Use-case #7 | Forrest Scott

*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:*

1. User opens GeoStory app.
2. User navigates to list of nearby stories
3. User clicks on nearby story
4. 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.

Use-case #8 | Forrest Scott

*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.

Use-case #9 | Forrest Scott

*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.