

UML Use Case Documentation

Project: SYM Graphic Design Web App

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Use Case I: Prototype Design Concept

- Actors: Graphic Designer
- Preconditions: The actor has access to a computer, smartphone, or tablet and a stable internet connection.
- Actions: The actor navigates to SYM web page and selects colors, textures, and object types through the GUI and then arranges them aesthetically via mouse or touchscreen input.
- Summary: A graphic designer commissioned to produce promotional artwork uses SYM's object-based design method to quickly produce scratch copies of new designs.
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Use Case II: Draft Technical Plan

- Actors: Mechanical Engineer
- Preconditions: The actor has access to a network-connected computing device. There are not stringent security requirements related to the project he is drafting.
- Actions: The actor navigates to the SYM web page and begins constructing a model from the GUI provided geometric primitives. He switches between perspective and orthographic views and makes use of measurement interface elements to ensure his design is technically accurate.
- Summary: A mechanical engineer's makes use of interactive and accurate measurement tools to meet the technical demands of product design.

Use Case III: Design Advertisement

- Actors: Marketer
- Preconditions: Access to a network-capable device.
- Actions: Navigates to SYM web page, loads textures and other image data from local files or external sources, binds those images to custom object models to create engaging 2 or 3 dimensional marketing materials
- Summary: A marketer has to make use of the latest trends and technology to grab the public's attention, and that the latest technology is SYM.

Use Case IV: Create Website Wireframe

- Actors: Web Developer
- Preconditions: Access to the web and technical knowledge.
- Actions: Makes use of the open source code to generate interactive and engaging web pages.
- Summary: Web Developer makes

Use Case V: Produce 3D Experiences

- Actors: VR Developer
- Preconditions:

- Actions:
- Summary:

Use Case VI:

- Actors: Game Designer
- Preconditions:
- Actions:
- Summary: