Use Cases and Logical Architecture

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# Section 1: Use Cases

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| Title (goal) | **Create Meeting** |
| Primary Actor | Meeting host |
| Story | Host uses slack slash command “/meeting new“ to open create meeting dialog.  buttons  Host fills out dialog form to create a meeting and submits by pressing “Send“ button.  Once the meeting is created the host will receive an email confirming the meeting details and can add it to their calander. |

Add to calendar

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| Title (goal) | **Invite Participants** |
| Primary Actor | Meeting host |
| Story | Once a new meeting has been created the meeting information is displayed in the channel. The host can invite participants using the "Invite Others“ button. They can send an invitation to a user or a channel for all users in the channel to see. |

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| Title (goal) | **Accept Meeting Invitation** |
| Primary Actor | Users |
| Story | Once a user has been invited directly or the meeting details are displayed in a channel they are using they can accept the meeting invitation by pressing the “Accept“ button. Once they press the button, they will receive a message indicating they have accepted and have been sent an email confirming their invitation and they can add the event to their calendar.  If they have already accepted the invitation, they will receive a message indicating they were already participating. |

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| Title (goal) | **Decline Meeting Invitation** |
| Primary Actor | Users |
| Story | Once a user has been invited directly or the meeting details are displayed in a channel they are using they can decline the meeting invitation by pressing the “Decline“ button. They will receive a message indicating they were not participating or if they have previously accepted the invitation, they will receive a message indicating they were they have declined. |

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| Title (goal) | **Set Reminders** |
| Primary Actor | Host/ Participants |
| Story | Once the user has accepted the meeting invitation they will be presented with a “Set Reminders“ button if they will. If they press this button they will open a dialog box where they can set the time and label for their reminders. When they are satisfied with the reminder details they press the “Send“ button to confirm.  The reminder details will then be displayed. |

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| Title (goal) | **Display Reminders** |
| Primary Actor | Host/ Participants |
| Story | Once a reminder has been set it‘s details are displayed. Underneath there is a “View All Reminders“ button which will show you all the reminders you have set for any meeting.  Alternatively you can use the “/meeting reminders“ slach command which will also display all reminders you have set.  If there are no reminders set you will receive a message indicating You do not have any reminders set. |

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| Title (goal) | **Delete Reminders** |
| Primary Actor | Host/ Participants |
| Story | Once a reminder has been set it‘s details are displayed. Underneath there is “Delete Reminder“ button which will allow you to delete the reminder you have just set and send a display a message indicating Reminder Deleted.  If you wish to delete other reminders you will need to diplay reminders as stated in the “**Display Reminders**“ Use Case. Each reminder will have a drop down menu containing “Remove Reminder“ option. This will delete the reminder you have selected and send a display a message indicating Reminder Deleted. |

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| Title (goal) | **Update reminder** |
| Primary Actor | Host/ Participants |
| Story | To update reminders you will need to diplay reminders as stated in the “**Display Reminders**“ Use Case. Each reminder will have a drop down menu containing “Edit Reminder“ option. This will allow the user to edit the reminder you have selected. |

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| Title (goal) | **Display Meetings** |
| Primary Actor | Host/ Participants |
| Story | To display all the meeting the user has accepted an invitation to they simply use the “/meeting display“ slash command. This will list out all their meetings.  If you are not participating in any meetings you will receive a message indicating you dont have any meetings scheduled and are presented with “Create Meeting“ button if you wish to create one.  Once a meeting you are participating in has ended the meeting will be removed from your list of meetings as it has ended. |

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| Title (goal) | **Delete Meeting** |
| Primary Actor | Host |
| Story | Once a meeting has been created only the host has permissions to delete a meeting.  To delete a meeting you will need to diplay meetings as described in the “**Display Meetings**“ Use Case. Each meeting will have a drop down menu containing “Delete“ option if you are the host/ organiser. This will allow the host to delete the meeting you have selected. |

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| Title (goal) | **Leave Meeting** |
| Primary Actor | Participants |
| Story | Once a meeting has been created only the invited participants can leave a meeting.  To leave a meeting you will need to diplay meetings as described in the “**Display Meetings**“ Use Case. Each meeting will have a drop down menu containing “Leave“ option if you are the a participant. This will allow the participant to leave the meeting you have selected. |

# Section 2: Logical Architecture

