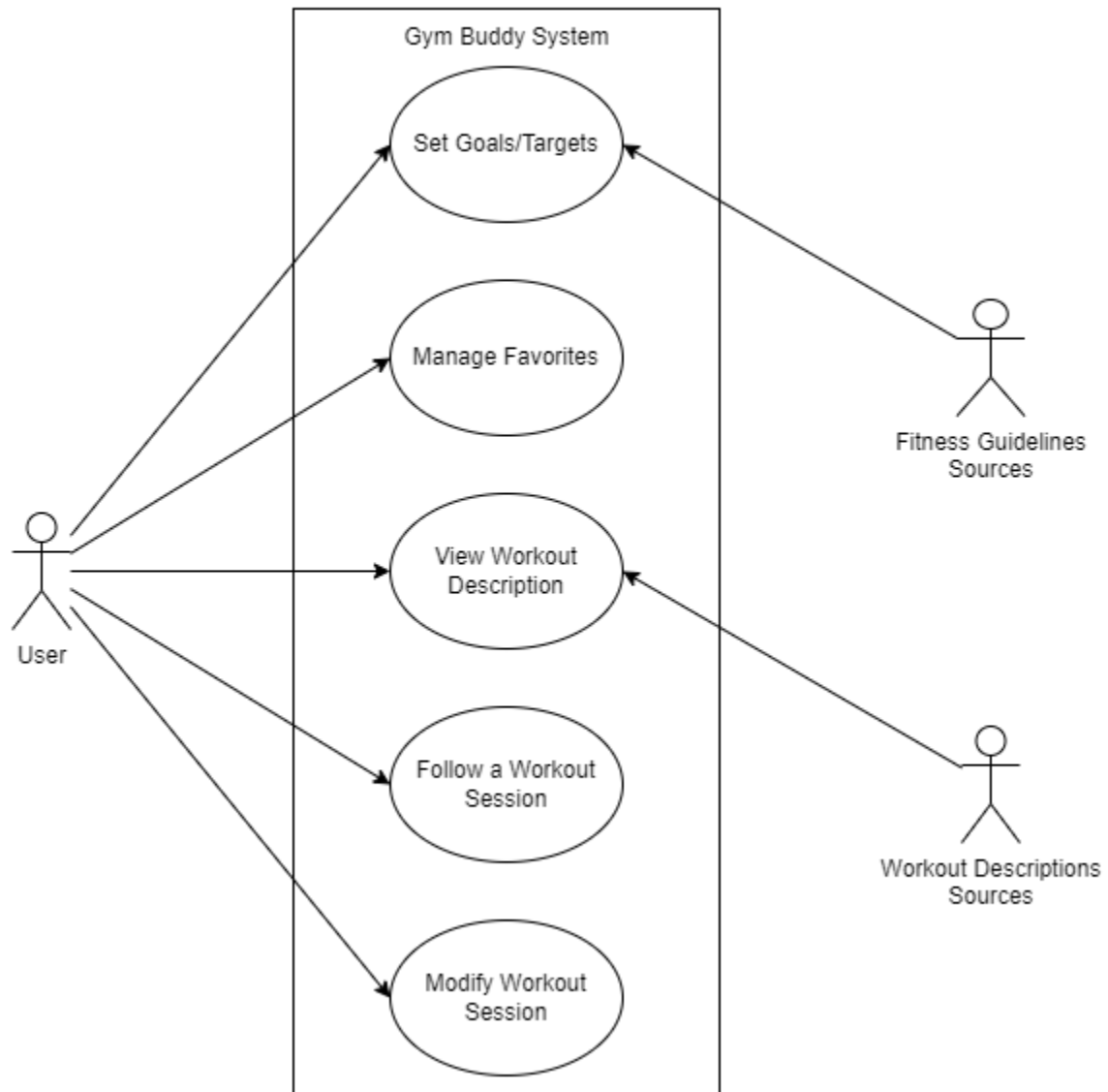


Use Case Diagram

Primary Actors

Use Cases

Supporting Actors



Team 5 Phase 2

Use Case UC1: Set Goals/Targets

Scope: Gym Buddy

Primary Actors: User

Interests:

- User: Wants to ensure their workout session will meet their unique goals of strength, hypertrophy, and endurance for whatever muscle group they desire to workout while staying in a specific time range.
- Sources: Wants to inform people on the most beneficial workout techniques for their specific goals

Preconditions: Forms for goals and targets are empty and time range element is not set

Postconditions: Forms for goals and targets are filled and time range is set with an upper and lower bound

Main Success Scenario:

