Title:	Bucket Creation
Description:	This use case describes the steps to create a bucket
System Under Design:	Bucket Manager System
Primary Actor:	User
Participants:	
Goal:	Create a bucket successfully
Following Use Cases:	
Invariant:	
Precondition:	This case assumes the user is already logged into the application.
Success Postcondition:	Bucket is created.

Actor:	**System Responses**:
1. User selects the menu bar.	
	2. Application displays the "My Buckets" button.
3. User selects the My Buckets button.	
	4. Application displays the "+ New Bucket" button.
5. User selects the "+ New Bucket".	
	6. Application displays "Enter Bucket Name:" with an entry field to the right of this dialog and a "Save" button below.
7. User enters the desired name into the entry field and selects the "Save" button.	

Title:	Item Creation
Description:	This use case describes the steps to create an item
System Under Design:	Item Manager System
Primary Actor:	User
Participants:	
Goal:	Create a task successfully
Following Use Cases:	
Invariant:	
Precondition:	This case assumes the user is logged in and is within the "My Buckets" section.
Success Postcondition:	Item is created within a bucket

Actor:	**System Responses**:
1. User selects the desired bucket that they wish to add a task to.	
	2. Application displays the "+ New Item" button.
3. User selects the "+ New Item" button .	
	4. Application displays "Enter Item Name:" with an entry field to the right of this dialog and a "Save" button below.
5. User enters the desired name into the entry field and selects the "Save" button.	

Title:	Item Deletion
Description:	This use case describes the steps to delete an item.
System Under Design:	Item Manager System
Primary Actor:	User
Participants:	
Goal:	Delete an item within a bucket successfully
Following Use Cases:	
Invariant:	
Precondition:	This case assumes the user is within a bucket already.
Success Postcondition:	Item is deleted from the bucket

Actor:	System Responses:
1. User selects the item that they wish to delete.	
	2. Application displays the "Delete Item" button that is red at the bottom of the screen.
3. User selects the "Delete Item" button.	
	4. Application displays the message "Are you sure that you want to delete this item?" with a "Cancel" button below the message and a "Confirm" button below the "Cancel" button
5. User selects the "Confirm" button.	

Title:	Adding deadlines.
Description:	This use case describes the steps to add deadlines to items.
System Under Design:	Item Manager System
Primary Actor:	User
Participants:	
Goal:	To add a deadline to an item successfully
Following Use Cases:	
Invariant:	
Precondition:	This case assumes the user is within a bucket already.
Success Postcondition:	Deadline is added to the item

Actor:	System Responses:
1. User selects the item that they wish to add a deadline to.	
	2. Application displays the "Add Deadline" button that is shown on the screen.
3. User selects the "Add Deadline" button.	
	4. Application displays the message "Enter the Deadline:" with a "Cancel" button below the message and a "Confirm" button below the "Cancel" button
5. User enters the deadline in any format that they desire (can be M/D/Y, a day of the week, a time, etc) and then selects the "Confirm" button.	

Title:	Attaching Photos to items
Description:	This use case will describe the steps to add a photo to an item.
System Under Design:	Item Manager System
Primary Actor:	User
Participants:	
Goal:	Attach a photo to an item successfully.
Following Use Cases:	
Invariant:	
Precondition:	This case assumes the user is within a bucket already.
Success Postcondition:	Photo is attached to the item

Actor:	**System Responses**:
1. User selects the item that they wish to add a photo to.	
	2. Application displays the "Add Image" button that is shown on the screen.
3. User selects the "Add Image" button.	
	4. Application displays the message "Upload an Image" with a button that says "File Upload" below it.
5. User selects the "File Upload" button.	
	6. Application brings the user to their file directory on their computer.
7. User selects the image that they want to upload.	
	8. Application displays a "Confirm" button and a "Cancel" button.
9. User selects the "Confirm" button.	

Title:	Sharing a Bucket
Description:	This use case describes sharing a bucket with a friend.
System Under Design:	Bucket Manager System
Primary Actor:	User
Participants:	Receiving User(Friend)
Goal:	Share a bucket with a friend so they can contribute to the bucket.
Following Use Cases:	
Invariant:	
Precondition:	Both users must already be friends in the app.
Success Postcondition:	Both users can edit a bucket.

Actor:	**System Responses**:
1.User selects the bucket they wish to shair.	
	2.The app shows all the contents and options of the selected bucket.
3. The user taps the share button.	
	4. The app shows a list of all the user's friends.
5. The user taps a plus sign next to the icon of the friend they want to share the bucket with.	
	6. The plus that was tapped is replaced with an x.
	7. The friend that was add gets a notification that they were added
8. The user can add more friends.	

