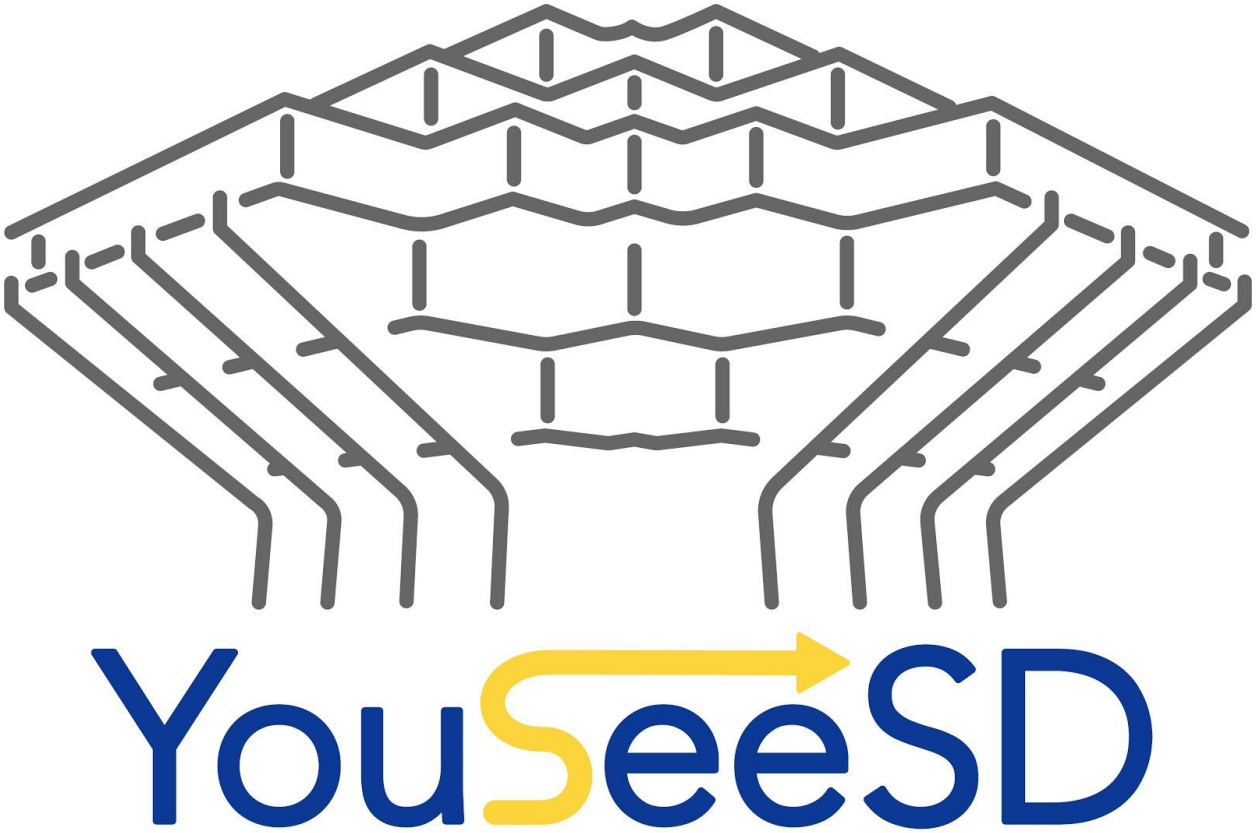
Use Cases



Project Manager	Grant Rogers
Algorithm Specialist	Jason Chung
Quality Assurance Lead	Jaehoon Choi
Senior System Analyst	Jimmy Dang
Business Analyst	Luke Deerinck
Database Specialist	Yong Do
Software Development Lead	Trevor Hedstrom
User Interface Specialist	Jasmine Hoang
Algorithm Specialist	Michael Jaber
Software Architect	Lisa Luo

Back to TOC

Table of Contents

- Legend and Introduction
  - Priority
  - Status
  - UI Elements
  - Glossary
  - Overview Essay
- 1 User Setup
  - 1.1 Register a Device
  - 1.2 Unregister a Device
  - 1.3 Grant Location Permission
- 2 Pre-Tour
  - 2.1 Generate a Tour
  - 2.2 Start a Tour
  - 2.3 Delete a Tour
- 3 On-Tour
  - 3.1 Skip a Location
  - 3.2 Depart from a Location
  - 3.3 Show Location Info
  - 3.4 Show Tour Progress
  - 3.5 End Tour
- 4 User Interaction and Feedback
  - 4.1 Switch Weather Units
  - 4.2 Ask Questions
  - 4.3 Explore Campus on Phone
  - 4.4 Tour Completion Feedback

Back to TOC

Priority

1	Must have
2	Should have
3	Could have

Status

N	Not started
IP	In progress
D	Done

UI Elements

"foobar"	a button with the text foobar on it
screen	a full window of UI elements
button	a small but distinct element that executes an action on tap
card	small, contained, surfaces displaying content on a topic
menu	a temporary surface that contains options
dialog	type of modal window that appears in front of current content to display critical information or ask for a decision
sheet	supplementary surface containing information / additional UI elements that slides over / laid over the main screen
textfield	a box which allows users to input text into the UI

