Creative LinkedIn

Something, something, something.

Use cases

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|  | Creative Linkedin | | | | | | | |  |
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|  | Use case 1.1 – show work | | | | | | | |  |
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|  | Scope |  |  | Basic flow |  | | |  |  |
|  | Creative LinkedIn | |  | 1. User presses “show work” / “post work” 2. Page provides these options:  * Gives title * Description * Upload image(s) * Upload video(s) * Sell or not * Price * Category(ies) * Project details * Tags  1. User(s) save and publish work 2. Work is displayed on user’s page | | | | |  |
|  | Primary actor(s) |  |  | Alternative flow | |  | |  |  |
|  | Artist | |  | 2.A. User has not fulfilled the required “post work” information.  * 2.A.1 - System display message: “option required”   2.B. Image/video too big (file size)   * 2.B.1 – Message: “too big”   2.C. User leaves: show/work/page   * 2.C.1 – Auto save | | | | |  |
|  | Preconditons |  |  |  |
|  | User is logged in | |  |  |

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|  | Creative Linkedin | | | | | | | |  |
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|  | Use case 1.2 – Buy work | | | | | | | |  |
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|  | Scope |  |  | Basic flow |  | | |  |  |
|  | Creative LinkedIn | |  | 1. User presses “buy” on item/ work 2. System display form for entering address/ delivery information 3. User fills out delivery information 4. User presses confirm 5. System displays form for payment information 6. User fills out form 7. User presses confirm 8. System sends confirmation mail with receipt 9. System displays confirmation message 10. How does system manage deliveries??? | | | | |  |
|  | Primary actor(s) |  |  | Alternative flow | |  | |  |  |
|  | Guest (user) | |  | 4.A. User enters wrong delivery information  * 4.A.1 – Message   7.A . User enters wrong payment information   * 7.A.1 – Message | | | | |  |
|  | Preconditons |  |  |  |
|  | User is logged in User is either   * At artist’s profile * At “feed” * At market place | |  |  |

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|  | Creative Linkedin | | | | | | | |  |
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|  | Use case 1.3 – Rate user | | | | | | | |  |
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|  | Scope |  |  | Basic flow |  | | |  |  |
|  | Creative LinkedIn | |  | 1. System display star – rate option 2. User presses some number of stars 3. System displays message: “Add comment?”, “Yes” or “No” option given 4. User presses “yes” 5. System displays text box 6. User enters comment in the text box and presses “Add comment” 7. System saves rating (stars) and text box (comment) 8. System display number of stars chosen | | | | |  |
|  | Primary actor(s) |  |  | Alternative flow | |  | |  |  |
|  | Buyer | |  | 3.A. User presses “No”  * 3.A.1 – Text box closes, rating is displayed  6.A. User enters too long comment  * 6.A.1 – Message   6.B. User enters offensive language   * 6.B.1 – Message | | | | |  |
|  | Preconditons |  |  |  |
|  | Logged in Have bought something  At user profile | |  |  |