

Use case name and identifier: U1 - Weekly Email - Sriram Rajaraman

Objective: The server emails the user their recent quiz grade.

**Priority**: Medium **Source**: Teacher

Actors: External Server, User

Flow of Events

1. Basic Flow

1. The server will email the user the most recent quiz grade for each quiz every week.

- 2. Alternative Flow
  - 1. The server will still email the student even if the user did not take a guiz that week.
- 1. If the user takes more than 1 quiz in a week, then the server will send an email of all the new quiz grades and the latest grade of all other quizzes.
- 1.If the server is down for more than two weeks, then when it is back online, it will send one email for each week missed.
- 3. Exceptions None

Includes (other use case IDs): None

**Preconditions**: The user must specify a valid email.

Post conditions: The user receives email with recent quiz scores.

Notes/Issues:

**Special rule:** The email must be sent once a week.

**Use case name and identifier**: U2 - Login - Sriram Rajaraman **Objective**: The user gets authenticated and access to the system.

**Priority:** Medium **Source**: Server

Actors: External Server, User

Flow of Events

- 1. Basic Flow
  - 1. The system will prompt the user to enter username and password.
  - 2. The user enters the correct credentials and has access to the system.
- 2. Alternative Flow
- 2. If the user enters the wrong credentials then the user will be notified and will be prompted again for the username and password.

3. Exceptions - None

Includes (other use case IDs): None

**Preconditions**: The user must have credentials

**Post conditions**: The user has access to the system.

**Notes/Issues:** If the user forgets the credentials then the user must contact the admins. Our system does not provide this feature. The user must find/email the admins themselves.

Special rule:

Use case name and identifier: U3 – Admin Login – John Tayamen

**Objective** – The purpose of this login is the separate the regular users from the admins. Admins or teachers have special abilities that regular users are not supposed to have access too.

Priority - High.

**Source** – Sriram had the idea of having a separate login for admins.

**Actors** – The standard users that have teacher enabled logins. (Teacher)

## Flow of Events

Basic Flow

- 1. The user is prompted to login.
- 2. The user can then use the teacher username and password combination.
- 3. The status of the user will then be elevated to teacher, which has the additional options of U4 and U5.

Alternative Flow

- 1. The user is prompted to login.
- 2. The user does not provide a teacher username and password combination.
- 3. After 3 attempts, the user should be given a message that they have exceeded the maximum number of attempts.

## **Exceptions**

- 1. The user chooses to quit or forgot their login information.
- 2. A request can be sent to the head admin for username and password information.

**Includes** - U4 – Change Grade and U5 – View all User Grades

**Preconditions** – The user must have teacher login information.

**Post conditions** – The actor should have additional options to use U4 – Change Grade and U5 – View all User Grades. Their status should change from user to teacher.

**Notes/Issues** – After logging in as a teacher, should the teacher still have access to the original options as well? It does not appear that way in the diagram.

Use case name and identifier U4 – Change Grade – John Tayamen

**Objective** – The purpose of this use-case is to give teachers an additional option. Change grade gives a teacher the ability to alter the latest grade available from a student on a specific quiz.

**Priority** - Low

**Source** – The entire group had a similar use-case scenario in every diagram.

**Actors** – The actors involved in the use case are the teacher and the external grade server.

### Flow of Events

Basic Flow

- 1. The Actor (Teacher) will be prompted to pick between U4 Change Grade and U5 View all User Grades after the admin login.
- 2. The actor will then be prompted for which student's quiz he/she wants to change.
  - 3. The actor will then select a specific quiz grade to alter.
  - 4. The new grade will be synchronized with the external grade server.

Alternative Flow

- 1. The actor selects a student.
- 2. The student has not taken any quizzes. The teacher will be able to create a grade for that quiz.

## **Exceptions**

1. The actor should always have an option to exit.

**Includes** – U4 does not include any other use-cases.

**Preconditions** – The user must know their teacher username and password and authenticate through U3.

**Post conditions** – A grade of a quiz will be changed and the change will be reflected on the external grade server.

**Notes/Issues** – When should the external grade server be notified of the change.

Use case name and identifier U5 – View all user grades – John Tayamen

**Objective** – U5 will be utilized by a specific actor, the teacher, which extends the user. The teacher will be given the option to see all the quizzes taken by all of the actors stored in the external grade server.

**Priority** – Medium.

**Source** – The entire group came to a consensus that view grades and view all grades should be handled in separate use-cases.

**Actors** - The actors involved in the use case are the teacher and the external grade server.

### Flow of Events

Basic Flow

- 1. The Actor (Teacher) will be prompted to pick between U4 Change Grade and U5 View all User Grades after the admin login.
  - 2. The actor will be prompted with a list of all users after selecting U5.
  - 3. After selecting a user, all the records of quiz grades will be shown.

