Group 6: Use Case Descriptions

Main Use Cases

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| **Name** | Create Profile | |
| **Description** | To keep track of the Athlete’s activities for the Activity Tracker they must first create a profile. This profile is required to save all the tracked information. This profile will require several details before being completed. The Athlete will submit what they will be using to identify themselves. The Athlete will then submit personal information such as (Date of Birth, Sex, Full name) and what Activities they partake in. This profile will then be used to save the data for the user in future uses of the Activity Tracker and to identify them from other users. | |
| **Actors** | Athlete | |
| **Flow** | **Basic Flow**   1. The Athlete starts the Activity Tracker. 2. The Athlete does not have a created profile. 3. The Athlete begins creating their new profile. 4. The Athlete chooses how they will identify themselves. 5. The Athlete adds relevant information about themselves. 6. The Athlete chooses to create the profile with the given information. 7. The System asks the Athlete to confirm that the information is correct. 8. The System confirms that the profile is saved. 9. The Athlete can now successfully identify themselves to the program. | **Alternative Flows**    2a. The Athlete already has a profile.   1. The Athlete identifies themselves. 2. The Athlete accesses their profile.   6a. The identification is already used.   1. The System indicates that the identification is already being used. 2. The Athlete changes their given identification. 3. The Athlete chooses to create the profile with their new identification.   6b. The Athlete does not add information about themselves.   1. The System indicates that the Athlete has not entered required data 2. The Athlete adds the required information 3. The User chooses to create the profile with the newly added information   7a. The Athlete realizes information is incorrect.   1. The Athlete goes back to change their information. 2. The Athlete again chooses to create the profile with the given information. 3. The Athlete confirm that the information is now correct. |
| **Preconditions** | The Athlete does not have a profile and chooses to create a new profile. | |
| **Postconditions** | The Athlete’s new profile has been successfully created and saved.  The Athlete can now access their profile when they identify themselves. | |

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| **Name** | Synchronise Device | |
| **Description** | The Athlete goes for a run and tracks their activity with a device such as a Fitbit, Apple Watch etc. The Athlete opens the application with the intent to synchronize their device to view the data from their run. The application displays the list of available devices that the Athlete can connect to. The Athlete selects the device they wish to connect and then synchronizes the device. The application then imports all the new data from the device. The then application indicates whether or not the import was successful. | |
| **Actors** | Athlete | |
| **Flow** | **Basic Flow**   1. Athlete opens application with the intent to synchronise their device 2. Application displays all available devices 3. Athlete selects the device they wish to connect 4. Athlete synchronises device with system 5. All new data is imported into the application 6. System indicates a successful import 7. Application displays the imported data 8. Athlete disconnects device from system | **Alternative Flows**  3a. There is no device connected /the device fails to connect to the system   1. System signals an error message 2. System prompts Athlete to try again 3. Athlete attempts to connect device to system again   4a. There is no new data to import into the application   1. System signals there is no new data on the device |
| **Preconditions** | Device must be accessible by the application  Must be new data on the device | |
| **Postconditions** | Data has been imported into the application | |

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| **Name** | View Statistics | |
| **Description** | View Statistics is a feature that allows a user to view data (such as distance, duration, calories, etc.) that was recorded from their smart device during a physical activity. The data is transferred from the smart device and displayed to the user, so they can have all their statistics in one place. The user can select from multiple activities that they have saved and view statistics about their performance. | |
| **Actors** | Athlete | |
| **Flow** | **Basic Flow**   1. Athlete opens application and presses statistics button. 2. Athlete prompted to pick which of the imported activities they would like to view. 3. System displays the data for the activity that the user selected.   The user is now able to see recorded information about their selected activity. | **Alternative Flows**  1a. System gives error that no activities have been imported.  1. System displays that the user must import data before an activity can be selected. |
| **Preconditions** | Before the user can use the View Statistics feature, the following conditions must be satisfied:   * Athlete has created a profile * Athlete has imported data from a supported smart device (Apple Watch, Fitbit, Garmin) | |
| **Postconditions** | * Data is viewable to Athlete | |

Additional Use Cases

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| **Name** | Friends |
| **Description** | Friends is a feature that allows a to user send friend requests and accept requests from people they know. Once a request is accepted, the user agrees to share their activity data with their friend. In turn, they can view their friend’s data and compare statistics |
| **Name** | Manage Data |
| **Description** | Managing Data is a feature that allows the User to edit data stored with their account. Editing includes changing inaccuracies in preexisting data, deleting preexisting data, and add entirely new data entries all together. |
| **Actors** | Athlete (USER) |

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| **Flow** | **Basic Flow**   1. User authenticates them self. 2. System displays main window. 3. User selects activity to view. 4. System displays activity. 5. User indicates they want to manage data. 6. System enters data editing state. 7. User selects existing activity session. 8. User modifies (this includes delete) selected activity session's data. 9. User confirms changes. 10. System updates the data. 11. User indicates they are finished managing data. 12. System returns to a data display state. | **Alternate Flow**  7. User indicates they want to create new activity session.  8. System creates blank activity session.  9. User fills as much data as they wish about the new session. |

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| **Preconditions** | Athlete has an account and has system recorded data to either edit or personal data to enter manually. |
| **Post-conditions** | System data has been altered manually by the User, updated and displayed back to the User. |