Back to TOC

Glossary

UCSD / campus	University of California San Diego
tour	a journey across campus from location to location
location	a place on campus visitable during a tour
feedback	a binary rating (thumbs up or thumbs down) of the user's tour experience
question	a sentence expressed in a manner to learn more about UCSD
device	a piece of hardware that runs Android OS
application	YouSeeSD
save	store a tour and allow users to access it in the future
delete	remove a saved tour from a user's device
theme	a topic around which a tour may be focused

Back to TOC

Introduction

Lisa is a prospective UCSD student and wants to tour the campus to see if she would like to attend the school. However, her parents are busy on the days that tours are offered and cannot accompany her on the tour. Lisa and her family decide to explore it by themselves. However, without anything to guide her and her parents on their tour, they do not get much insight into the school. YouSeeSD strives to solve this problem by recommending a tour, displaying information about each location on the tour, and allowing free exploration of the campus.

YouSeeSD will become your tour guide, leading the way to locations that you are interested in. The application will personally recommend a tour based on what you are interested in, which you indicate by choosing themes you want the tour to focus on. These themes include the six colleges, categories of majors, and more. Whether you want to tour the specific college that you are admitted to or you want to have a tour that only visits the dining halls on campus, YouSeeSD is able to provide these tours whenever you desire.

YouSeeSD gives you all the information that a tour guide can provide and more. At each location that you visit, the application will display useful information, including what a certain building is, how many seats are in the building, what classes are often held there, and when the building was built. With all this information, you will get a strong understanding of the campus and what it has to offer.

YouSeeSD also lets you freely explore the campus. Unlike a tour guide, our app allows you to step away from the tour and spend more time at certain locations that you are interested in. You can also stray from the tour path, and YouSeeSD will guide you to the next location when you are ready. In addition, you are able to skip locations that you are not interested in and move on to the next one, and you are able to end the tour whenever you want. The flexibility that YouSeeSD provides is unparalleled by other tour services.

With YouSeeSD's ability to recommend tours and take a tour whenever is convenient for you, tours of UCSD become more accessible and flexible. Prospective students and families no longer have to adjust their schedule to follow UCSD's touring office, and current students will have a stronger understanding of the university they go to. Overall, YouSeeSD will improve students' university experiences by spotlighting what UCSD has to offer.

Back to TOC

1.1 Register a Device

Priority	1
Status	D
Description	This use case outlines the ability for the user to authorize the application to register their device in order to use the application.
User Goal	The user wishes to use the application.
Desired Outcome	The user is able to authorize the application to register their device and use the application.
Actor	The user of the application.
Dependent Use Cases	None.
Requirements	SR - AA1
Pre-conditions	• The user has downloaded the application onto their device. • The user has not registered their device.
Post-conditions	• The user's device is registered in the database. • The user is able to proceed and use the application.
Trigger	The user wants to use the application.
Workflow	1. The user shall launch the application. 2. The system shall display the home screen for unregistered devices. 3. The user shall tap on "GET STARTED". 4. The system shall register the user's device. 5. The system shall display a message saying *Creating a new user in the database..* 6. The system shall display the home screen.
Alternate Workflow	None.

Back to TOC

1.2 Unregister a Device

Priority	3
Status	N
Description	This use case outlines the ability for the user to unregister their device and remove their data from the application's database.
User Goal	The user wishes to unregister their device.
Desired Outcome	The user is able to unregister their device.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device
Requirements	SR - AA2
Pre-conditions	• The user has registered the device. • The user is on the home screen.
Post-conditions	• The system no longer has the user's device in the database.
Trigger	• The user wants to unregister their device. • The user wants to delete application data tied to their device from the database.
Workflow	1. The user shall tap on the settings button. 2. The system shall display the available settings. 3. The user shall tap on "Unregister Device". 4. The system shall display the register screen.
Alternate Workflow	None.

Back to TOC

1.3 Grant Location Permission

Priority	2
Status	D
Description	This use case outlines the ability for the user to authorize the application to use their location.
User Goal	The user wishes to allow the application to access their location.
Desired Outcome	The user grants the application permission to access their location.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device 2.1 Generate Tour
Requirements	SR - AA3
Pre-conditions	• The user has registered their device. • The user has not authorized the application to use their location. • The user has created a tour.
Post-conditions	• The system is authorized to access the user's location.
Trigger	• The user wants to use the application, which relies on the user's location.
Workflow	1. The system shall display a box that says, "Allow You See SD to access this device's location?". 2. The user shall tap on "Allow". 3. The system shall display the map at the user's current location.
Alternate Workflow	None.

