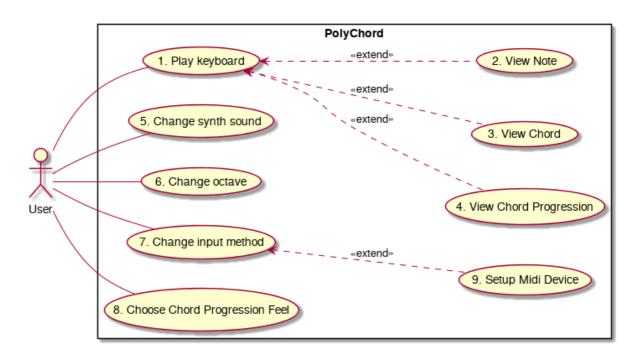
# **Use Case Models and Use Case Descriptions**

# **Use Case Models**

# Piano Keyboard Input

#### **Use Case model:**



## **Use Case Descriptions:**

# Play Keyboard:

- Use Case ID: 1
- Relevant User Story IDs: 1,2
- Actors: User
- Related Use Cases:
  - Extended by 2. View Note
  - o Extended by 3. View Chord
  - Extended by 4. View Chord Progression
- Preconditions: None Post-conditions: None Exceptions handled: None

# **Steps:**

#### **User Actions**

#### System Responses

- User plays notes on the piano - System plays the corresponding sounds for the notes

# View Note:

- Use Case ID: 2
- Relevant User Story IDs: 31
- Actors: User
- Related Use Cases: None

- Preconditions: User Plays Piano
- Success Post-conditions: System displays each note as it is played
- Exceptions handled: None

# **Steps:**

#### ### User Actions

#### ### System Responses

- User plays notes on the Piano
  - System plays the corresponding sounds for the notes
- User views notes as they play System displays each note as it is played

#### View Chord:

- Use Case ID: 3
- Relevant User Story IDs: 1, 4
- · Actors: User
- Related Use Cases: None
- Preconditions: User Plays Piano, notes played form a valid chord
- Success Post-conditions: Chord being played is displayed
- Exceptions handled: If the notes aren't a chord, nothing is displayed

#### **Steps:**

#### ### User Actions

#### ### System Responses

- 1. User plays notes on the Piano
- 2. System plays the corresponding sounds for the notes
- 4. User views chords as they play 3. System displays the chord name

# View Chord Progression:

- Use Case ID: 4
- Relevant User Story IDs: 28, 30
- Actors: User
- Related Use Cases: None
- Preconditions: User Plays Piano, notes played form valid chord
- Success Post-conditions: System displays chord progression as it is played
- Exceptions handled: If the notes aren't a chord, nothing is displayed

#### Steps:

#### ### User Actions

#### ### System Responses

- User plays notes on the Piano
   System plays the corresponding sounds for the notes
   User views notes as they play
   System displays chord progression suggestion

#### **Change Synth Sound:**

- Use Case ID: 5
- Relevant User Story IDs: 9, 22
- Actors: User
- · Related Use Cases: None
- Preconditions: None
- · Success Post-conditions: System uses selected synth sound
- Exceptions handled: None

# **Steps:**

#### ### User Actions

# ### System Responses

- User changes Synth sound selection - System changes the sound profile that is played by piano

#### Change octave:

- Use Case ID: 6
- Relevant User Story IDs: 17
- Actors: User
- Related Use Cases: None
- Preconditions: None
- Success Post-conditions: System outputs synthesized audio in selected octave
- Exceptions handled: None

#### **Steps:**

#### ### User Actions

#### ### System Responses

- User changes octave - System changes the octave that is played by piano

# Change input method:

- Use Case ID: 7
- Relevant User Story IDs: 7, 31
- Actors: User
- Related Use Cases:
- Extended by 9. Setup Midi Device
- Preconditions: In order for the Midi input to be selected, a Midi device must be set up
- Success Post-conditions: System uses selected input method
- Exceptions handled: If no Midi device is set up, the system must prompt the user to set one up, or leave the input on 'keyboard'

#### **Steps:**

#### ### User Actions

### ### System Responses

- User changes from Keyboard to MIDI or MIDI to keyboard input

- System accepts piano input only from the selected input

# **Choose Chord Progression Feel:**

- Use Case ID: 8
- Relevant User Story IDs: 16
- Actors: User
- Related Use Cases: None
- Preconditions: None
- Success Post-conditions: System uses desired feel when selecting chords
- Exceptions handled: None

# **Steps:**

# ### User Actions

# ### System Responses

- User chooses desired chord progression feel

- System prioritizes the user's desired feel when suggesting chord progressions

# Setup Midi device:

- Use Case ID: 9
- Relevant User Story IDs: 7, 31
- Actors: User
- Related Use Cases: None
- Preconditions:
- Success Post-conditions: Input can be changed to Midi
- Exceptions handled: If no Midi device can be detected for setup, the system must present an error to the user

# **Steps:**

#### ### User Actions

### System Responses

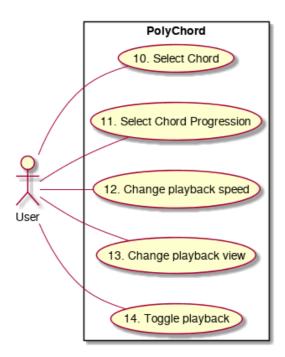
#### ### User Actions

# ### System Responses

- User sets up Midi device - System attempts to detect Midi device - System sets up detected Midi device

