Use Cases

TaterTalk

LEGEND

Priority

1	**Must Have** – Main features, fundamental to the basic functionality of the app
2	**Should Have** – Useful features, would significantly increase the efficiency and versatility of the app
3	**Could Have** – Nice-to-have features, not having them will not affect the app

Status

C	Canceled
N	Not Started
IP	In Progress
D	Done

UC.1 User Session

Priority	1
Status	D
Description	The user can login and logout from the application using Google Sign-In, while having the session persist across multiple logins.
User Goal	The user wants to access or leave the application.
Associated User Stories	US.1, US. 3, US.4
Dependent Use Cases	None
Workflow	1. The system shall display Login.js 2. The system shall determine if the user is already logged in: a. If true, go to step 5 b. If false, go to step 3 3. The user shall fill in the Google Sign-In prompt and submit 4. The system shall confirm success of Google Sign-In 5. The system shall determine if the user already exists by accessing the database 6. The system shall load: a. ChatRoom.js in case the user already exists b. CreateUser.js in case the user does not exist 7. The system shall store the user session 8. The user shall press the Log Out button 9. The system shall terminate the user session 10. The system shall redirect to Login.js
Alternative Workflow(s)	Google Sign-In fails: 5. The system shall reload Login.js The database access to check if user exists fails: 5. The system shall reload Login.js The Log Out action fails: 9. The system shall stay on ChatRoom.js

UC.2 User Creation

Priority	1
Status	D
Description	The first-time user can create a profile with a unique username.
User Goal	The user wants to create a profile to be able to use the application.
Associated User Stories	US.2
Dependent Use Cases	UC.1
Workflow	1. The system shall display CreateUser.js 2. The user shall fill in the username prompt and submit 3. The system shall determine if the username already exists by accessing the database a. If the username already exists, the system shall notify the user and go back to step 2 4. The system shall store the username in the database 5. The system shall display ChatRoom.js
Alternative Workflow(s)	The database access to check if username exists fails: 4. The system shall reload CreateUser.js The database access to store the new username fails: 5. The system shall reload CreateUser.js

UC.3 Messaging

Priority	1
Status	D
Description	The user can message another user on the application.
User Goal	The user wants to successfully send a text message to another user.
Associated User Stories	US.5, US.8, US.10
Dependent Use Cases	UC.1, UC.2
Workflow	Message rendering and listener: 1. The system shall display ChatRoom.js 2. The system shall get all messages from the database 3. The system shall render the messages in ChatRoom.js 4. The system shall start the listener for new messages 5. The system shall determine if new messages are sent 6. The system shall re-render the messages in ChatRoom.js once a new message comes in Send a message: 7. The system shall display ChatRoom.js 8. The user shall select a user from People.js 9. The system shall render that specific chat 10. The user shall enter the new message in the message bar 11. The system shall render the new message in the message bar 12. The user shall hit the send button 13. The system shall post the new message to the database 14. The system shall clear the message bar 15. The system shall go to step 2
Alternative Workflow(s)	The database access to store the new message fails: 14. The system shall leave the message in the message bar

UC.4 Username Search

Priority	1
Status	D
Description	The user can search another user by their username.
User Goal	The user wants to find another user to start or continue a conversation.
Associated User Stories	US.6
Dependent Use Cases	UC.1, UC.2
Workflow	1. The system shall display ChatRoom.js (with People.js rendered as a child component) 2. The user shall enter a username in the search bar 3. The system shall query the database for a list of all users with matching prefix 4. The system shall update People.js by displaying only a list of the users with matching prefix
Alternative Workflow(s)	The database query for usernames fails: 4. The system shall not update anything