**Use Case: View Report**

# Brief Description

The goal of this use case is to allow a teacher to view a report detailing a student’s progress.

# Included Use Cases

None

# Preconditions

Program is installed.

Program is on the start screen.

Teacher profile has been created. (See “Change Teacher”)

Student profile has been created. (See “Change Student”)

# Flow of Events

## Basic Flow – Student reports are displayed

1. This use case begins when the teacher accesses the start screen.
2. The teacher selects the teacher screen.
3. The system displays the existing teachers.
4. The teacher selects the teacher the student is added under.
5. The system displays the teacher’s existing students.
6. The teacher selects the student that they want a report for.
7. The system displays the report.
8. The use case ends.

## Alternative Flows

None

## Exception Flows

None

# Additional Detail

See appendices below.

# Requirements

None

# Post-conditions

1. The system has added or removed the indicated student profiles from the system.

# Notes & Open Issues

None

# Out of Scope (Future Functionality)

None

# Appendix A – Data Definition for View Report

View Report: Data Definition

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Field Name** | **Description** | **Type** | **Valid Values** | **Default** | **Business Rules** |
| Teacher | Teacher's name. | Text | N/A | N/A | Teacher names must be unique. |
| Student | Student's name. | Text | N/A | N/A | Student is assigned to a teacher. Student names must be unique. |
| History | History of spelled words. | Text | N/A | N/A | Consists of words spelled during the game. |

# Appendix B – UI Prototypes for View Report

View Report: UI Prototype