# **Playback Interface**

#### **Use Case model:**



# **Use Case Descriptions:**

# Select Chord:

- Use Case ID: 10
- Relevant User Story IDs: 8
- Actors: User
- Related Use Cases: None
- Preconditions: None.
- Success Post-conditions: System plays back selected Chord
- Exceptions handled: None

# **Steps:**

# ### User Actions ### System Responses

- Select chord - Switch playback to the selected chord

# Select Chord Progression:

- Use Case ID: 11
- Relevant User Story IDs: 8
- Actors: User
- Related Use Cases: None
- Preconditions: None.
- Success Post-conditions: System plays back selected Chord Progression
- Exceptions handled: None

#### **Steps:**

#### ### User Actions

# ### System Responses

- Select chord progression - Switch playback to the selected chord progression

#### Change playback speed:

- Use Case ID: 12
- Relevant User Story IDs: 8
- · Actors: User
- Related Use Cases: None
- Preconditions: None.
- Success Post-conditions: System uses updated playback speed.
- Exceptions handled: None

#### **Steps:**

#### ### User Actions

# ### System Responses

- Increase or decrease playback speed - If playing: Modulate playback speed based on input - If paused, update speed to be used when playback starts

# Change Playback View:

- Use Case ID: 13
- Relevant User Story IDs: 8
- Actors: User
- Related Use Cases: None
- Preconditions: None.
- · Success Post-conditions: System uses selected output view
- · Exceptions handled: None

#### **Steps:**

#### ### User Actions

#### ### System Responses

- Select Fretboard, Ledger, or Piano Roll - System changes current playback view to the one that the use view selected

#### Toggle Playback:

- Use Case ID: 14
- Relevant User Story IDs: 8
- Actors: User
- Related Use Cases: None
- Preconditions: None.
- Success Post-conditions: System will playback selected Chords/Chord Progression
- Exceptions handled: The user has not selected a chord or chord progression, the system will play a
  default C major chord.

#### **Steps:**

#### ### User Actions

#### ### System Responses

- Toggle the play/pause button - If the system was already playing, stop - If the system was not playing, start playback

#### **User Account management**

#### **Use Case model:**

Playback Interface User Case Model

# **Use Case Descriptions:**

# Sign in with Google:

- Use Case ID: 19
- Relevant User Story IDs:
- · Actors: User
- Related Use Cases: None
- Preconditions: User has Google account
- · Success Post-conditions: User is signed into PolyChord with their Google account
- Exceptions handled: None

#### **Steps:**

#### ### User Actions

# ### System Responses

- 1. Click Sign in with Google
- 3. Sign into Google account
- 2. Redirect user to Google Sign-on

5. Pass cookie to Client

- 4. Pass ID Token to backend to make cookie
- 6. User is signed in

Sign out:

- Use Case ID: 20
- Relevant User Story IDs:
- · Actors: User
- Related Use Cases:
  - Extended by Delete Account
- Preconditions: User is signed in
- Success Post-conditions: User is signed out
- Exceptions handled: None

# **Steps:**

#### ### User Actions

# ### System Responses

- 1. User selects Sign Out
- 2. Sign out user through Google
- 4. User is signed out 3. Unset cookie

# Save Chord:

- Use Case ID: 21
- Relevant User Story IDs:
- · Actors: User
- Related Use Cases: None
- Preconditions: User is signed in, User has played chord
- Success Post-conditions: User's chord is saved to their account
- Exceptions handled: If User has not played a chord, they are given an error message

#### **Steps:**

#### ### User Actions

#### ### System Responses

1. User saves chord 2. System saves chord to db under user

#### Play Saved Chord:

- Use Case ID: 22
- Relevant User Story IDs:
- Actors: User
- · Related Use Cases: None
- · Preconditions: User is signed in

- Success Post-conditions: User's saved chord is played
- Exceptions handled: None

#### **Steps:**

# ### User Actions ### System Responses

- 1. User selects saved chord to play 2. Chord is retrieved
  - 3. Chord is played

# Save Synth Profile:

- Use Case ID: 23
- Relevant User Story IDs:
- Actors: User
- Related Use Cases: None
- Preconditions: User is signed in
- Success Post-conditions: User's Synth profile is saved to their account
- Exceptions handled: None

#### **Steps:**

#### ### User Actions

#### ### System Responses

1. User saves synth profile  $\frac{1}{2}$ . System saves synth profile to db under user

#### Use Stored Synth Profile:

- Use Case ID: 24
- Relevant User Story IDs:
- Actors: User
- Related Use Cases: None
- Preconditions: User is signed in
- Success Post-conditions: Synth uses save Profile
- Exceptions handled: None

# **Steps:**

# ### User Actions

# ### System Responses

1. User restores saved synth profile 2. System retrieves and loads synth profile

#### Delete Account:

- Use Case ID: 25
- Relevant User Story IDs:
- Actors: User
- Related Use Cases: Sign Out
- Preconditions: User is signed in
- Success Post-conditions: User's data is removed, User is signed out
- Exceptions handled: None

#### **Steps:**

#### ### User Actions

# ### System Responses

- 1. User opts to delete their account 2. User's data is deleted from DB
  - 3. User is signed out