|  |  |  |
| --- | --- | --- |
| USE CASE 7 | Timer Progress Bar | |
| Goal in Context | Track time progrssion of audio output. | |
| Scope & Level | Action is performed when the application plays a song. | |
| Preconditions | The application is open. At least one song exists in the table. | |
| Success End Condition | Time of song play, and progression are correctly displayed. | |
| Failed End Condition | Song time does not display correctly, and progression bar is not accurate. | |
| Primary Actor | User | |
| Trigger | * Playing a song | |
| DESCRIPTION | Step | Action |
| Display Bar | 1 | Blue bar moves across the screen to visualy represent the amount of time that song has been playing. |
| Display Left Timer | 2 | Acending clock timer appears on left side of progression bar. |
| Display Right Timer | 3 | Decending clock timer appears on right side of progression bar. |

|  |  |
| --- | --- |
| RELATED INFORMATION | Timer Progress Bar |
| Priority: | Very Important |
| Performance | 2 hour |
| Frequency | Almost Always |
| Channels to actors | Timers |
| OPEN ISSUES | None |
| Due Date | May 5, 2016 |