
Pentominoes

HeartSteal
Use-Case Specification: Manage Friend Request

Version 1.0

HeartSteal	Version: 1.0
Use-Case Specification: Manage Friend Request	Date: 18/07/2025

Revision History

Date	Version	Description	Author
18/07/2025	1.0	Provide use case specification for Manage Friend Request	Hoàng Minh Giang

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1. Introduction

1.1 Brief Description

The user views pending friend requests and decides whether to accept or decline them.

1.2 Primary Actor

The User

2. Flow of Events

2.1 Basic Flow

1. The user opens the Friend Requests screen.
2. The system displays a list of pending friend requests.
3. The user selects a specific request to respond to.
4. The user chooses to either Accept or Decline the request.
5. The system updates the friend list accordingly.
6. The system removes the request from the pending list.
7. The system sends a notification to the sender about the decision.

2.2 Alternative Flows

2.2.1 Network Error (Step 2 or Step 5)

1. The system detects a network issue while loading or updating requests.
2. The system shows an error message like "Connection error. Please try again."

2.2.2 No Pending Friend Requests (Step 2)

1. The system finds no incoming friend requests.
2. The system displays a message like "You have no pending friend requests."

2.2.3 Friend Limit Reached (Step 4)

1. If the user chooses Accept and the user has reached their friend limit (20 for normal users, 60 for premium), a notification appears: "You've reached your friend limit".
2. The pending friend request will remain in the pending list

3. Special Requirements

- Only pending requests can be accepted or declined.
- Accepted users appear in the friend list UI within 2 seconds after confirmation.

4. Preconditions

- The user must be logged into the app.
- The user must have access to an internet connection.

5. Postconditions

- The accepted user's ID is added to the user's friend list.
- Declined requests are removed from the pending request list.
- The sender is notified of the response.

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6. Prototype