Title:	Creating an Account
Description:	This use case describes the steps of creating a Dream Catcher account
System Under Design:	User Authentication System
Primary Actor:	User
Participants:	
Goal:	Create a Dream Catcher Account
Following Use Cases:	
Invariant:	
Precondition:	App is in login page
Success Postcondition:	User successfully creates an account

Actor:	System Responses:
1. User taps "Create Account" button	
	2. System changes view to account creation page
3. User enters a username	
	3. System checks if username is valid
	4. System checks if username already exists
5. User enters a password	
	5. System checks if password is valid
6. User taps "Create Account" button	
	7. System adds user account details to database

Title:	Logging In
Description:	This use case describes the steps to logging into a Dream Catcher account
System Under Design:	User Authentication System
Primary Actor:	User
Participants:	
Goal:	Log into Dream Catcher account
Following Use Cases:	
Invariant:	
Precondition:	App is on login page and user has previously created an account
Success Postcondition:	User successfully logs in

Actor:	**System Responses**:
1. User enters username 3. User enters password 4. User taps login button	2. System checks if username exists 5. System checks if username and password match

Title:	Logging Out
Description:	This use case describes the steps to log out of your Dream Catcher account
System Under Design:	Account management system
Primary Actor:	User
Participants:	
Goal:	Log out of Dream Catcher account
Following Use Cases:	
Invariant:	
Precondition:	User must already have an account
Success Postcondition:	User successfully logs out

Actor:	**System Responses**:
1. User taps on the hamburger menu icon 3. User taps on logout button	2. System displays menu bar 4. System logs user out and returns to login page

Title:	Setting Profile Picture
Description:	This use case describes the steps to set or change your profile picture
System Under Design:	Account Management System
Primary Actor:	User
Participants:	
Goal:	To set or update user profile picture
Following Use Cases:	
Invariant:	
Precondition:	User is logged in
Success Postcondition:	User successfully changes profile picture

Actor:	**System Responses**:
1. User taps on hamburger menu icon	
	2. System displays menu bar
3. User taps "My Account" button	
	4. System changes view to account management page
5. User taps "Change Profile Picture" button	
	6. System requests access to user's camera roll
7. User grants access to camera roll	
	8. System displays photos from user's camera roll
9. User selects a photo from camera roll and taps "Update Profile Picture" button	
	10. System updates user's profile picture with their selected photo

Title:	Checking the time to complete item
Description:	This use case describes the steps to check how long it took to complete a task.
System Under Design:	Statistic System
Primary Actor:	User
Participants:	
Goal:	See the time from item creation to completion.
Following Use Cases:	
Invariant:	
Precondition:	The item must exist and be completed to see the time it took. This case assumes the user is within a bucket already.
Success Postcondition:	Time to complete an item is shown

Actor:	**System Responses**:
1. The user clicks an item in the bucket.	
	2. The system shows the information for that item.
3. The user can see the time it took to complete the item.	

Title:	Change Privacy Setting on a Bucket
Description:	This use case describes the steps required to change the privacy settings on a bucket.
System Under Design:	Bucket Manager System
Primary Actor:	User
Participants:	
Goal:	Change the privacy setting on a bucket
Following Use Cases:	
Invariant:	
Precondition:	This case assumes the user is within a bucket already.
Success Postcondition:	The privacy setting is applied to the bucket.

Actor:	**System Responses**:
1. The user clicks on the bucket settings.	
	2. The system shows all the settings for the bucket.
3. The user clicks the privacy button.	
	4. The system shows a radio menu with the different privacy options.
5. The user clicks the option they want to apply.	

Title:	Display Completed Items in a Bucket
Description:	This use case describes the steps a user will take to see the items in a bucket that are completed.
System Under Design:	Bucket Manager System
Primary Actor:	User
Participants:	
Goal:	To display the items in a bucket that have been completed
Following Use Cases:	
Invariant:	
Precondition:	This case assumes the user is within a bucket already.
Success Postcondition:	Completed items are shown in a bucket

Actor:	**System Responses**:
1. The user taps the "Completed" tab near the top of the bucket page.	2. The system shows a list of completed items.

Title:	Sorting Items in Bucket by Priority
Description:	This use case describes the steps a user will take to sort the items in a bucket by priority (High-Low or Low-High)
System Under Design:	Bucket Manager System
Primary Actor:	User
Participants:	
Goal:	To display the items in a bucket by their priority level.
Following Use Cases:	
Invariant:	
Precondition:	This case assumes the user is within a bucket already.
Success Postcondition:	

Actor:	**System Responses**:
1. The user tabs the priority button on the bucket page to sort from High-Low.	2. The system sorts the items by priority level High-Low.
3. The user tabs the priority button on the bucket page to sort from Low-High.	4. The system sorts the items by priority level Low-High.

USE CASE MODELS

Item Manager System

- Item Creation
- Item Deletion
- Adding Deadlines
- Attaching Photos to items

User

Account Manager System

- Logging Out
- Setting Profile Picture

User

Bucket Manager System

- Bucket Creation
- Sharing a Bucket
- Change Privacy Setting on a Bucket
- Sorting Items in Bucket by Priority
- Display Completed Items in a Bucket

User

Receiving User(Friend)

User Authentication System

- Creating an Account
- Logging in

User