|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-01 |
| Name | | | | Send Message |
| Purpose | | | | Users can send messages within a hive. |
| Priority | | | | High |
| Actors | | | | Bee, Queen |
| Pre-conditions | | | | 1-Any user must have an account  2-User must be logged in |
| Post-conditions | | | | Message is sent and displayed in the chat. |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | User opens the hive. | 1.1 | Display hive. | |
| 2 | User types a message. | 1.2 |  | |
| 3 | User sends the message. | 1.3 | Message is displayed in the hive chat. | |
|  |  |  |  | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-02 |
| Name | | | | Create Hive |
| Purpose | | | | Users can create a new hive. |
| Priority | | | | High |
| Actors | | | | Bee |
| Pre-conditions | | | | 1-Any user must have an account  2-User must be logged in |
| Post-conditions | | | | Hive is created and saved in db. |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | User navigates to create hive page. | 2.1 | Display hive. | |
| 2 | User sets hive name, topic, and adds members. | 2.2 |  | |
| 3 | User creates hive. | 2.3 | Hive is displayed on site. | |
|  |  |  |  | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 2.1 |  | |
| Exceptions: 2a. User leaves required fields empty – Error message shown. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-03 |
| Name | | | | Manage Hive |
| Purpose | | | | Owner and Admin can update description, topics, and title for the hive. |
| Priority | | | | High |
| Actors | | | | Queen, Admin |
| Pre-conditions | | | | 1-Any user must have an account  2-User must be logged in |
| Post-conditions | | | | New topic should be saved in database. |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | Admin/Owner opens hive settings. | 3.1 | Set new topic for the hive. | |
| 2 | Admin updates details or deletes hive | 3.2 | Changes are saved or hive is deleted. | |
|  |  |  |  | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-04 |
| Name | | | | Search Hive and Topic |
| Purpose | | | | This use case describes the procedure for adding a new member to the hive. |
| Priority | | | | High |
| Actors | | | | Bee, Admin, Queen |
| Pre-conditions | | | | 1-Any user must have an account  2-User must be logged in |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
|  | 1. User enters search query. 2. System searches for hives. 3. Search results are displayed. | 1.1 | Search results are displayed. | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 2a. No results found – Display message indicating no matches. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-05 |
| Name | | | | Send Real-Time Notification |
| Purpose | | | | Real-time notifications are triggered for all users in the hive when a message is sent. |
| Priority | | | | High |
| Actors | | | | System |
| Pre-conditions | | | | 1-Any user must have an account  2-User must be logged in  3- User must be subscribed to notifications. |
| Post-conditions | | | | Save changes in the database |
| Dependencies | | | |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. User sends a message.  2. Notification is triggered.  3. Subscribed users receive a notification. | 1.1 | Notification is sent to subscribed users. | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 3a. User has opted out – No notification sent to that user. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-06 |
| Name | | | | Set Hive Status (public or private) |
| Purpose | | | | Admins can set the hive visibility as public or private. |
| Priority | | | | High |
| Actors | | | | Queen, Admin |
| Pre-conditions | | | | 1-User must be logged in  2- User must be admin |
| Post-conditions | | | | Hive along with the chats should be deleted from the database. |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. Admin opens hive settings. 2. Admin changes hive status to public or private. 3. Changes are saved. | 1.1 | Hive visibility status is updated. | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 3a. User tries to change status without privileges – Error message shown. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-07 |
| Name | | | | Set User Role |
| Purpose | | | | Admins can assign roles like Queen and Bee, and create custom roles. |
| Priority | | | | High |
| Actors | | | | Queen, Admin |
| Pre-conditions | | | |  |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. Admin opens role settings. 2. Admin assigns roles or creates new roles. 3. Changes are saved. | 1.1 | User roles are updated. | |
| 1.2 |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 3a. User tries to assign roles without privileges – Error message shown. | | | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Identifier | | | | | UC-08 |
| Name | | | | | Set Hive Moderation Rule |
| Purpose | | | | | Admins can set rules for the hive which act as filters for message content. |
| Priority | | | | | High |
| Actors | | | | | Queen, Admin |
| Pre-conditions | | | | | 1-User must have an account  2-User must be logged in |
