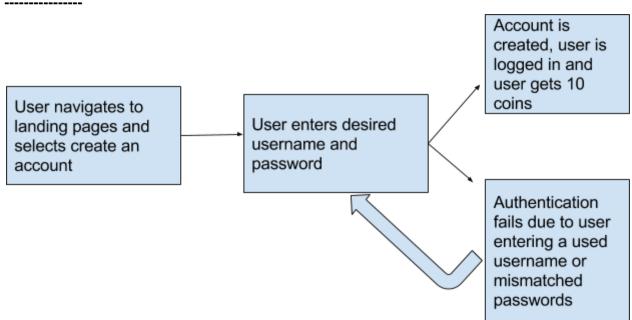
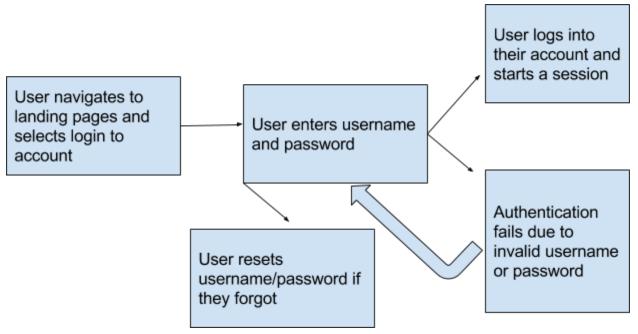
Seth Nute, Andrew Baehre, Tony DiMarco, Amit IshairzaySeth Nute, Andrew Baehre, Tony DiMarco, Amit Ishairzay Intermediate Software Development Group Project Collaborative Music Player

Use case diagrams

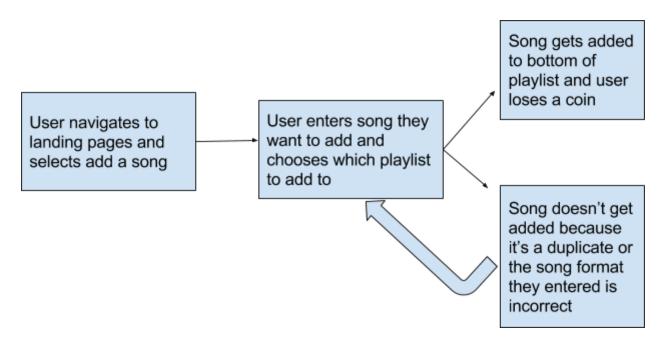
Use Case 1.) User creates an account



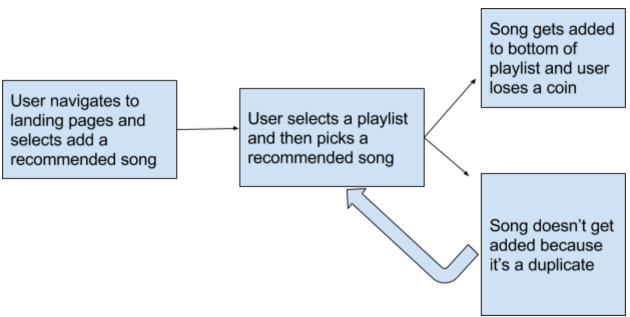
Use Case 2.) User logs into their account



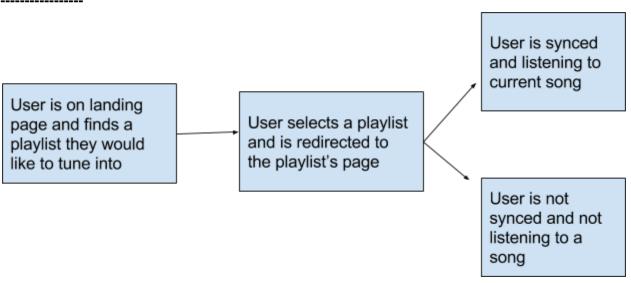
Use Case 3.) User spends a coin to add a song to a playlist



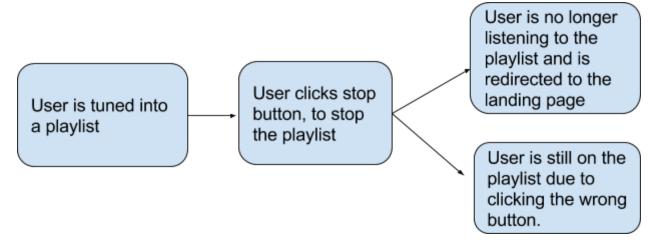
Use Case 4.) User spends a coin to add a recommended song



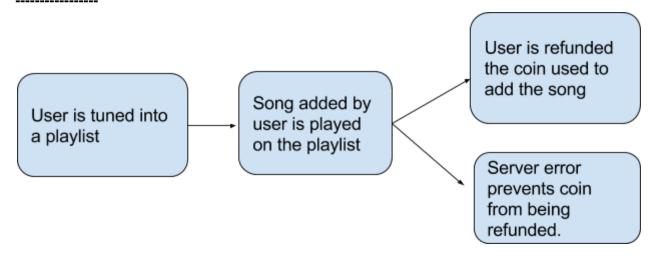
Use Case 5.) User starts tuning into the playlist (listening to whatever is playing)