#### Alternative Flow

- 1. The actor selects U5.
- 2. The actor picks a user, but the user has not taken any quizzes.
- 3. The actor should a message stating that the selected user has no quiz grades.

# **Exceptions**

- 1. The actor selects U5, but there are no users stored on the external grade server.
- 2. There will be a message explain that no quizzes have been taken.

Includes - U5 does not include any other use-cases.

**Preconditions** - The user must know their teacher username and password and authenticate through U3.

**Post conditions** – The actor will be given a list with each user's name and all of that user's grades that are stored in the external grade server.

**Notes/Issues** – When should the external grade server be updated? If a user creates a question, but does not take a quiz, will their information be added to the external grade server?

Use case name and identifier: U6 - Take Quiz - Souraj Chadha

**Objective**: This use case allows users of the system to access and take the quizzes that are stored on the system.

**Priority** - High

**Source** - This use case was decided as necessary by the group for the system to work as specified.

**Actors** - The actors involved in this use case are the two types of users, the student and the teacher.

## Flow of Events

Basic Flow - the user selects take quiz

the user completes the quiz

Exceptions - the user can chose to guit in the middle of a guiz.

Alternate - if no quiz exists the user is given the option to create a quiz.

Includes - none

**Preconditions** - The user must be logged in and a quiz must already exist in the system before the user can choose to take a quiz.

**Post conditions** - The quiz will be logged and recorded by the system and the scores

will be made available to view.

Notes/Issues - Any relevant notes or issues that need to be resolved

Use case name and identifier: U7 - Create Quiz - Souraj Chadha

**Objective** - This use case allows the user to create quizzes as based on the specifications provided.

**Priority** - High

**Source** - This use case was unanimously decided by the group as necessary in order to carry out what was specified.

**Actors** - This use case can be accessed by both the teacher and the student actors.

#### Flow of Events

Basic Flow -

User chooses to create a quiz.

Quiz is created and stored in system for others to access

Alternative Flow - None

Exceptions - None

Includes: U9 - Create Question

**Preconditions** - User must be logged in

Post conditions - The system will have stored the quiz

**Notes/Issues** - There should be a distinction made between creating a quiz and a question if they are different things.

Use case name and identifier U8 - View Grade - Souraj Chadha

**Objective** - The view grade use case allows the user to view their most recent quiz score.

**Priority** - High

**Source** - This use case was decided by the group to be necessary in order to meet the specifications.

**Actors** - All actors present can interact with this use case

# Flow of Events

Basic Flow -

The user chooses view grades after logging in.

The user can see their most recent score.

Alternative Flow -

The user is validated as admin

The user chooses view grades

The user can see everyone's most recent score

Exceptions - None

Includes - None

**Preconditions** - The user must be logged in and have their login validated as regular or admin.

Postconditions - None

Use Case Name and Identifier: U9 - Create Question - Nijiati Muhetaer

**Objective:** User can create questions after they selected Create Quiz options whenever they want or if there are no existing quizzes to choose from.

**Priority:** Medium

Source: Quiz Game system.

Actors: User Flow of Event:

- 1. Basic Flow
  - 1. Initiated when a user chose to create question.
  - 2. Quiz Game system renders the options for creating questions.
- 2. Alternative Flow None
- 3. Exceptions None

Includes: None

**Preconditions:** User is viewing options after they logged into Quiz Game which are, Take Quiz. Create Quiz. and View Grade

**Postconditions:** User is viewing options for making three different types of questions. **Notes:** Use case U9 - Create Question has three functions *Create Multiple Choice* 

Questions, Create Short Answer Questions, Create Code Questions.

**Issues:** There is no specification for saving the created quiz.

Use Case Name and Identifier: U10 – Quite Nijiati Muhetaer

**Objective:** User can quite from the Quiz Game at any time or after they have been presented with their game score.

**Priority**: Primary

Source: Quiz Game System

Actors: User Flow of Events:

### 1. Basic Flow

1. Initiated when user selects quite to end the game.

2. Quiz Game System ends its operation.

## 2. Alternative Flow

- 1. Quiz Game System prompts option for quitting the game after rendering game score to the user.
  - 2. User can decide quite or continue the game.

3. Exception: None

Includes: None

**Extends:** U6 - Take Quiz

**Precondition:** Logged into the Quiz Game System and took quiz and presented with

soce.

**Postcondition:** Quiz Game has stopped operation.

Note Issue: Quite Use case should extends other use case such as

U7- Create Quiz, U8 - View Grade, U9 - Create Question in order to make possible for user to quite the Quiz Game in any moment they prefer.