**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

Creation: 2/2/2018

Modifications:

* 2/2/2018 – JM: Initial creation

**Use Case: Upload media (UPLD)**

**Actor**: sign manager

**Pre-conditions**

1. Sign manager has authenticated with the management interface
2. Page with navigation menu active
3. Media available on managers local computer

**Description**

1. Use case begins when the manager activates the “Upload media” menu option
2. System shall display an interface prompting for the upload of files
3. System shall retrieve and display a list of pending uploads (missing info/not confirmed)
4. Manager shall provide one or more media files either via a “choose file” flow (browser agent provided functionality) or via a “drag and drop” interface (if supported)
5. System shall receive files, save to a temporary location and add to the list of pending files
6. System shall prompt manager to add info to pending media files
7. Manager shall select a pending media file to add info to (name, orientation, distortion allowed, et al)
8. System shall prompt manager for info, providing defaults (name from file name, orientation from image dimensions, etc)
9. Manager shall enter appropriate info and select submit button
10. Use cased ends when system saves submitted info and marks media file as no longer pending

**Post-Conditions**

1. The management system contains the new media file
2. The management system database contains the info for the new media file

Alternative courses of Action

1. Manager may choose to not immediately add info to a file in D.7, and instead return later to add info (skipping D.4-D.5)

Exceptions

1. If an invalid file is submitted to the system in D.5, upload should fail, file should be discarded and manager should be presented with an appropriate error message
2. If an upload is interrupted in D.5, upload should fail, partial file should be discarded, and manager should be presented with an appropriate error message

Related Use Cases

* Upload image
* Upload video

**Decision Support**

*Frequency*: Low frequency, but many uses may occur consecutively (e.g. several dozen uploads in an hour)

*Criticallity*: High, central to product purpose

*Risk*: Medium. Some risks in allowing upload of user files. Implementation can utilize available code.

**Constraints**

*Ease of use*: Flow and response should be obvious to user, interface should have a “memory” feature to provide reasonable defaults based on previous uploads to minimize repetition

*Security*: Type of file should be validated on upload (i.e. must be an image/video)

*Performance*: Should allow for multiple simultaneous uploads (i.e. multiple managers may be uploading concurrently)

**Log**

Owner: Jared Miller

Creation: 2/2/2018

Modifications:

* 2/2/2018 – JM: Initial creation