
<Company Name>

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Web Tinder App Use-Case Model

Version 1.0

Web Tinder App	Version: 1.0
Use-Case Model	Date: 17/03/2019
Project_UseCaseModel_Chat_with_another_user	

Revision History

Date	Version	Description	Author
17/03/2019	1.0	Initial Specification	Căta Mihai

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Use-Case Model

1. Use-Cases Identification

Use case: Chat with another user who is also interested in you

Level: user goal

Primary actor: user

Main success scenario:

1. The user opens the application
2. The system prompts the user to log in
3. The user writes his credentials
4. The user clicks login
5. The system validates the credentials
6. The system redirects the user to the home page
7. The user clicks on the “My matches” button
8. The user sees the other users that were also interested in him
9. The user selects a user from the list
10. The user sends a message to the selected user

Extensions:

- 9'. The user can see if the other person is currently active or not.
- 10'. The system stores the messages

UML Use-Case Diagram