| Post-conditions | | | | |  |
| Dependencies | | | | |  |
| Typical Course of Action | | | | | |
| S# | Actor Action | S# | System response. | | |
| 1 | 1. Admin opens moderation settings. 2. Admin sets keywords and actions. 3. Changes are saved. | 1.1 | | Moderation rules are applied to the hive. | |
| Alternate Course of Action. | | | | | |
| S# | Actor Action | S# | System response. | | |
| 1 |  | 1.1 |  | | |
| Exceptions: 3a. User tries to set rules without privileges – Error message shown. | | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-09 |
| Name | | | | Reply to Conversation |
| Purpose | | | | Users can reply to a message, creating a thread of messages. |
| Priority | | | | High |
| Actors | | | | Bee, Queen |
| Pre-conditions | | | | 1 User must be logged in and a member of the hive. |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. User selects a message to reply. 2. User types a reply. 3. Reply is sent and nested under the original message. | 1.1 | Reply is nested under the original message. | |
| 1.2 |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 2a. User cancels reply – No message is sent. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-10 |
| Name | | | | Add Poll and Vote |
| Purpose | | | | Admins can start polls in the hive which other users can vote on. |
| Priority | | | | High |
| Actors | | | | Queen, Admin |
| Pre-conditions | | | | 1- User must be logged in and have admin/owner privileges. |
| Post-conditions | | | | Delete from database. |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. Admin creates a poll. 2. Poll is posted in the hive. 3. Users vote on the poll. 4. Results are updated in real-time. | 1.1 | Poll is created and votes are recorded. | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 3a. User tries to vote multiple times – Error message shown. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-11 |
| Name | | | | Pin Message and Make Announcement |
| Purpose | | | | Admins can pin messages and make announcements using the @everyone feature. |
| Priority | | | | High |
| Actors | | | | Queen, Admin |
| Pre-conditions | | | | 1- User must be logged in and have admin/owner privileges. |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. Admin pins a message. 2. Message is pinned at the top. 3. Admin uses @everyone to make an announcement. | 1.1 | Message is pinned or announcement is made. | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 3a. User tries to pin without privileges – Error message shown. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-12 |
| Name | | | | Set Custom Theme for Hive |
| Purpose | | | | Admins can change the background and font for the hive, creating a custom theme for the community. |
| Priority | | | | High |
| Actors | | | | Queen, Admin |
| Pre-conditions | | | | 1- User must be logged in and have admin/owner privileges. |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. Admin opens theme settings. 2. Admin selects colors and fonts. 3. Changes are saved and applied to the hive. | 1.1 | |  | | --- | | Custom theme is applied to the hive. |  |  | | --- | |  | | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 3a. User tries to change theme without privileges – Error message shown. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-13 |
| Name | | | | Encrypt Message |
| Purpose | | | | All messages are encrypted and cannot be read outside of the hive. |
| Priority | | | | High |
| Actors | | | | |  | | --- | | System |  |  | | --- | |  | |
| Pre-conditions | | | | 1-Any user must have an account  2-User must be logged in |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. User sends a message. 2. Message is encrypted. 3. Encrypted message is stored and displayed in the chat. | 1.1 | Count vote in poll. | |
| 1.2 | Message is encrypted and displayed in the chat. | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | Deselect vote. | 1.1 | Subtract the vote from the count. | |
| Exceptions:   |  | | --- | | 2a. Encryption fails – Error message shown. |  |  | | --- | |  | | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-014 |
| Name | | | | Start Audio/Video Call |
| Purpose | | | | |  | | --- | | Users can start audio or video calls which other members can join and participate in. |  |  | | --- | |  | |
| Priority | | | | High |
| Actors | | | | Queen, User |
| Pre-conditions | | | | 1-   |  | | --- | | User must be logged in and a member of the hive. |  |  | | --- | |  | |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | . User initiates a call. 2. Other users are notified and can join. 3. Call starts and participants can communicate. | 1.1 | |  | | --- | | Call is started and users join. |  |  | | --- | |  | | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions:   |  | | --- | | 2a. User's device does not support call – Error message shown. |  |  | | --- | |  | | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-15 |
| Name | | | | Send Voice Message |
| Purpose | | | | |  | | --- | | Users can send voice messages to better express their ideas. |  |  | | --- | |  | |
