

Final Iteration

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User stories implemented after Second Iteration:

1. As a person who often uses PC to work and entertain, I want to change my wallpaper automatically everyday so that I can save time. My conditions of satisfaction are I can set the frequency of wallpaper changes and the range of the wallpapers that I want to change, such as choosing some specific wallpapers from my collection or randomly choose wallpapers from one or more categories.
2. As a user, I want to download the specific picture in Wallpaper Workshop to the local folder I set before and change it as my wallpaper with one click.
3. As a user, I want to download all the wallpapers in my collection with one click on a button, so that I can use the “automatically change wallpapers” function on them.

For other parts, nothing has changed.

1. As a user who want to use the Wallpaper Workshop, I want to be able to login to the application, so that I can have a full access to all functionalities. My conditions of satisfaction is my username and password is required during login in order to verify my identification.

Title

Register

Description

This use case describes how users register an account.

Actor

user

Basic flow

- a. the use case starts when the user opens the software
- b. the software displays the login form
- c. the user who is new clicks the go to register button
- d. the software displays a form, requiring email and password
- e. the user enters email address and the password twice and click register button
- f. the software displays success information and turns to login page.

Alternative flow

- a. invalid input
The input is not valid, such as the email is wrongly formatted, the password is too short, the two passwords do not match, then an error message shall display.
- b. turn to login
If the user already has an account, he can click the back to login button to login.
- c. conflict email address
The email address may already been registered, then an error message shall display.
- d. quit

The software allows the user to quit at any time during the use case.

Title

Login

Description

This use case describes how users login to the software.

Actor

user

Basic flow

- a. the use case starts when the user opens the software
- b. the software displays a form, requiring email and password
- c. the user enters email address and the password, then click login button
- d. the software displays success information and turns to the main page.

Alternative flow

- a. invalid input
The input is not valid, such as the email is wrongly formatted
- b. turn to register
If the user does have not an account, he can click the back to register button to register.
- c. email and password does not match
The email address and the password he entered does not match, then an error message shall display.
- d. quit
The software allows the user to quit at any time during the use case.

2. As a user, I want to collect the amazing wallpaper in the Wallpaper Workshop, so that I can have a persistent personal list for all my wallpaper collections in my account. My condition of satisfaction is when I use my account to login at somewhere else, like my another laptop, I can have a access to my collection of wallpaper and set the new wallpaper easily.

Title

Collect a wallpaper

Description

This use case describes how users collect a wallpaper.

Actor

user

Basic flow

- a. the user clicks the white collect icon on the wallpaper card
- b. the icon becomes red
- c. in the collection page, the software displays the wallpaper the user collects
- d. the user clicks the red icon on the wallpaper card
- e. the icon becomes white
- f. in the collection page, the number of wallpapers decreases by one

Alternative flow

- a. quit

The software allows the user to quit at any time during the use case.

3. As a user, I want to 'Like' the wallpapers that I love, so that it can appear in the recommendation session and be viewed by more users in order to encourage the designer. My condition of satisfaction is that I can give a 'Like' to the wallpapers.

Title

Like a wallpaper

Description

This use case describes how users like a wallpaper.

Actor

user

Basic flow

- a. the user clicks the white like icon on the wallpaper card
- b. the icon becomes red
- c. in the like page, the software displays the wallpaper the user likes.
- d. the user clicks the red icon on the wallpaper card
- e. the icon becomes white
- f. in the like page, the number of wallpapers decreases by one

Alternative flow

- a. quit

The software allows the user to quit at any time during the use case.

4. As a user, I want to see more wallpapers of a specific topic not only from the community so that I can have more options. My condition of satisfaction is that I can search the keyword in the software and get its pictures back.

Title

Search a wallpaper

Description

This use case describes how users search wallpapers according to a keyword.

Actor

user

Basic flow

- a. the user enters the keyword in the search bar and clicks search button
- b. the software displays all the search results

Alternative flow

- a. quit

The software allows the user to quit at any time during the use case.

5. As a wallpaper designer/creator, I want to share my works with others, so that others can use my wallpapers. My conditions of satisfaction is that I can upload my works and they can be viewed, liked, collected/downloaded by others.

Title

Upload a wallpaper

Description

This use case describes how users upload a wallpaper.

Actor

user

Basic flow

- a. the user clicks the upload icon
- b. the software pops up a window
- c. the user selects an image from the window and clicks the confirm button
- d. the software displays the uploaded image

Alternative flow

- a. cancel upload
The user closes the pop window, the software shall remain the same.
- a. quit
The software allows the user to quit at any time during the use case.

Backend Tests**1.Register**

method	register
Equivalence partitions	1. the email is wrongly formatted 2. the password is too short 3. the email has already been registered

2. Login

method	login
Equivalence partitions	1. email is not registered 2. password is incorrect 3. email and password are both correct

3. Collects a wallpaper

method	collect_image	get_collects
Equivalence partitions	1. same user clicks collect below a certain image twice 2. certain user collects an image for the first time	1. collected image does not exist

4. Likes a wallpaper

method	like_image	get_likes
Equivalence partitions	<ol style="list-style-type: none"> 1. same user clicks like below a certain image twice 2. certain user likes an image for the first time 	1. liked image does not exist

5. Uploads a wallpaper

method	upload_image	get_uploads
Equivalence partitions	1. a user uploads an invalid file	1. uploaded image does not exist

Frontend Tests

1. Number of windows

method	createWindow
Equivalence partitions	<ol style="list-style-type: none"> 1. the number of windows equals to 1 2. the number os windows does not equals to 1

2. Title of winidow

method	title
Equivalence partitions	title equals to "Wallpaper Workshop"

3. Numbers of wallpapers

method	wallpaper_number
Equivalence partitions	the number of wallpapers showed equals the number of wallpapers in the database

