



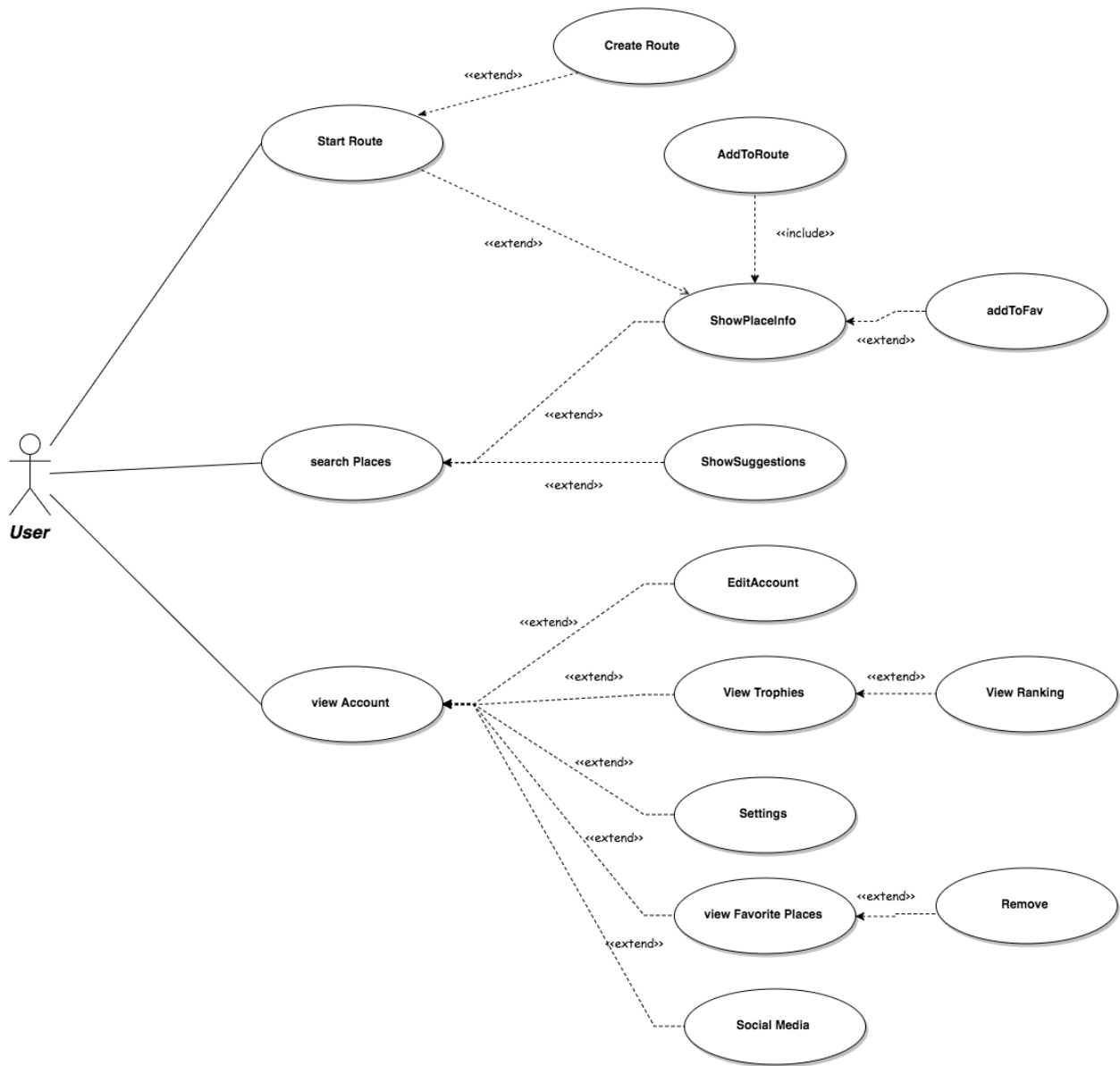
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Project Cycle III:
Boongalu App

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- Use case



Use case Descriptions:

1.Use Case Description:

Name: Search Places

Actors: User

Entry Condition: System is in main screen waiting for user's command.

Flow of events:

- 1.User selects the "Magnifying glass" icon on the main Screen
- 2.System displays Search Screen
- 3.User enters keywords on search bar
- 4.System searches database for matching keywords
- 5.System displays matching places

Exit: Matching places have been displayed

2.Use Case Description:

Name: Create Route

Actors: User

Entry Condition: System is displaying Main Screen, waiting for user's command. User has not add any location to his route.

Flow of events:

- 1.User selects "start route" icon.
- 2.System displays search screen.
- 3.System displays no locations added message.
- 4.User enters keywords on search bar
- 5.System searches database for matching keywords.
- 6.System displays matching places
- 7.User selects desired place.
8. System adds place to route.

Exit: System displayed confirmation message.

