

Use cases:

- 1 Basic Search
- 2 Advanced Search
- 3 Select Object
- 4 Swipe Between Objects
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- 6 Apply for contract
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- 15 User runs the app, navigates to the favourites view, and removes a favourite object

UC: 1 Basic Search

Summary: A user conducts a search for housing using the normal search bar

Priority: high

Extends: 11 Run app

Participators: User

Normal flow of events: The user uses the main search bar to conduct a normal search

	Actor	System
1	The user selects the search bar in the search view, writes something and then presses the search button.	
2		The system filters the database by using the user input and then prints out the accommodations in the result panel.

UC: 2 Advanced Search

Summary: A user conducts an advanced search for housing using the advanced search menu

Priority: high

Extends: 11 Run app

Participators: User

Normal flow of events: A user conducts an advanced search for housing using the advanced search menu and the system displays the result.

	Actor	System
1	User presses "More Search Options" button.	
2		System shows "More Options" pane.
3	User fills in the advanced search form and presses the search button.	
4		The system filters the database by using the user input and then prints out the results in the result panel.

UC: 3 Select Object

Summary: The user taps on a search object.

Priority: high

Extends: 11 Run app

Participators: User

Normal flow of events: The user taps on a search object and the system takes the user to the objects page.

	Actor	System
1	The user taps on a search object displayed in either: <ul style="list-style-type: none">* The search result panel.* The list of favourites* The list of "bevakning" matches	
2		The system takes the user to another panel where more information about the object is displayed.

UC: 4 Swipe between objects

Summary: The user swipes on the edges of the app when in a object information page and the system takes the user to the next searched object.

Priority: high

Extends: 11 Run app, 3 Select Object

Participators: User

Normal flow of events: The user swipes on the edges of the app when in a object information page and the system takes the user to the next searched object.

	Actor	System
1	The user swipes on the edges of the app when in a object information page.	
2		Swiping to the left takes the user to the information view of the next object in the search result. Swiping to the right takes the user to the information view of the previous object in the search result.

UC: 5 Create a “bevakning”

Summary: A user creates a “bevakning” that gives the user notifications when a certain type of housing gets posted.

Priority: high

Extends: 11 Run app

Includes: 7 Navigate through main views (c)

Participators: User

Normal flow of events: A user creates a “bevakning” by filling out the advanced search form and the pressing the “Spara som bevakning” button. Which results in the system giving the user notifications when a certain type of housing gets posted.

	Actor	System
1a	User presses “More Search Options” button.	
1b	7 Navigate through main views (c)	
2a		System shows “More Options” pane.
2b	User presses the add-a-new-”bevakning” button	
3a	User fills in the advanced search form and presses the “Spara som bevakning” button.	
3b	User fills in the form and presses the save button.	
4		The system regularly checks the

		database for matches with the “bevakning” criteria and when a match is found the user gets a notification. (Even if the app is not opened.)
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UC: 6 Apply for contract

Summary: The user presses the “Anmäl intresse” button in an object's detailed information view and then the system opens a window with the correct object's “Anmäl intresse”-page.

Priority: high

Extends: 11 Run app, 3 Select Object

Participants: User

Normal flow of events: The user presses the “Anmäl intresse” button in an object's detailed information view and then the system opens a window with the correct object's “Anmäl intresse”-page.

	Actor	System
1	The user presses the “Anmäl intresse” button in an object's detailed information view.	
2		The system opens an embedded browser window of the correct “Anmäl intresse” page from the object's origin page.

UC: 7 Navigate through main views

Summary: A user navigates through the main views by tapping the main navigation buttons.

Priority: high

Extends: 11 Run app, 5 Create a “bevakning”

Participants: User

Normal flow of events: A user taps the navigation button corresponding to where he wants to go.

	Actor	System
1a	The user taps the search button in the navigation menu.	
1b	The user taps the favourites button in the navigation menu.	

1c	The user taps the “bevakning” button in the navigation menu.	
1d	The user taps the account button in the navigation menu.	
2a		The system takes the user to the search view.
2b		The system takes the user to the favourites view.
2c		The system takes the user to the “bevakning” view.
2d		The system takes the user to the account view.

UC: 8 Get and access a “bevakning” notification

Summary: After a user has created a “bevakning” and a matching household contract gets put on sale the user receives a out-of-app push notification.

