**UCLA Document**

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**NAME**

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**PROJECT TITLE**

RenCloud

**Use Cases and Logical Architecture**

**Section 1: Each Use Case:**

|  |  |
| --- | --- |
| Title (goal) | Login |
| Primary Actor | User/Content creator |
| Story | Suppose the user want’s to log in for the first time. He can register by using the app or he can login if already done so. |

|  |  |
| --- | --- |
| Title (goal) | Uploading Files |
| Primary Actor | User/Content creator |
| Story | Suppose the user want’s to upload the project files, He could press a button that would manually mount the NFS volume to it’s computer device |

|  |  |
| --- | --- |
| Title (goal) | Specifying the render settings |
| Primary Actor | User/Content creator |
| Story | The user should pick the render settings before starting the render process. |

|  |  |
| --- | --- |
| Title (goal) | Starting/Finishing Render |
| Primary Actor | User/Content creator |
| Story | After successful upload the user wants to start the render process. He press the start button and wait for a notification that would confirm the status. |

|  |  |
| --- | --- |
| Title (goal) | Payment |
| Primary Actor | User/Content creator |
| Story | How much would the user have to pay using the service? Pay-As-You-Go implementation derived from prices from the cloud. |

**Section 2: Logical Architecture**

**LOGIN**

A diagram of a cloud computing system

Description automatically generated

**Files Upload**

A computer screen shot of a cloud

Description automatically generated

**Render Settings**

A computer screen shot of a cloud

Description automatically generated

**Start/Finishing Render**

A computer network diagram with text

Description automatically generated with medium confidence

**Payment**

A screenshot of a computer

Description automatically generated