Detailed Use cases:

Title: Website to Educate Children on Healthy Choice

Description: Children will learn to make healthy choices through online games while parents and

school official monitor their progress.

Actors:Child, Parent, Teacher, Admin

Triggers:child logs in, child starts a game

**Courses:**

\***Website Admin**

Main course (Update Website)

1. Access the website admin tool dashboard
2. Make any changes
3. Push the changes to versioning control and database

Alternate courses

(Ad approval)

1. Access the website admin tool dashboard
2. Go to ad api tool
3. Approve ads there
4. Push the changes to versioning control and database

(User management)

1. Access the website admin tool dashboard
2. Go to database
3. Manage users
4. Push the changes to versioning control and database

(Approve user)

1. Login
2. View approval requests
3. Validate access code
4. Approve user
5. Notify corresponding teacher

(approve ad)

1. Login
2. Select ads form options
3. See list of approved adds and ads pending approval
4. Approve or disapprove ads
5. Save changes

**\*School administrator**

Main course (Validate teacher)

1. Login
2. View approval requests
3. Validate access code
4. Approve user
5. Notify corresponding teacher

Alternate courses

(Suspend account or reactivate)

1. Login
2. Goto managed accounts
3. Suspend or reactivate an account there
4. Save changes

(Retrieve school users information)

1. Login
2. Goto managed accounts
3. Retrieve information as needed

\***Teacher**

Main course(Get student certificate of achievements)

1. Login
2. Go to options
3. Select certificate of achievements
4. Select students
5. Receive pdf

Alternate courses

Request approval

1. Got to settings
2. View approval status
3. Request an approval if not approved
4. Get notified of approval acceptance or rejection
   1. If approved
      1. Receive class code to give to students
   2. If rejected
      1. Receive explanation why and possibly reapply

\***Playe**r

Main Course:

1. Login
2. Get home page where child can navigate to a game of their choice and is recommended games based on their progress
3. Select game of choice
4. Choose player mode(single/split/multi)
5. Play game of their choice
6. Save progress
7. Send Progress report to Parent

Alternate courses

(Changing Settings)

1. Login
2. Navigate to user settings
3. Given options such as change profile picture, Username, Password, Email

(Adding a Teacher)

1. Login
2. Navigate to user settings
3. Select share with a teacher
4. Enter class code given by teacher
5. Email confirmation with Parent

\***Parent**

Main Course(View Progress)

1. Login
2. Goto account
3. select view progress
4. Given information about scores, gameplay progress, and insights derived from . games

**\*Generic Visitor**

Main Course(try an game)

1. Go to games section
2. Be notified that progress won’t be saved unless you make an account
3. Try out an game

Alternate courses

(Create Account)

1. Select create account option
2. Fill out fields
   1. Username
   2. Password
   3. Email
   4. Parent email
   5. Parents name (first & last)
   6. School
   7. Teacher Code
3. Create account

(Donate)

1. Navigate to donation page.
2. Play trial few games
3. Redirect to payment collection service.
4. Enter payment information securely
5. Get reward in the form of a thank you note.

**Exceptions:**

* Invalid payment information
* Lost internet connection mid game (how to save/record progress)
* Invalid class code
* Invalid login information
* No account
* No save file