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| ID | Dashboard |
| Title | Table of actions that can be done to the house parameters |
| Description | The dashboard contains most of the actions a user can perform through clicking a button. Each user according to their restrictions will be able to perform a certain number of actions. This is the section that interacts with the user. Any time the user wishes to perform an action in the house or in its profile, the user clicks a button, and it should the action should be performed. |
| Primary Actor | User signed in as a parent, child or guest |
| Preconditions | 1. If the user is a parent, they can turn on/off the lights, open/closed windows, and garage, and lock/unlock the doors at all times. 2. If the user is a child or a guest, they can only turn on/off the lights, open/closed windows in the room they are in. 3. If the user is a stranger, you have no permissions under any circumstance. 4. User should be logged in as either parent/child/guest |
| Postconditions |  |
| Inputs: | assigned buttons to perform each allowed action |
| Outputs | Icons should appear on the map in each room showing the following info:   * Lights turn on/off * Door locked/unlocked * Window open/closed * Garage door opened/closed * User signed in/out |
| Main  Success  Scenario: | * When a user turns on/off the light of a room through the dashboard, the lights in the room should turn on/off. * When a user locks/unlocks the doors of a room through the dashboard, the doors in the room should lock/unlock. * When a user opens/closes the windows of a room through the dashboard, the windows in the room should open/close. * When a user opens/closes the garage door through the dashboard, the garage door should open/close. * The user should be able to see anyone that is in the parameters of the house. * If the user wants to sign out or change accounts, the system should successfully logout and sign in the current/new user. |