## Use-Case 1: Start the application Scope: End Goal

### 1.1 High Level Description

#### 1.1.1 User end goal story:

When the user

Wants to start the application

They click the icon on their phone to open the application

So that the application opens to the login screen

#### 1.1.2 Event-response story

When the user presses the game icon the application will start.

It causes the game to load the Login Scene and check for local existing user data

By checking for a userID

So that if there is a userID the app can automatically log the user in or if there is not the app can ask the user to log in for the first time

### 1.2 Trigger

The user presses the icon for Let’s Quiz from their phones apps page or home screen.

### 1.3 Actors

#### 1.3.1 User

The user starts the use case by opening the app.

#### 1.3.2 Let’s Quiz Server

Once the user has logged in whether it was done automatically or not the application will contact the online database to add the new user or pull existing user details.

### 1.4 Stakeholders

#### 1.4.1 User

The user requires the app to open without errors and minimal delay.

#### 1.4.2 Let’s Quiz Server

The device needs to be able to access the online database to check user details.

#### 1.4.3 User’s phone

The user’s phone needs to allocate memory and give the application the correct permissions to operate as required.

#### 1.4.4 The User’s Previously Provided Social Media Account

Let’s Quiz offers users a selection of ways to log in and create lasting accounts including Facebook and Google Play. Let’s Quiz will have to interact with their APIs, maintain a reputable name so as to maintain communication with each social media server and at least one member of the Let’s Quiz design team will have to developers for each social media outlet Let’s Quiz wishes to interact with.

### Related Use Cases

None

### Pre-conditions

1.6.1 User’s phone meets the minimum requirements

1.6.2 User has Let’s Quiz installed

* + 1. User press’s the Let’s Quiz icon app

1.6.4 The user has internet connectivity

### 1.7 Post-conditions

#### 1.7.1 Minimal guarantee

Give an error message to the user so they can rectify the problem, or upon an unrecoverable error the application will safely terminate and the user can restart it.

#### 1.7.2 Success guarantee

The application will start and open the Login Scene

### 1.8 Normal Flow

|  |  |
| --- | --- |
| **Actor** | **System** |
| 1. The user presses the Let’s Quiz icon 2. User selects method to log in, either Facebook, GooglePlay or Create Profile | 1. The application will open to the Login Scene 2. Device checks local data for existing userID (none present) 3. The user is asked to log in and presented with 4 options: Facebook, GooglePlay, Create Profile or Skip 4. Application verifies login with appropriate social media platform or Let’s Quiz server 5. The application creates a userID 6. Application loads Main Menu Scene |

The use case ends.

### 1.9 Alternate Flows

#### 1.9.1 Alternate flow 1: The user has logged in before and has a userID

If at step 3 of the normal flow the application already has a userID

|  |  |
| --- | --- |
| **Actor** | **System** |
|  | 3.1 Device checks local data for existing userID (userID present)  3.2 The user is logged in using the method they selected previously  3.3 A greeting message will pop display so the user knows they are logged in  Normal flow will continue from step 8 |

#### 1.9.2 Alternate flow 2: The user chooses to ‘skip’ login

If at step 4 of the normal flow the user presses skip instead of choosing a login option

|  |  |
| --- | --- |
| **Actor** | **System** |
|  | 3.1 Attempt to connect to online server times out after 30 seconds.  3.2 An error message will pop up to inform the user of the problem 3.3 The application will skip the login process and use a guest account  Normal flow will continue from step 8 |

#### 1.9.3 Alternate flow 3: There is no internet connection or the server/social media account is unavailable

If at step 6 of the normal flow the user login cannot be verified

|  |  |
| --- | --- |
| **Actor** | **System** |
|  | 6.1 Attempt to connect to online server times out after 30 seconds.  6.2 An error message will pop up to inform the user of the problem 6.3 The application will skip the login process and use a guest account  Normal flow will continue from step 8 |

### 1.10 Key Scenarios

#### 1.10.1 Open application new user logs

1.10.1.1 The application opens the Login Scene

1.10.1.2 Application checks local data for userID

1.10.1.3 No userID is found

1.10.1.4 The user is given a choice of ways to login to Let’s Quiz

1.10.1.5 The user selects either Facebook, Google Play or Create a Profile

1.10.1.6 The application verifies the user details with either the Let’s Quiz server or the social media platform

1.10.1.7 The verification is successful and the application creates a userID

1.10.1.8 The application loads the Main Menu Scene

#### 1.10.2 The user has logged in before and has a userID

1.10.2.1 The application opens the Login Scene

1.10.2.2 Application checks local data for userID

1.10.2.3 userID is found on the device

1.10.2.4 The user is logged in using the previously saved login details

1.10.2.5 The application contacts the Let’s Quiz server for stored user details including existing open games

1.10.2.6 A personalised greeting message is displayed to the user so they know they have been logged in

1.10.2.7 The application loads the Main Menu Scene

#### 1.10.3 The user chooses to skip the login step

1.10.3.1 The application opens the Login Scene

1.10.3.2 Application checks local data for userID

1.10.3.3 No userID is found

1.10.3.4 The user is given a choice of ways to login to Let’s Quiz

1.10.3.5 The user chooses ‘Skip’ from the login options

1.10.3.6 The user name is set to ‘Guest’

1.10.3.7 No userID is created

1.10.3.8 The application loads the Main Menu Scene

#### 1.10.4 The server or social media platform is unavailable or verification otherwise fails

1.10.4.1 The application opens the Login Scene

1.10.4.2 Application checks local data for userID

1.10.4.3 No userID is found

1.10.4.4 The user is given a choice of ways to login to Let’s Quiz

1.10.4.5 The user selects either Facebook, Google Play or Create a Profile

1.10.4.6 The application verifies the user details with either the Let’s Quiz server or the social media platform

1.10.4.7 the server or social media platform is unavailable, or verification otherwise fails

1.10.4.8 The pop up message is displayed to the user saying what has happened

1.10.4.9 The user name is set to ‘Guest’

1.10.4.10 No userID is created

1.10.4.11 The application loads the Main Menu Scene

### 1.11 Other Quality Requirements

#### 1.11.1 Internet connection

To connect to the online server or social media account the application requires an active internet connection.