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| **ID and name** | | UC-1: User Authentication | | |
| **Primary actor** | User | | **Secondary actors** | None |
| **Description** | | The user logs into the system with a username and a password | | |
| **Trigger** | | User wants to access the system | | |
| **Preconditions** | | Must have an account | | |
| **Postconditions** | | The user enters the account | | |
| **Normal flow** | | 1. User uses a valid username and password to enter the system 2. The system validates input 3. User is logged in if valid 4. User enters system where he has his “Rooms” that he can access | | |
| **Alternative flows** | | 1. 1. User enters invalid credentials 2. 2. User doesn’t have an account-> the system allows him to create one | | |
| **Exceptions** | | 1. E. If the password the user chooses does not contain certain characters the system needs to validate it, it throws an exception and asks for another password | | |

**RoomMate APP**

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| **ID and name** | | UC-2: “Room” entry | | |
| **Primary actor** | User | | **Secondary actors** | Room Admin |
| **Description** | | The user can choose to enter a room he already has or request to join one | | |
| **Trigger** | | User wants to join a room | | |
| **Preconditions** | | Must be logged in | | |
| **Postconditions** | | User enters a room | | |
| **Normal flow** | | 1. User enters code for the room 2. He waits for admin approval 3. He is given admin approval and enters the room 4. The room is now accessible in his account to access whenever | | |
| **Alternative flows** | | 1. 1. User enters a room he already has by clicking on the room icon | | |
| **Exceptions** | | 1. E. The user’s request to join is rejected-> he doesn’t enter the room | | |

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| **ID and name** | | UC-3: Room People Management | | |
| **Primary actor** | Room Admin | | **Secondary actors** | User |
| **Description** | | The room admin can decide who takes part in the room activities and can modify the aspect of the virtual room | | |
| **Trigger** | | User wants to join the room | | |
| **Preconditions** | | The admin must be logged in to receive the notification | | |
| **Postconditions** | | Admin has a new roommate in a certain room or not | | |
| **Normal flow** | | 1. Admin receives notification that someone wants to join 2. He clicks on the requests and approves | | |
| **Alternative flows** | | 2. Room admin decides to give the new mate admin status or not | | |
| **Exceptions** | | 1. E. Admin rejects request | | |

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| **ID and name** | | UC-4: Expenses Management | | |
| **Primary actor** | Admin | | **Secondary actors** | User |
| **Description** | | Option for adding a bill and splitting it evenly for all the people in the room | | |
| **Trigger** | | Admin adds a bill | | |
| **Preconditions** | | Must be logged in as admin | | |
| **Postconditions** | | Everybody has their share of the bill in an “expenses management” table that they can erase when they’ve paid it | | |
| **Normal flow** | | 1. Admin adds the name of the bill/expense and the amount . 2. By clicking the “add expense” button ,the bill is distributed evenly to all the roommates 3. The bill is also added to a table all the roommates can access | | |
| **Alternative flows** | |  | | |
| **Exceptions** | |  | | |

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| **ID and name** | | UC-5: Chores and Cleaning | | |
| **Primary actor** | Users | | **Secondary actors** |  |
| **Description** | | Organizes household tasks and shared responsibilities. | | |
| **Trigger** | | Roommate adds a task | | |
| **Preconditions** | | Must be part of a room | | |
| **Postconditions** | | The task is added to a shared list of chores | | |
| **Normal flow** | | 1. User adds task 2. The task is put in a shared list that everybody can access 3. Any of the roommates can complete the task 4. After completing the task, the others are notified about who completed it | | |
| **Alternative flows** | | 1. 1. Somebody deletes a task | | |
| **Exceptions** | | * 1. E. From a task deletion -> the others are notified | | |

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| **ID and name** | | UC-6: RoomMate Chat | | |
| **Primary actor** | Users | | **Secondary actors** |  |
| **Description** | | Private or shared chat with the roommates | | |
| **Trigger** | | User enters the chat | | |
| **Preconditions** | | Must be part of a room | | |
| **Postconditions** | | Message sent | | |
| **Normal flow** | | 1. User enters a chat 2. He sends messages to another user or users from the room | | |
| **Alternative flows** | | 2. Deletes a message | | |
| **Exceptions** | |  | | |

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| **ID and name** | | UC-7: Guest Management | | |
| **Primary actor** | Users | | **Secondary actors** |  |
| **Description** | | Roommates can notify the others if they have somebody come over | | |
| **Trigger** | | User adds the notification about having somebody over | | |
| **Preconditions** | | Must be part of room | | |
| **Postconditions** | | The roommates are notified | | |
| **Normal flow** | | 1. User adds notification 2. He introduces 3. The others are notified | | |
| **Alternative flows** | |  | | |
| **Exceptions** | |  | | |

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| **ID and name** | | UC-8: Gamification | | |
| **Primary actor** | Users | | **Secondary actors** |  |
| **Description** | | Points for active roommates | | |
| **Trigger** | | Does a chore | | |
| **Preconditions** | | Must be in a room | | |
| **Postconditions** | | Points added | | |
| **Normal flow** | | 1. User checks the chores 2. User does a chore 3. He is rewarded with points | | |
| **Alternative flows** | |  | | |
| **Exceptions** | |  | | |

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| **ID and name** | | UC-9: Emergency Alerts and Safety Features | | |
| **Primary actor** | Users | | **Secondary actors** |  |
| **Description** | | Alerts sent to inform the roommates about things that can happen(fire,break in) | | |
| **Trigger** | | User sends alerts to the others | | |
| **Preconditions** | | Must be in a room | | |
| **Postconditions** | | Alerts sent to everybody from the group | | |
| **Normal flow** | | 1. User accesses alert section 2. Writes the details 3. Sends alrts | | |
| **Alternative flows** | |  | | |
| **Exceptions** | |  | | |

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| **ID and name** | | UC-10: Temporary Subletting Option | | |
| **Primary actor** | Users | | **Secondary actors** |  |
| **Description** | | Allows users to find a temporary roommate if they are traveling. | | |
| **Trigger** | | User finds a temporary roomate | | |
| **Preconditions** | | Must be authentificated | | |
| **Postconditions** | | User is added to your room | | |
| **Normal flow** | | 1. User finds another user who looks for a roommate for a period of time 2. Adds user to room | | |
| **Alternative flows** | |  | | |
| **Exceptions** | |  | | |