

PeerLearn Labs

PeerLearn — Use Cases (v2)

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UC1 — User Authentication

Actor: A student

Scenario: A student signs up or logs in with an email and password. The system checks the credentials and confirms the identity. Once authenticated, the student is recognized across the application.

UC2 — Room Management

Actor: A student

Scenario: A student creates a room or joins an existing room. The student can also invite another student by email. When accepted, the invited student becomes a member of the room.

UC3 — Collaborative Note Editing

Actors: A student in a room, other students in the same room

Scenario: A student edits a shared note. Changes are seen immediately by every other student in the room.

UC4 — Real-Time Chat

Actors: A student in a room, other students in the same room

Scenario: A student sends a message in the room chat. Other students in the same room receive the message instantly.

UC5 — Flashcard Generation

Actor: A student

Scenario: A student highlights text in a note and requests flashcards. The system creates a set of question-and-answer cards from the text.

UC6 — Quiz Taking and Progress Tracking

Actor: A student

Scenario: A student starts a quiz based on flashcards or notes. The student answers questions, receives a score, and the system updates the student's progress.

UC7 — Voice Co-Study (Optional, Post-MVP)

Actors: A student in a room, other students in the same room

Scenario: A student starts a voice channel in the room. Other students can join and take part in a live discussion.