UC-01 "Report a story" (User goal / App user)

The purpose of this use case is for a user to label offensive content to be removed.

Main Scenario:

1. User opens the application

2. User navigates to a the page of a story that is near to them

3. User taps "Report this story"

4. User taps "confirm"

5. The system sends marks the story as reported and adds it to the administrators' lists.

Extensions:

4b. User selects cancel
        4b1. The user is returned to the story's page.

UC-02 "Create account" (User goal / App user)

Main Scenario:

1. User opens the application

2. User selects register for account

3. User types in a user name and password

4. Application contacts the server and attempts to create a new account

5. The application logs the user in

Extensions:
1a1. The user has an account but is logged out
        1b. User enters their credentials and selects log in.
        1c. The application compares the credentials to those on the server. If they match, the
        user is logged in
1b1. The user is already logged in
        1b. The application does not show the log in screen
2a. User selects cancel
        2a1. The user is returned to the screen prompting them to log in or register
3a. Account name is taken

3a1. The server rejects the request to create a new account
3a2. The application prompts the user to enter in a different username until a unique name is chosen.

UC-03
The purpose of this use-case is make users aware of their accounts activity by notification
"Receive and view notifications" (User goal / App user)
Scenario #1
1. User opens GeoStory app and logs on

2. User receives notification that someone has comment on their story

3. User is directed towards their Story with the new comment

Scenario #2
1. User opens GeoStory app and logs on

2. User receives notification that their story has been taken down by an admin

3. User may get notification for story's offense

Scenario #3
1. User opens GeoStory app and logs on

2. User receives notification that their story has achieved _____ rating

3. User is directed towards their Story and may view comments and rating on it

Extensions:
1a.   User logs onto his/her account if not already logged on
1b.   User is directed towards main page where their notification will be displayed
1c.   User must click on individual notifications from list of notifications

UC-04
The purpose of this use-case is to let users post their GeoStories
"Posting new GeoStory" (User goal / App user)
Main Scenario:
1. User opens GeoStory (logs on if not already)

2. User is directed to the main menu

3. User wishes to Post a GeoStory, clicks on New Page

4. User types in description of Story

5. User is prompt to upload an image if they choose

6. Later user may view all previous stories by clicking "My Posts" from the main menu

Extensions:
    1a.   User logs onto his/her account if not already logged on
    4a.   User is prompted to fill in text field of description
    5a.   User may take photo to go with Story
    5b.   User may upload photo from their device
    6a.   User sees all previous posts
    6b.   User may edit their old posts
    6c.   User may click on a story and view any comments left/rating of Story

UC-05
The purpose of this use-case is to describe how a user of the GeoStory app is able to browse stories nearby.

"Browse stories nearby"   (User goal / App user)
Main Scenario:
   1. User opens GeoStory app.

   2. User navigates to list of nearby stories

   3. User clicks on nearby story

Extensions:
  1a. Phone is in pocket
     1a1. Pull out phone, turn on screen.
  1b Phone is in hand and screen is on.
     1b1. Unlock phone and click on Geostory app to open.
  2a. User is not logged in.
     2a1. User attempts to logs in.
     2a2. Server receives user data and either accepts or denies credentials.
  2b. User is logged in, on main page.
     2b1. User clicks on nearby stories button to navigate to nearby stories page.
     2b2. Server directs user to the nearby stories page.
  2c. User is on any other page in app.
     2c1. User navigates to main page, then does step 2b.
     2c2. Server directs user to the nearby stories page.
  3a. User finds nearby story to view
     3a1. Server uses location to fetch nearby stories and sends them to user's device.
     3a2. User scrolls through list of nearby stories
  3b. User clicks on nearby story to view
     3b1. Server sends individual story page to user's device
     3b2. User is directed to page to view the story.

UC-06

The purpose of this use-case is to describe how a user of the GeoStory app is able to delete and/or edit their own posts.

"Delete/edit User Posts"   (User goal / App user)
Main Scenario:
  1. User opens GeoStory app.

