**Use Case ID:** SOS16 – Attending an Event

**Use Case Level:** User Goal

**Details:**

* **Actor:** Member
* **Pre-conditions:**
  1. Member has successfully logged onto the system.
  2. An Event has been registered, and Member’s time frame and location matches that of the Event.
  3. Organizers have created an attendance record for the Event and has chosen a passcode for the Event.
* **Description:**
  1. Use case begins when the Member clicks on the **Mark as Attending** tab on an Event.
  2. The system shall check for the Member’s device (ideally a phone) timeframe to check against the Event timeframe.
  3. The system shall check for the Member’s device’s (ideally a phone) geolocation to check against the Event location.
  4. The system shall show the Member a prompt asking for a 4-digit passcode.
  5. The Member inputs the passcode.
  6. The system shall check the Member’s input passcode against the one set by the Organizer.
  7. The system shall record attendance on the Member’s log.
  8. The system shall record attendance on the Event’s log
  9. The case ends once the attendance has been noted and the Member has been notified that the attendance has been recorded.
* **Relevant requirements:**

None

* **Post-conditions:**
  1. There is a record of the attendance on the Member’s log.
  2. There is a record of the attendance on the Event’s log.
* **Alternative Courses of Action:**
  1. In steps D.2, if the timeframe of the device is not the same as the timeframe for the event, the system shall reject the Member. It shall also notify the Member of this rejection.
  2. In step D.3, if the location of the device is not the same as the location of the event, the system shall reject the Member. It shall also notify the Member of this rejection.
  3. In step D.6, if the passcode is not correct, the system shall prompt the Member again (up to three times). After failing 3 times, the system shall stop the user from trying again.

**Extensions:**

None.

**Exceptions:**

1. The Member’s device has geolocation and/or time locked, then the system cannot mark the attendance.

**Concurrent Uses:**

None

**Related Use Cases:**

SOS15 – Earn Points by Attending an Event

**Decision Support**

**Frequency:** On average, 15-30 participants per Event, with an average of 3 Events per Organization created weekly.

**Criticality:** Medium. The point and ranking systems are optional functionalities that not everybody will use, and that is subordinate to other systems.

**Risk:** Hard. Implementation does require some complex and nuance parts, such as geolocation (e.g., with Geolocation API and React-Geolocation).

**Constraints:**

* Usability
  1. No previous training or knowledge. The system should respond without user interaction after the attendance is completed.
* Reliability
  1. Meant Time to Failure: 5% failure monthly is acceptable.
* Performance
  1. The system should be able to handle 20 requests in 1 minute.
  2. The system should update the Event, Member, and Organization logs within 2 seconds.
* Supportability
  1. Point earning should be supported by Chrome, Mozilla, and IE.
* Implementation
  1. The implementation shall use JS React for front-end, and Java-based software for back-end, as well as SQL for database management.

**Modification History**

**Owner:** Armando J. Ochoa

**Initiation date:** 09/01/2019

**Date last modified:** 09/05/2019