

Use Cases

A list of Use Cases for Yep. The ones marked in gray have not yet been implemented but are desired.

Game Setup

1. Users/Players
 - a. Fetch a List of Users from the Database
 - b. Create a new User
 - c. *Save a User to the Database*
 - d. Add a User to the Game Setup (Convert to Players)
 - e. Remove a User from the Game Setup
 - f. Join as a User from a Mobile Device
2. Categories
 - a. Populate Database with Categories and Cards from JService
 - b. Fetch a List of Categories from the Database
 - c. Add a maximum of 10 Categories to the Game Setup
 - d. Remove a Category from the Game Setup
 - e. Create a new Category
 - f. View all the Cards (Question, Answer & Difficulty) from one Category
 - g. *Add a new Card to a Category*
 - h. *Edit a Card in a Category*
 - i. *Save a new/edited Category to the Database*
 - j. *Save a new/edited Card to the Database*
3. Game Setup
 - a. Create a Valid Game Setup with Players and Categories

Game

1. Start a Game from the Game Setup
2. Flow of 1 Question
 - a. Choose a Card and Display the Question
 - b. Show the Answer of a Card
 - c. Deliver Points to a Player
 - d. Remove Points from a Player
 - e. Exit without Delivering or Removing Points
 - f. Mark the Card as Read
3. Buzzer from Mobile
 - a. Press the Button to Answer
 - b. Indicate who Pressed the Button to Answer
 - c. Reset the Indication from Button to Answer
4. Start new Round after First is Finished