Priority: high

Extends: 11 Run app, 5 Create a “bevakning”

Includes: 11 Run app

Participators: User

Normal flow of events: A matching household contract to one of the user’s active “bevakning”:es gets put on sale and the system shows it to the user with a out-of-app push notification.

	Actor	System
1		The system periodically fetches data from the different databases for matches with all of the users “bevakning”:es. When a match is done the user gets an out-of-app push notification.
2a	The user ignores the push notification.	
2b	The user taps the notification	
3a		The system remembers the match and lists it in the “bevakning” view as a NEW match.
3b		11 Run app

4b		The system takes the user to the “bevakning” view with the correct “bevakning” list showing NEW matches.
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UC: 9 Add as favourite

Summary: A user wants to save a household contract for later and taps the star icon in that object’s detailed page.

Priority: high

Extends: 11 Run app, 3 Select Object

Participators: User

Normal flow of events: The user taps the star icon and the system saves the object in the list of favourites in the favourites page.

	Actor	System
1	The user taps the star icon at the top of the page.	
2		The system lights up the star icon, showing the user that the object now is a favourite. The system also saves the object in the list of favourites in the favourites page

UC: 10 Remove favourite

Summary: The user wants to remove an object from his lists of favourites and does so under the favourites page.

Priority: high

Extends: 11 Run app, 9 Add as favourite, 7 Navigate through main views (b)

Participators: User

Normal flow of events:

	Actor	System
1	The user taps the “remove as favourites button” on the object	
2		The system removes the object from the lists of favourites

UC: 11 Run app

Summary: The user wants to start the app and therefor taps the app icon on his desktop

Priority: high

Participators: User

Normal flow of events: The user taps the icon of the app on his desktop and the ap launches

	Actor	System
1	The user taps the icon of the app on his desktop	
2		The system launches the application and the user ends up in the searches view.

UC: 12 Edit a “bevakning”

Summary: The user wants to change a detail of a “bevakning” and does so under the “bevakning” view.

Priority: high

Extends: 11 Run app, 7 Navigate through main views (c)

Includes:

Participators: User

Normal flow of events: The user navigates to the “bevakning” view and taps the edit-”bevakning” button.

	Actor	System
1	The user taps the edit-”bevakning” button on the “bevakning” object he wants to edit.	
2		The system opens up a modal where the user can edit all the information in the “bevakning”.
3	The user changes the information in the form to match what he wants and then presses the save button.	
4		The system correctly changes the information in the “bevakning” object to the new credentials.

UC: 13 User runs the app, searches, browses/finds, and applies for an object

Summary: The user starts up the app because he wants to apply for a householding contract. He uses the search function to find a suitable contract.

Priority: high

Includes: 11 Run app, 1 Basic Search, 2 Advanced Search, 3 Select Object, 6 Apply for contract

Participators: User

Normal flow of events: The user starts the app, conducts a search for householding contracts and then applies to one of them.

	Actor	System
1	11 Run app	
2a	1 Basic Search	
2b	2 Advanced Search	
3	3 Select Object	
4	6 Apply for contract	

UC: 14 User runs the app, navigates to the “bevakning” view and checks out a “bevakning” object

Summary: The user wants to check on a NEW “bevakning” match and does so.

Priority: high

Includes: 11 Run app, 7 Navigate through main views (c)

Participators: User

Normal flow of events:

	Actor	System
1	11 Run app	
2	7 Navigate through main views (c)	
3		The system displays a number on the “bevakning” object where the numbers is how many NEW householding contracts that match the “bevakning”

		there are.
4	The user taps on the “bevakning” object of which he wants to check.	
5		The system slides open a panel under the “bevakning” object that shows the list of NEW objects that match the “bevakning” criteria.
6	The user taps on the householding contract from the new slid out panel of which he wants to check out.	

UC: 15 User runs the app, navigates to the favourites view, and removes a favourite object

Summary: The user wants to remove an object from his lists of favourites and does so under the lists of favourites after he has opened the app and navigated to the correct page.

Priority: high

Includes: 11 Run app, 7 Navigate through main views (b), 10 Remove favourite

Participators: User

Normal flow of events: The user runs the app, navigates to the correct page and then removes the object from his list of favourites.

	Actor	System
1	11 Run app	
2	7 Navigate through main views (b)	
3	10 Remove favourite	

UC:

Summary:

Priority: high

Extends:

Includes:

Participators: User

Normal flow of events:

	Actor	System
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2		