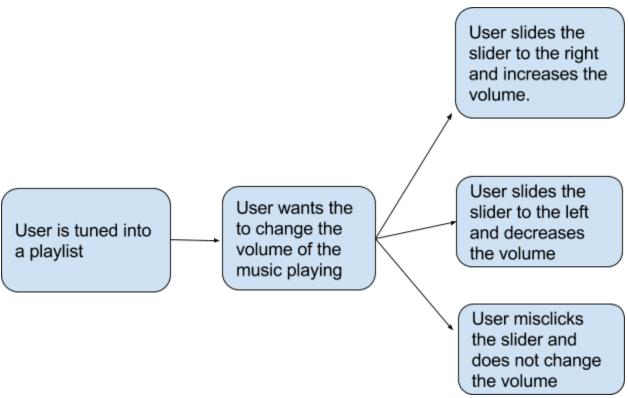
Use Case 6.) User stops tuning into the playlist



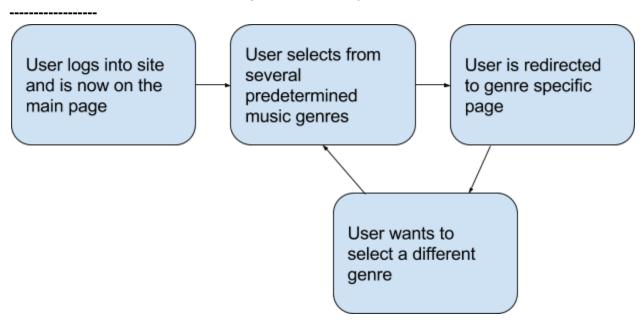
Use Case 7.) Song user added just played and user gets 1 coin added to their account



Use Case 8.) User can adjust volume



Use Case 9.) User can choose the genre of the playlist to listen to



Use Case 10.) User can report a song or user for not follow proper songs or etiquette

User selects song from playlist they wish to report and clicks report

User wants to report something

User selects user

If song passes threshold of reports (3) it is removed from the playlist automatically

Admin receives

User can provide

reason for report

notification of report

action

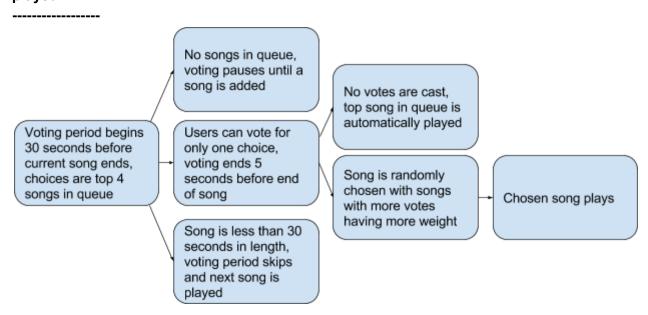
and takes appropriate

Use Case 11.) User votes on top 4 songs in the queue to increase their chance of being played

account they wish to

report and clicks

report



Use Case 12.) Songs that remain in the front 4 spots in the queue and are not selected to play after 10 voting cycles are automatically removed from the playlist and the user that added the song to the playlist is refunded

Song is the only song left in the queue, stream is forced to play it

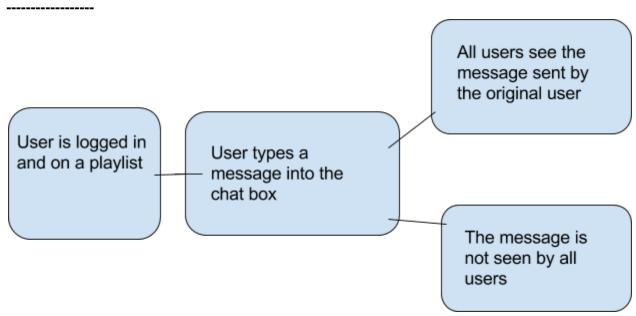
Song has been in the front 4 spots of the play queue for 10 voting cycles without selection

Song is the only song left in the queue, stream is forced to play it

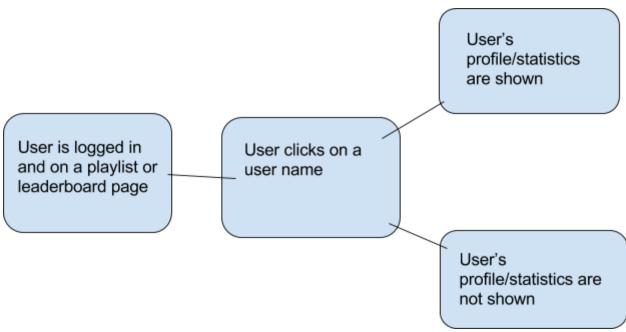
User that added the song has 1 coin refunded to their queue

account

Use Case 13.) Users can type messages to others listening to the same playlist



Use Case 14.) Users can click another user's name from chat or leaderboard to go to their profile



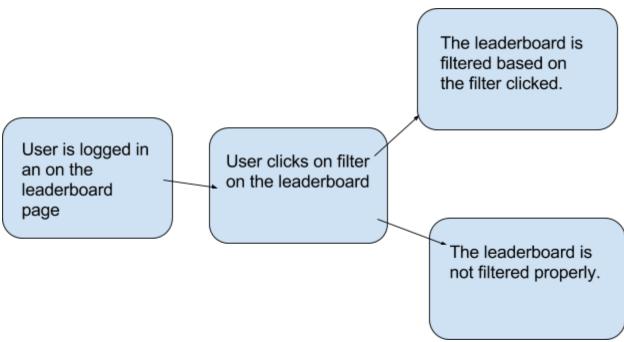
Use Case 15.) Users can look at leaderboard for top statistics amongst users

User is logged in

User clicks on the leaderboard class

The leaderboard is not shown to the user

Use Case 16.) Users can filter the leaderboards



Use Case 17.) User logs out of their account

User is logged in and selects the log out of

account button

User is logged out and returned to landing page

User sees a confirmation message confirming their logout