

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

- User sets up Midi device

### ### System Responses

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

- Select chord

### ### System Responses

- 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 view
  - System changes current playback view to the one that the user 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

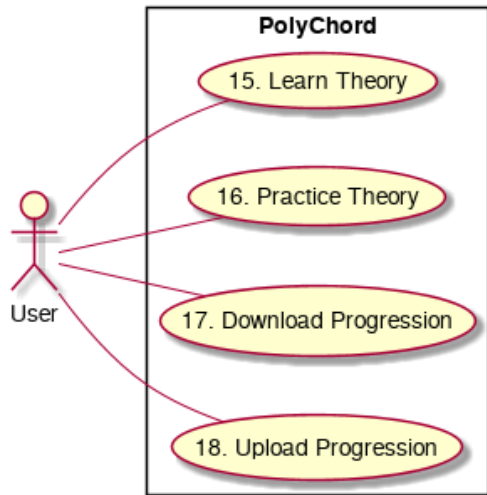
#### ### System Responses

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

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## Playback Peripherals

### Use Case model:



### Use Case Descriptions:

#### *Learn Theory:*

- Use Case ID: 15
- Relevant User Story IDs: TODO
- Actors: User
- Related Use Cases: None
- Preconditions: None.
- Success Post-conditions: System displays theory lessons
- Exceptions handled: None

#### Steps:

### User Actions      ### System Responses

1. Select Learn Theory
2. Display theory lessons

#### *Practice Theory:*

- Use Case ID: 16
- Relevant User Story IDs: TODO
- Actors: User
- Related Use Cases: None
- Preconditions: None.
- Success Post-conditions: System displays theory exercises
- Exceptions handled: None

#### Steps:

### User Actions      ### System Responses

1. Select Practice Theory
2. Display theory exercises

#### *Download Progression:*

- Use Case ID: 17
- Relevant User Story IDs: TODO
- Actors: User
- Related Use Cases: None
- Preconditions: Selected progression is not empty
- Success Post-conditions: User downloads file containing a progression.
- Exceptions handled: None

### Steps:

### User Actions	### System Responses
1. Select download progression	2. Create corresponding file
4. Save file	3. Send file to User

### Upload Progression:

- Use Case ID: 18
- Relevant User Story IDs: TODO
- Actors: User
- Related Use Cases: None
- Preconditions: None.
- Success Post-conditions: System displays uploaded chord progression
- Exceptions handled: None

### Steps:

### User Actions	### System Responses
1. User selects upload progression	
2. User uploads file	3a. Recieve file
	3b. Verify file
4. Play progression	3c. Display progression

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## User Account management

### Use 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	
	2. Redirect user to Google Sign-on
3. Sign into Google account	
	4. Pass ID Token to backend to make cookie
	5. Pass cookie to Client
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:**

<b>### User Actions</b>	<b>### System Responses</b>
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- |                                     |   |
|-------------------------------------|---|
| 1. User selects saved chord to play | 2. Chord is retrieved<br>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:**

<b>### User Actions</b>	<b>### System Responses</b>
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|-----------------------------|--|
| 1. User saves synth profile | 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:**

<b>### User Actions</b>	<b>### System Responses</b>
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|--------------------------------------|---|
| 1. User restores saved synth profile | 2. System retrieves and loads synth profile |
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***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:**

<b>### User Actions</b>	<b>### System Responses</b>
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|--------------------------------------|--|
| 1. User opts to delete their account | 2. User's data is deleted from DB<br>3. User is signed out |
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