| Priority | | | | High |
| Actors | | | | Queen, Admin, User |
| Pre-conditions | | | | 1- User must be logged in and a member of the hive. |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. User records a voice message. 2. Voice message is sent. 3. Message is displayed in the chat. | 1.1 | Voice message is sent and displayed in the chat. | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 1a. User cancels recording – No message is sent. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | MHZ-016 |
| Name | | | | Manage Profile |
| Purpose | | | | Users can create their profiles, set a profile picture, and add a short introductory bio. |
| Priority | | | | High |
| Actors | | | | Bee, Queen |
| Pre-conditions | | | | 1-Any user must have an account  2-User must be logged in |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. User navigates to profile settings. 2. User updates profile picture and bio. 3. Changes are saved. | 1.1 |  | |
| 1.1 | Profile is updated and visible to other users. | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 2a. User leaves fields empty – Error message shown. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-017 |
| Name | | | | Share File |
| Purpose | | | | Users can send files or photos in a hive. |
| Priority | | | | High |
| Actors | | | | Bee, Queen, Admin |
| Pre-conditions | | | | 1- User must be logged in and a member of the hive. |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. User selects a file to share. 2. File is uploaded. 3. File is displayed in the chat. | 1.1 | File is shared and visible in the chat. | |
| 1.2 |  | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | Cancel voice note. | 1.1 | Delete voice note. | |
| Exceptions:   |  | | --- | | 2a. File upload fails – Error message shown. |  |  | | --- | |  | | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-18 |
| Name | | | | |  | | --- | | Edit Photo |  |  | | --- | |  | |
| Purpose | | | | |  | | --- | | Users can take a photo using their system’s camera and then edit it (draw on it or crop it). |  |  | | --- | |  | |
| Priority | | | | High |
| Actors | | | | Bee, Queen, Admin |
| Pre-conditions | | | | 1-Any user must have an account  2-User must be logged in |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. User takes a photo. 2. User edits the photo. 3. Photo is saved and shared. | 1.1 | Edited photo is saved and shared. | |
| 1 | Actor Action | 2.1 |  | |
| Exception:   |  | | --- | | 2a. User cancels editing – No changes are saved. |  |  | | --- | |  | | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-19 |
| Name | | | | Enable Vanish Mode |
| Purpose | | | | |  | | --- | | Hives can choose to not save conversations and have them deleted after 1 hour or 24 hours. |  |  | | --- | |  | |
| Priority | | | | High |
| Actors | | | | Queen, Admin |
| Pre-conditions | | | | 1- User must be logged in and have admin/owner privileges. |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. Admin enables vanish mode. 2. System sets expiration for messages. 3. Messages are deleted after the set time. | 1.1 | Messages are deleted after set duration. | |
|
| Alternate Course of Action. | | | | |  |  |
| S# | Actor Action | S# |  | |
| 1 |  | 1.1 |  | |
| Exception: 2a. User tries to enable vanish mode without privileges – Error message shown. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-20 |
| Name | | | | |  | | --- | |  |  |  | | --- | | Play Spotify Music | |
| Purpose | | | | |  | | --- | | Hive members can play music for everyone to listen to together using the Spotify API. |  |  | | --- | |  | |
| Priority | | | | High |
| Actors | | | | Bee, Queen, Admin |
| Pre-conditions | | | | 1- User must be logged in and have a Spotify account connected. |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. User initiates Spotify session. 2. Music is played in the hive. 3. Other users join the session and listen. | 1.1 | Music is played and listened to by users. | |
|  |  |  |  | |
|  |  |  |  | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions:  2a. Spotify connection fails – Error message shown. | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | | | | UC-21 |
| Name | | | | |  | | --- | |  |  |  | | --- | | Play JavaScript Game | |
| Purpose | | | | |  | | --- | | Hive members can play JavaScript games together within the hive. |  |  | | --- | |  | |
| Priority | | | | High |
| Actors | | | | Queen, Admin, User |
| Pre-conditions | | | | 1- User must be logged in and a member of the hive. |
| Post-conditions | | | |  |
| Dependencies | | | |  |
| Typical Course of Action | | | | |
| S# | Actor Action | S# | System response. | |
| 1 | 1. User starts a game. 2. Other users join the game. 3. Game starts and users interact with it. | 1.1 | Game is played by users in the hive. | |
| Alternate Course of Action. | | | | |
| S# | Actor Action | S# | System response. | |
| 1 |  | 1.1 |  | |
| Exceptions: 2a. User's device does not support the game – Error message shown. | | | | |