Collabolearn Use Cases

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I. Sign Up

I.A The first-time user clicks to create an account. The user creates an account by entering their name, email, password, location, and if applicable referral email.

> I.A.1 If the email and password are valid. The system generates an account and updates the database.

> I.A.2 If the email is invalid. The system displays a message that the user did not input a valid email.

> I.A.3 If the email is already in the database. The system displays a message that an account already exists with this email.

> I.A.4 If the entered password is under 6 characters. The system displays a message saying to enter a password that is 6 characters or longer.

> I.A.5 If the password entry box does not match the confirm password entry box, the system displays a message saying that passwords do not match.

I.B The system shows the first time logging in user an intro training page which points out important parts of the website.

I.C After the user is finished with or exits the training page, they are brought to the skill select page.

> I.C.1 The user selects all the skills they have from a list of skills.
> I.C.2 They then select a list of skills that they would like to learn from that same list of skills.
> I.C.3 The user is then shown profiles that match their interests.

II. Log In

II.A The existing user clicks log in. They log in by entering their email and password.

> II.A.1 If the username and password are valid, the system shows them all new connections and users that the user hit "decide later" on from their previous session.

> II.A.2 If the username or password is invalid, the system displays an error message, resets the password field, and asks the user to try again or sign up if they don't already have an account.

II.B The existing user clicks log in. The user clicks "I forgot my password" the system asks them for their to enter their email.

II.B.1 If the email is in the system, the system emails them a link to reset their password.

II.B.2 If the email is not in the system, the system notifies the user that they do not have an account and should click sign up.

III.   Matching

III.A After submitting a first time user's skills or logging in, the system shows profiles of users that want to learn the skills the user provides and have skills the user wants to learn. The user clicks one of 3 buttons, connect, deny, or decide later.

III.A.1 If they hit deny, the connected user is deleted from the user's queue and the user is deleted from the connected user's queue, and the next user is shown.

III.A.2 If they hit decide later, the connected user will be put back into the queue the next time the user logs in

III.A.3 If they hit connect, the system checks if the connected user also hit connect.

III.A.3.a If both users hit connect, then a message appears saying they have connected, and two buttons appear, one to chat and one to continue matching.

III.A.3.a.i If the user clicks continue matching, the next connected user is shown.

III.A.3.a.ii If the user clicks chat, a private chat page is shown to the user where they can send messages to the connected user.

III.A.3.b If the connected user has not viewed the initial user's profile, a message appears saying that the connection is waiting on the connected user to decide.

III.B When all connected users have been shown to the initial user, a message is displayed that there are no new connections to make right now, and the initial user is brought to an explore page where they can look at profiles of people who want to learn their provided skills.

IV.   Connections

<u>IV.A</u> On the chat page with connected users, there is a button that says "Let's meet up". When this button is clicked, a pop-up box with two buttons appears that say pick time and pick location.

    <u>IV.A.1</u> If the user clicks pick time, a weekly calendar divided by hours appears where the user can input times they would like to meet.

    <u>IV.A.2</u> If they click pick location, a map appears where the user can place pins on locations they would like to meet.

<u>IV.B</u> If the connected user has chosen a time or location, a message appears on the initial user's screen that a connection would like to meet up.

    <u>IV.B.1</u> The initial user can choose which of the connected user's selected times and location they would like to meet.

        <u>IV.B.1.a</u> If none of the connected user's times and locations are desirable for the initial user, the initial user can add times and locations.

<u>IV.C</u> At any point, the user can pull up the chat room with another connected user and click a disconnect button, which will prevent any further messaging from that user. However, the chat will not be deleted for safety purposes, until both users click the delete chat button.

V.   <u>Post Meetup</u>

<u>V.A</u> If two users have agreed to meet up, and it is past the meetup time, a rate option will appear on the chat page. If the user clicks this button, a box will appear where a user can enter a 1-5 star rating and a description.

    <u>V.A.1</u> If both fields are filled and the user hits submit, the rating will be added and shown on the rated user's profile. Other users can also look at what reviews a user has given.

        <u>V.A.1.a</u> If one or both of the fields are not entered and the user hits submit, the system will display a message stating that they can not submit an incomplete rating

<u>V.B</u> If the user would like to delete a rating they have given, they can go to their profile and click the delete button next to a rating

VI.   <u>Profile Management</u>

<u>VI.A</u> If logged in, the user can click their profile picture to visit their profile page.

VI.A.1 The user can update any of their personal information, except for their email.

VI.A.2 The user can also add endorsements to their skills. Endorsements are photographs, files, or links attached to the user's skill that other users can click and view.