1. User selects goal form
2. System displays strength, hypertrophy, and endurance as goal options
3. User selects one of the three goal options
4. System fills the form with the selected goal option
5. User selects target muscle groups form
6. System displays all muscle group options
7. User selects as many muscle group options as desired
8. System fills the form with the selected target muscle group options
9. User sets the upper and lower bounds of the time range
10. System displays the set time range

Extensions:

*a.) At any time, user clears forms

1. User presses clear all forms button
2. System clears all forms so they are empty

Use Case UC2: Manage Favorites

Scope: Gym Buddy

Primary Actors: User

Interests:

- User: Wants to ensure that their favorite workouts will be included in their session by viewing a list of workouts and adding and deleting certain workouts from their favorites

Preconditions: Workouts list has zero items favorited

Postconditions: Workouts list has items favorited

Main Success Scenario:

1. User selects workouts list
2. System displays all workouts
3. User selects as many workouts as desired
4. System highlights selected workouts
5. User presses favorite button
6. System updates workout list with unique display for favorited items

Extensions:

*a.) User exits the workouts list page

1. User presses the exit button
2. System returns to the home screen

6a.) User unfavorites a workout

1. User selects a workout that is favorited
2. System highlights the selected workout
3. User pressed the unfavorite button
4. System updates the selected workout so it is no longer favorited

Use Case UC3: View Workout Description

Scope: Gym Buddy

Primary Actors: User

Interests:

- User: Wants to know how to properly perform any workout during or before their session by viewing a written description and visual aid
- Sources: Want to provide people with information on how to properly perform exercises to avoid injury and maximize benefits

Preconditions: Application is displaying the home screen

Postconditions: Application is displaying a workout description

Main Success Scenario:

1. User presses workouts list button
2. System displays all workouts
3. User selects a specific workout
4. System enlarges the selected workout and displays the name, description, and visual aid for the selected workout as well as a favorite button

Extensions:

*a.) User exits the workouts list page

3. User presses the exit button
4. System returns to the home screen

3a.) User wants to select a different workout

1. User presses back button
2. System returns to the workouts list screen
3. User selects a different workout
4. System displays the new selected workout name, description, etc.

4a.) User favorites the workout being displayed

1. User presses favorite button
2. System adds workout to favorites and gives it a unique display

4.b) User only wants the workouts related to the group muscle targets to be displayed

1. The user goes to the top "sort by: " and selects "muscle group" filter
2. The user clicks the *Sort* button
3. The list is then updated to include primarily workouts related to the target muscle group
4. The system displays the description for the new workouts.

Use Case UC4: Follow a Workout Session

Scope: Gym Buddy

Primary Actors: User

Interests:

- User: Wants to have a clear and straightforward view of their workout session while it is being done

Preconditions: User has selected a workout and is ready to exercise

Postconditions: The workout has been completed and the user has finished their workout

Main Success Scenario:

1. The user chooses a workout and presses a button to start it.
2. The system begins the workout and displays the first set of exercises for the user to do.
3. After the user has finished their reps, they press a button to move on to the next part.
4. If a timed exercise comes up, the system will display a play button and once the user presses it, the timer for the exercise will count down. Once the timer is done, the user can proceed to their next set of exercises.
5. Once the user has finished all their exercises, the system will return to the main menu.

Extensions:

*a. The user wants to stop their workout for whatever reason.

1. The user can hit a button at any time that will stop their workout wherever it is.
2. Once this button is pressed, the user is taken back to the main menu.

4a. The user wants to pause the timer.

1. The user can hit a pause button in order to pause the timer.
2. When the user is ready to continue the exercise, they can hit the play button to resume the timer.

Use Case UC5: Modify Workout Session

Scope: Gym Buddy

Primary Actors: User

Interests:

- User: Wants to change workout session for a specific section
- System: Wants to give our user the option to adjust their session in case he/she doesn't have enough time on a specific day.

Preconditions: The user still has the scheduled undone section

Postconditions: The section that the user wants to change has been modified.

Main Success Scenario:

1. The user selects the "Modify Section" option
2. The system displays the number of sections that could be modified and the buttons of each section in blocks.
3. The user clicks on one of those sections.
4. The system displays the exercise blocks in order.
5. The user can drag those blocks around to change the order.
6. The system will change the order of the workout session.
7. The user will click on the button that says "Finish and Save" to save and exit the page.
8. The system will bring the user back to the previous page where the user can choose another section to modify if he/she wants to.

Extensions:

- *a. The user wants to leave the page without saving their changes.
 1. The user will hit the button that says "Leave without change"
 2. The user will be taken back to the previous page where the blocks for each section are listed.

Domain Class Diagram

