. 6. System shows successful delivery order and shows the delivery details.

Alternative Flows:	OD1-AF-S5: If no delivery person is willing to pick up:
	    1. System displays "Please try again.".
	    2. System returns to Step 4.

Exceptions:	NIL
Includes:	NIL
Special Requirements:	NIL
Assumptions:	1. User is connected to the Internet.
Notes and Issues:	NIL

Use Case ID:	SN1		
Use Case Name:	Send Notification		
Created By:	Tey Kai Seong	Last Updated By:	
Date Created:	5/09/2022	Date Last Updated:	

Actor:	User
Description:	User is able to receive and send notifications.
Preconditions:	User is logged in to the application.
Postconditions:	Users will receive a reminder notification when an event is coming up or a bill is still unsettled.
Priority:	High
Frequency of Use:	High
Flow of Events:	1. User will receive a notification within a time period specified by the host reminding the user about the event. 2. Users can click the send reminder button to remind other users regarding the unsettled bill. 3. System sends a notification to the specified other user.
Alternative Flows:	NIL
Exceptions:	NIL
Includes:	NIL
Special Requirements:	NIL
Assumptions:	1. User is connected to the Internet. 2. User has indicated attendance for an event.
Notes and Issues:	NIL