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Art Museum Application (AMA)
Use-Case Model

Version 1.0

Revision History

Date	Version	Description	Author
21/03/2018	1.0	Initial version of Use Case Model	Rednic Ana

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Use-Case Model

1. Use-Cases Identification

Use case: Search for a work of art
Level: sub-function
Primary actor: Visitor
Main success scenario: The visitor enters a String in the search bar and presses the button Search. The String is found in the art collection database. The corresponding work of art is displayed along with the information related.
Extension: The work of art may not be found if the name is not correct or if it is not recorded in the database. A guidance message is then displayed.

Use case: Scan QR code
Level: sub-function
Primary actor: Visitor
Main success scenario: The user presses the button Scan QR, the camera opens and it waits to identify a QR code. If it is identified and it matches one of the QR codes assigned to the collection, it displays the page corresponding to that specific work of art.
Extension: Either the camera cannot identify any QR codes or the QR code identified does not correspond to any work of art recorded in the database.

Use case: Create account
Level: user-goal
Primary actor: Visitor
Main success scenario: The user presses the button Create Account, introduces the personal data, confirms the password and saves the changes.
Extension: Some of the data introduced may not be correct and it needs to be reintroduced.

2. UML Use-Case Diagrams