# Use Case Survey

## Actor Summaries

### Primary:

### Student

Students use the program as a learning tool to learn the phonics of a language. They are given the program to use by a teacher in a language learning class. They value:

* Ease of use
* Speed
* Fun

Ease of use is valuable for the students, as they don’t want to learn how to use a computer in addition to a language. Any annoying parts of the program would slow a student’s learning.

Speed is valued by a student because any lag in the program would be jarring and make the program less interactive.

Fun is valued by a student because it makes the program seem like a game.

### Teacher

Teachers give the program to a student as a learning activity. They can start the program for the student. They also can view a student’s progress through the program. They value:

* Reliability
* Speed
* Accuracy
* Fun

Reliability valued because the teacher wants the program to work without supervision so they can do something else.

Speed is valued because the teacher wants the program to start as soon as possible so they can move on to the next thing.

Accuracy is valued because they need the program to be teaching the correct phonics.

Fun is valued because the kids will want to use the program if it is fun.

## Use Case Summaries

### Play Game

The goal of this use case is to allow the actor to play the game. The actor is given blank spaces to fill in with letters. They are given an indication of what word is supposed to go into the spaces from a picture. After they solve that word they get another one. After completing some number of words, the game ends. The user will see how many they have finished and how many they have left. The results of the game are logged for use in a report for the teacher to see.

### Start Program

The goal of this use case is to allow a teacher to start the game for a student. They select play game and select the student for which it would record the progress. After that they can give the computer to the student.

### Change Student

The goal of this use case is to allow a teacher to add or remove students from their associated classroom (Teacher object). The teacher selects their name from the teacher screen and their students (if any) are displayed. For add, they will be prompted to enter the student’s name. For remove, the teacher will select the student they wish to remove.

### Change Teacher

The goal of this use case is to add or remove a teacher from the system. They will be presented with a list of existing teachers (if any) from a teacher screen, and then prompted to enter their name to add or select a teacher to remove.

### View report

The goal of this use case is to allow a teacher to view a history of a student’s completed words. A teacher will select a student’s name and then select the report. It will show that student’s progress through the game.

## Use Case Diagram

### Student and Teacher Use Case Diagram