  2. User navigates to my posts page

  3. User edit posts

  4. User deletes posts

Extensions:
  1a. Phone is in pocket
        1a1. Pull out phone, turn on screen.
  1b Phone is in hand and screen is on.
        1b1. Unlock phone and click on Geostory app to open.
  2a. User is not logged in.
        2a1. User attempts to logs in.
        2a2. Server receives user data and either accepts or denies credentials.
  2b. User is logged in, on main page.
        2b1. User clicks on my posts button to navigate to nearby stories page.
        2b2. Server directs user to the my posts page / fetches and sends posts of current user.
  2c. User is on any other page in app.
        2c1. User navigates to main page, then does step 2b.
        2c2. Server directs user to the my posts page.
  3a. User clicks on one of his / her posts.
        3a1. Server fetches individual post and sends it to user's device.
  3b. User clicks to edit post.
        3b1. Server brings up edit page with typing capability.
        3b2. User types to change titles / description of current post
  3c. User saves changes.
        3c1. User clicks on save changes.
        3c2. Server fetches changes and overrides current post and saves it onto server.
  4a. User clicks on one of his / her posts.
        4a1. Server fetches individual post and sends it to user's device.
  4b. User clicks to delete post.
        4b1. Server sends pop-up notification asking to confirm current action.
  4c. User confirms to delete.
        4c1. User clicks on delete button.
        4c2. Server receives confirmation and deletes post and it is removed from server.
  4d. User confirms to cancel
        4d1. User clicks cancel button.
  4e. Server removes pop-up / user can continue to edit.

UC-07

The purpose of this use-case is to show how users rate other user's stories

"Rating on a story" (User goal / App user)

Main Scenario:
7. User opens GeoStory app.

8. User navigates to list of nearby stories

9. User clicks on nearby story

10. User clicks on a 1-5 star rating

Extensions:
1a. Phone is in pocket
    1a1. Pull out phone, turn on screen.
1b Phone is in hand and screen is on.
    1b1. Unlock phone and click on Geostory app to open.
2a. User is not logged in.
    2a1. User attempts to logs in.
    2a2. Server receives user data and either accepts or denies credentials.
2b. User is logged in, on main page.
    2b1. User clicks on nearby stories button to navigate to nearby stories page.
    2b2. Server directs user to the nearby stories page.
2c. User is on any other page in app.
    2c1. User navigates to main page, then does step 2b.
    2c2. Server directs user to the nearby stories page.
3a. User finds nearby story to view
    3a1. Server uses location to fetch nearby stories and sends them to user's device.
    3a2. User scrolls through list of nearby stories
3b. User clicks on nearby story to view
    3b1. Server sends individual story page to user's device
    3b2. User is directed to page to view the story.
 4b. User chooses a rating.
    4b1. User scrolls down the GeoStory till they reach the rating bar.
    4b2. User selects a star that corresponds to the 1-5 rating of the story.

UC-08

The purpose of this use-case is to show how users comment on other user's stories

"Rating on a story" (User goal / App user)

Main Scenario:
1. User opens GeoStory app.

2. User navigates to list of nearby stories

3. User clicks on nearby story

4. User clicks on the comment button

5. User writes a comment

Extensions:
   1a. Phone is in pocket
      1a1. Pull out phone, turn on screen.
   1b Phone is in hand and screen is on.
      1b1. Unlock phone and click on Geostory app to open.
   2a. User is not logged in.
      2a1. User attempts to logs in.
      2a2. Server receives user data and either accepts or denies credentials.
   2b. User is logged in, on main page.
      2b1. User clicks on nearby stories button to navigate to nearby stories page.
      2b2. Server directs user to the nearby stories page.
   2c. User is on any other page in app.
      2c1. User navigates to main page, then does step 2b.
      2c2. Server directs user to the nearby stories page.
   3a. User finds nearby story to view
      3a1. Server uses location to fetch nearby stories and sends them to user's device.
      3a2. User scrolls through list of nearby stories
   3b. User clicks on nearby story to view
      3b1. Server sends individual story page to user's device
      3b2. User is directed to page to view the story.
   4a. Users clicks on the comment button
      4b1. User scrolls down the GeoStory till they reach the comment section.
      4b2. User clicks on the comment button.
      4b3. User is presented a text input comment dialog
   5a. User writes a comment.
   5b. User exits the dialog.
      5a. pressing "Send" will create the comment
      5b. pressing "Cancel" will exit the comment section without creating a comment.

UC-09
The purpose of this use-case is to show how to access their settings
"Changing Settings" (User goal / App user)
Main Scenario:
   1. User opens GeoStory app.

   2. User navigates to the settings menu

   3. User changes settings

Extensions:
   1a. Phone is in pocket
      1a1. Pull out phone, turn on screen.

1b Phone is in hand and screen is on.
   1b1. Unlock phone and click on Geostory app to open.
2a. User is not logged in.
   2a1. User attempts to logs in.
   2a2. Server receives user data and either accepts or denies credentials.
2b. User is logged in, on main page.
   2b1. User clicks on settings button to access the settings page.
2c. User is on any other page in app.
   2c1. User navigates to main page, then does step 2b.
3a. User Changes settings
   3a1. Individual settings can be toggled (on/off) by pressing their adjacent button.