3.Use Case Description:

Name: Edit Account

Actors: User

Entry Condition: System is displaying Account screen.

Flow of events:

1. User selects "Change" icon.
2. System displays input fields.
3. User inputs information.
4. User selects "Save" icon.

Exception: System notifies if an input field is blank.

Exit: System updates Account info and "saved" message is displayed.

4. Use Case Description:

Name: View Ranking.

Actors: User

Entry Condition: System is displaying Account screen, waiting for user's command.

Flow of events:

1. User selects "Trophies" icon.
2. System displays trophies screen.
3. User selects "Rankings" icon.
4. System displays ranking screen.

Exception: System displays error message if user has no trophies.

Exit: System waits for the user to give the back command.

5. Use Case Description:

Name: Add to Route

Actors: User

Entry Condition: System is displaying search screen, after a successful search has been performed.

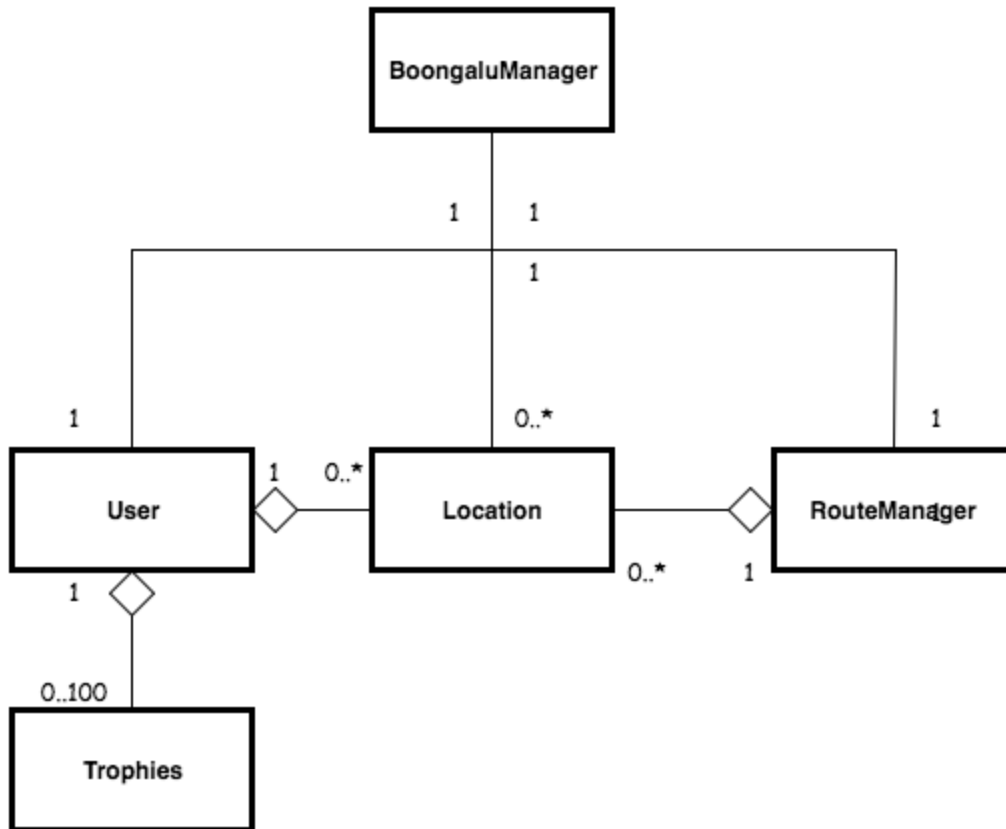
Flow of events:

1. User selects desired place tab.
2. System shows place information screen.
3. User selects "addToRoute" icon (plus sign).
4. System updates route.
5. System displays confirmation message, that the place has been added.

Exception: System displays warning message if place has been already added.

Exit: System remains in place information screen waiting for user's back command.

- Object Oriented model- Class Diagram



Brief Description of classes:

- ❖ User

- Responsibilities:

- Set and get all the user information.

- Data managed:

- Name
 - Email
 - Favorite Places
 - Settings

- ❖ BoongaluManager

- Responsibilities:

- Intermediate class between User and Route Manager classes.

- Responsible of all the displays.
 - Search/Add and update available locations on app
- Data Managed:
 - Route created.
 - Available locations.
- ❖ Route Manager
 - Responsibilities:
 - Add and remove locations from a route.
 - Manages location suggestions.
 - Data Managed:
 - Added locations.
 - Total time estimation.
- ❖ Trophies
 - Responsibilities:
 - Contains the details of the trophy
 - Data Managed:
 - Characteristics of the trophy
 - Icon of the trophy.
 - Name.
- ❖ Location
 - Responsibilities:
 - Manages location data.
 - Data Managed:
 - GPS Location.
 - Address.
 - Rating of the location.
 - Name
 - General information.
 - Pictures.

- Sequence diagram

