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| **Load Page** | |
| **ID** | Use Case 1 |
| **Actors** | System |
| **Preconditions** | User is Logged In |
| **Flow Of Events** | 1. The Method takes in a valid parameter to identify the page (e.g. pageName) 2. The page is loaded and initialized 3. Use Case Ends |
| **Post Conditions** | The target page is loaded & initialized |

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| **Show Feed Page** | |
| **ID** | Use Case 2 |
| **Actors** | Player |
| **Preconditions** | User is Logged In |
| **Flow Of Events** | 1. Feed data is gathered 2. <<include>> Load Page Use Case 3. Use Case Ends |
| **Post Conditions** | The Feed page is loaded & initialized |

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| **Show User Details Page** | |
| **ID** | Use Case 3 |
| **Actors** | Player |
| **Preconditions** | User is Logged In |
| **Flow Of Events** | 1. Target User data is gathered and displayed 2. <<include>> Load Page Use Case 3. Use Case Ends |
| **Post Conditions** | The User Details page is loaded & initialized |

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| **Show Account Details Page** | |
| **ID** | Use Case 4 |
| **Actors** | Player |
| **Preconditions** | User is Logged In |
| **Flow Of Events** | 1. User’s account data is gathered and displayed 2. <<include>> Load Page Use Case 3. Use Case Ends |
| **Post Conditions** | The Account Details page is loaded & initialized |

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| **Show Nearby Page** | |
| **ID** | Use Case 5 |
| **Actors** | Player |
| **Preconditions** | User is Logged In |
| **Flow Of Events** | 1. <<include>> Find Nearby Users Use Case    1. <<include>> Fetch Firebase Account Use Case    2. <<include>> Display Nearby Users Use Case 2. <<include>> Load Page Use Case 3. Use Case Ends |
| **Post Conditions** | The Nearby page is loaded & initialized |

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| **Find Nearby Users** | |
| **ID** | Use Case 6 |
| **Actors** | System |
| **Preconditions** | User is Logged In  The Show Nearby Page has been initialized |
| **Flow Of Events** | 1. Foreach Account In FirebaseAccounts    1. <<include>> Fetch Firebase Account Use Case       1. Calculate distance between user and target account       2. If distance is below threshold, mark to be displayed 2. <<include>> Display Nearby Users Use Case 3. Use Case Ends |
| **Post Conditions** | All users within a proximity threshold are identified and stored |

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| **Fetch Firebase Account** | |
| **ID** | Use Case 7 |
| **Actors** | System |
| **Preconditions** | User is Logged In |
| **Flow Of Events** | 1. Initialize an array of FirebaseAccounts 2. Fetch Firebase Account children 3. Foreach Account in array    1. Add Account to array 4. Return Accounts array 5. Use Case Ends |
| **Post Conditions** | All accounts stored on firebase are fetched and returned in an array |

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| **Display Nearby Users** | |
| **ID** | Use Case 8 |
| **Actors** | System |
| **Preconditions** | User is Logged In  An array of nearby users is initialized |
| **Flow Of Events** | 1. Initialize var html 2. Foreach User in array    1. Add User Data to html var using html tags 3. Set Nearby Users div html to html var 4. Use Case Ends |
| **Post Conditions** | All users close by are displayed correctly on the screen |

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| **Rate User** | |
| **ID** | Use Case 9 |
| **Actors** | Player |
| **Preconditions** | User is Logged In  User Details page is being displayed  User has not rated this person today |
| **Flow Of Events** | 1. User clicks on rating buttons (between 1 and 5) 2. <<include>> Update Firebase Account Use Case 3. Mark this user as RatedToday 4. Use Case Ends |
| **Post Conditions** | The target users account is updated with a new rating |

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| **Update Firebase Account** | |
| **ID** | Use Case 10 |
| **Actors** | System |
| **Preconditions** | User is Logged In  Target Account is given |
| **Flow Of Events** | 1. Find the Account on Firebase 2. Push the Account Details 3. Use Case Ends |
| **Post Conditions** | The Account on Firebase has been updated with the appropriate details |

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| **Update Firebase Location** | |
| **ID** | Use Case 11 |
| **Actors** | System |
| **Preconditions** | User is Logged In  Location services are enabled |
| **Flow Of Events** | 1. Find the Account on Firebase 2. Push the Account Details 3. Use Case Ends |
| **Post Conditions** | The Location on Firebase has been updated with the new data |

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| **Logout** | |
| **ID** | Use Case 12 |
| **Actors** | Player |
| **Preconditions** | User is Logged In |
| **Flow Of Events** | 1. Call the Logout function on Firebase 2. Use Case Ends |
| **Post Conditions** | The user has been securely logged out |