**Use Case: Deploy media to players (DEPL)**

**Actor**: sign manager

**Pre-conditions**

1. Sign manager has authenticated with the management interface
2. Page with navigation menu active
3. Manager interface/datastore has sign players configured
4. Manager interface computer has a network route to players

**Description**

1. Use case begins when the manager activates the “Deploy Signs” menu option
2. The system shall provide the manager with a listing of signs and groups of signs
3. The manager shall select a sign or sign group to deploy to with an adjacent “deploy” button
4. The system shall compile the metadata for deployment to the selected signs
5. The system shall deploy (via SCP) the metadata and media to the selected signs
6. The system shall invoke a command (via SSH) on the player to initiate a reload of metadata and media
7. Use case ends when the deployment is successful and the system informs the manager that the deployment was successful

**Post-Conditions**

1. All selected players now contain the new version of the metadata and media items
2. All selected players have reloaded their metadata and media

**Alternative courses of Action**

1. Manager may enter the deploy flow through an alternate use case (e.g. by a “deploy to signs containing this layout” from a screen relevant to a layout), skipping D.1-D.3

**Exceptions**

1. In the event the manager interface is unable to connect to a player in D.5/D.6, for each failed connection an appropriate message should be displayed to the manager
2. If there do not exist any signs in the system, an appropriate message shall be displayed in D.2 and no deployment buttons should be available
3. If any of the selected signs are already being deployed to (i.e. by another sign manager) at the start of D.4 a message should be displayed and the deploy should halt (returning to D.2)

**Related Use Cases**

None

**Decision Support**

*Frequency*: Low frequency, but many uses may occur consecutively (e.g. 10 deployments per day, within the same half hour). Multiple managers may deploy concurrently

*Criticallity*: High, central to product purpose

*Risk*: Medium. Dependence on network conditions, requires authentication between manager interface and players

**Constraints**

Ease of use: Flow and response should be obvious to user, minimal (<=5) clicks needed to deploy signs

Security: Contents of uploads to players should be practically unmodifiable and

unobservable to entities with network access/control

**Log**

Owner: Jared Miller

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Modifications:

* 2/2/2018 – JM: Initial creation