

Use Case 1.0 View Bike Share Information					
Scenario	Description	Navigation	Expected Result	Complete?(Y/N)	Remarks
1.1 View Content Page	View information on Bike Share project	Open app	Information is displayed via About page	N	Removed functionality
		Tap "About"			
1.2 View Announcement Page	View announcements regarding Bike Share project	Open app	Information is displayed via News page	N	Removed functionality
		Tap "News"			
1.3 Server Timeout	Unable to connect to server	Open app	Display error message "Unable to connect to server."	N	No connection to server
		Tap "News"			

Use Case 2.0 Log -In Account					
Scenario	Description	Navigation	Expected Result	Complete?(Y/N)	Remarks
2.1 Log-In Successful	Successfully log-in	Open app	Go into main/home page of Bike Share Module	Y	Hardcoded login function. Login successful for {upbikeshare;password}
		Type in username and password			
		Tap log-in button			
2.2 Invalid Credentials	Wrong username/password	Open app	Display error message, "Wrong username and password"	Y	Error dialog box for incorrect user and password combination.
		Type in username and password			
		Tap log-in button			
2.3 Server Timeout	Unable to connect to server	Open app	Display error message "Unable to connect to server."	N	No connection to server
		Type in username and password			
		Tap log-in button			

Use Case 3.0 View Information in Account					
Scenario	Description	Navigation	Expected Result	Complete?(Y/N)	Remarks
3.1 View Current Bike Details	View details on current bike(if there is)	From Module:	Information is displayed via bike information page	N	Not part of sprint output.
		Tap "Bike" icon			
3.2 View Account Settings	View settings and other information of current account	From Module:	Information is displayed via account settings page	N	Not part of sprint output.
		Tap "Gears" icon			

Use-Case 4.0 Search Available Bikes					
Scenario	Description	Navigation	Expected Result	Complete?(Y/N)	Remarks
4.1 See Location Info	View information on number of bikes in a location	From Module home page:	Window displaying station name, number of bikes, and 'Reserve' button	N	Has UI for displaying number of bikes but it is not connected to server.
		Tap any bike icon within the map			
4.2 Close Location info	Close window of information on number of bikes in a location	From Module home page:	Module home page	Y	Has cancel button instead of 'x'.
		Tap any bike icon within the map			
		Tap 'x' button in the displayed window			
4.3 Reserve Bike	Reserve a bike	From Module home page:	Module home page, with flag icon over map bike icon pertained as destination	N	Has UI for bike reservation but it is not connected to server.
		Tap any bike icon within the map			
		Tap 'Reserve' button (will be greyed out and untappable if user already has a reserved bike or if there are no bikes)			
		Tap a bike icon within the map			
4.4 Bike Unavailable	Attempt to reserve a bike, but find that there are no more bikes (possibly another user reserved the last available bike before current user)	From Module home page:	Display error message, "There are no more available bikes at this moment."	N	Has UI for displaying number of bikes but it is not connected to server.
		Tap any bike icon within the map	Go back to location information window.		
		Tap 'Reserve' button (will be greyed out and untappable if user already has a reserved bike or if there are no bikes)			
		Tap a bike icon within the map			
4.5 Server Timeout (Location Info)	Unable to connect to server when attempting to view location info	From Module home page:	Display error message, "Unable to connect to the server. Please try again in a few moments, and check your connection to see if it is on."	N	No connection to server.
		Tap any bike icon within the map	Go back to module home page		

4.6 Server Timeout (Reserving a Bike)	Unable to connect to server when attempting to reserve a bike	From Module home page:	Display error message, "Unable to connect to the server. Please try again in a few moments, and check your connection to see if it is on."	N	No connection to server
		Tap any bike icon within the map	Go back to module home page		
		Tap 'Reserve' button (will be greyed out and untappable if user already has a reserved bike or if there are no bikes)			
		Tap a bike icon within the map			

Use-Case 5.0 Ride Bike					
Scenario	Description	Navigation	Expected Result	Complete?(Y/N)	Remarks
5.1 Ride Bike	Prompt to ride the bike	From Module, when a bike has been reserved:	Redisplay bike information page (now with changed status)	N	Not part of sprint output.
		Tap "Bike" icon			
		Tap 'Ride' button in the bike information page			
5.2 Cancel Reservation	Successfully cancel reservation	From Module, when a bike has been reserved:	Redisplay bike information page (now with changed status)	N	Not part of sprint output.
		Tap "Bike" icon			
		Tap 'cancel' button in the bike information page			
5.3 Server Timeout (Riding Bike)	Unable to connect to server when attempting to ride bike	From Module, when a bike has been reserved:	Display error message, "Unable to connect to the server. Please try again in a few moments, and check your connection to see if it is on."	N	No connection to server
		Tap "Bike" icon	Go back to bike information page		
		Tap 'Ride' button in the bike information page			
5.4 Server Timeout (Canceling Reservation)	Unable to connect to server when attempting cancel reservation	From Module, when a bike has been reserved:	Display error message, "Unable to connect to the server. Please try again in a few moments, and check your connection to see if it is on."	N	No connection to server

		Tap "Bike" icon	Go back to bike information page		
		Tap 'cancel' button in the bike information page			

Use-Case 6.0 Lock Bike					
Scenario	Description	Navigation	Expected Result	Complete?(Y/N)	Remarks
6.1 Lock Bike	Successfully park the bike at the destination	From Module, when a bike is currently being ridden:	Bike information page with message, "You have reached your destination"	N	Not part of sprint output.
		Tap "Bike" icon			
		Tap 'Park' button in the bike information page			
6.2 Wrong Location	Attempt to park the bike, at a location other than the destination	From Module, when a bike is currently being ridden:	Display error message, "You have not yet reached your destination"	N	Not part of sprint output.
		Tap "Bike" icon	Go back to bike information page		
		Tap 'Park' button in the bike information page			
6.3 Server Timeout	Unable to connect to server when attempting to park the bike	From Module, when a bike is currently being ridden:	Display error message, "Unable to connect to the server. Please try again in a few moments, and check your connection to see if it is on."	N	No connection to server
		Tap "Bike" icon	Go back to bike information page		
		Tap 'Park' button in the bike information page			

Use-Case 7.0 Report Bike Issue					
Scenario	Description	Navigation	Expected Result	Complete?(Y/N)	Remarks
7.1 Successful Report	Report an issue.	From Module:	Display success message, "Successfully reported bike."	N	Has report screen but no success message and is not connected to server.
		Tap "Phone" icon			
		Fill in information: Bike Number, Reason			
		Tap submit button			
7.2 Server Timeout	Unable to connect to server when attempting to submit report	From Module:	Display error message, "Unable to connect to the server. Please try again in a few moments, and check your connection to see if it is on."	N	No connection to server
		Tap "Phone" icon	Go back to bike report page		
		Fill in information: Bike Number, Reason			
		Tap submit button			

Use-Case 8.0 Sync Data with Server					
Scenario	Description	Navigation	Expected Result	Complete?(Y/N)	Remarks
8.1 Successful Sync	Successfully sync data with server, as part of other use cases	Any action that makes the app require data from the server or change data in the server	Said action is successful	N	No connection to server
8.2 Failure to Sync	Failure to sync data with server, as part of other use cases	Any action that makes the app require data from the server or change data in the server	Prompt server connection errors related to said action	N	No connection to server