Back to TOC

2.1 Generate a Tour

Priority	1
Status	D
Description	This use case outlines the ability for the user to generate a tour related to the themes they select.
User Goal	The user wishes to generate a custom tour of the campus.
Desired Outcome	The user's desired tour is generated and ready for use.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device
Requirements	SR - PT1
Pre-conditions	• The user is on the home screen.
Post-conditions	• The user's desired tour is generated and is displayed on the home screen. • The user is on the home screen. • The user can use the newly generated tour.
Trigger	• The user wants to generate a tour.
Workflow	1. The user shall tap on the "+" button. 2. The system shall display the following tags for the user to choose to generate the tour from: Warren, ERC, Sixth, Marshall, Muir, Revelle, Fitness, Social, Engineering, Food and Living, Humanities, Popular, and Natural Sciences. 3. The user shall select the tags that they want to explore. 4. The system shall indicate selected tags by displaying check marks on the left side of the tags. 5. The user shall tap on the "✓" button in the top right of the screen to confirm their selection. 6. The system shall generate the tour using the user's selected themes. 7. The system shall display the generated tour on the home screen.
Alternate Workflow	Alternative Workflow #1 1. Perform main workflow steps 1-2.

Back to TOC

	2. The user shall tap the back button from the Android navigation bar. 3. The system shall display the home screen.

Back to TOC

2.2 Start a Tour

Priority	1
Status	D
Description	This use case outlines the ability for the user to start a tour from one of the tours on their home screen.
User Goal	The user wishes to go on a tour.
Desired Outcome	The user is able to go on the tour they want to go on.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device 2.1 Generate a Tour
Requirements	SR - PT2
Pre-conditions	• The user is on the home screen. • The user has authorized the application to use their current location. • The user has generated a tour.
Post-conditions	• The user has started their desired tour.
Trigger	• The user wants to go on a tour.
Workflow	1. The user shall tap on one of the tours displayed on their home screen. 2. The system shall display the locations that the user will be visiting on their tour. 3. The user shall tap on the "▸" button to begin the tour. 4. The system shall display a map with the user's location and a bottom sheet containing information about the first destination.
Alternate Workflow	Alternative Workflow #1 1. Perform main workflow steps 1-2. 2. The user shall tap the back button from the android navigation bar. 3. The system shall display the home screen.

Back to TOC

2.3 Delete a Tour

Priority	2
Status	D
Description	This use case outlines the ability for the user to delete a tour that is displayed on their home screen.
User Goal	The user wishes to delete a tour that is on their home screen.
Desired Outcome	The tour that the user wishes to delete is no longer present on the home screen.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device 2.1 Generate a Tour
Requirements	SR - PT3
Pre-conditions	• The user is on the home screen. • The user has generated a tour.
Post-conditions	• The tour the user wishes to delete is removed. • The user's home screen has one less tour.
Trigger	• The user wants to delete a tour.
Workflow	1. The user shall tap on the "More Options" icon next to the tour they wish to remove. 2. The system shall display a "Delete" option. 3. The user shall tap on "Delete". 4. The system shall display the home screen without the tour that the user removed.
Alternate Workflow	Alternative Workflow #1 1. Perform main workflow steps 1-2. 2. The user shall tap anywhere on the screen outside of the "Delete" button. 3. The system shall display the home screen without any changes.

Back to TOC

3.1 Skip a Location

Priority	2
Status	D
Description	This use case outlines the ability for the user to skip a location on the tour.
User Goal	The user wishes to skip a location on the tour they are headed towards.
Desired Outcome	The user is able to skip the current location and only visit the places that they would like to.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device 2.1 Generate a Tour 2.2 Start a Tour
Requirements	SR - OT1
Pre-conditions	• The user is in the middle of a tour. • The user is on the tour screen.
Post-conditions	• The user is on the tour screen.
Trigger	• The user wants to skip the current location they are headed towards.
Workflow	1. The user shall tap on the Hamburger Menu Icon button. 2. The system shall display the locations that are on our tour. 3. The user shall tap on the box and check the box next to the location they would like to skip. 4. The system shall mark the locations checked by the user as visited.
Alternate Workflow	None.

Back to TOC

3.2 Depart from a Location

Priority	2
Status	D
Description	This use case outlines the ability for the user to finish visiting a location while on a tour.
User Goal	The user wishes to move onto the next location of the tour.
Desired Outcome	The user is able to head towards the next location of the tour.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device 2.1 Generate a Tour 2.2 Start a Tour
Requirements	SR - OT2
Pre-conditions	• The user is in the middle of a tour. • The user is on the tour screen.
Post-conditions	• The current location in the tour is marked as visited. • The application displays how long ago the user was at the location. • The user is on the tour screen.
Trigger	• The user wants to move onto the next location of the tour.
Workflow	1. The user shall tap on the "Mark Visited" button. 2. The system shall display the time of how long it's been since the user was at the location instead of displaying the distance it is away from the user.
Alternate Workflow	None.

Back to TOC

3.3 Show Location Info

Priority	2
Status	D
Description	This use case outlines the ability for the user to read more about the current location they are at on the tour.
User Goal	The user wishes to learn more about the current location on the tour.
Desired Outcome	The user is able to learn more about the current location on the tour.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device 2.1 Generate a Tour 2.2 Start a Tour
Requirements	SR - OT3
Pre-conditions	• The user is in the middle of a tour. • The user is on the tour screen.
Post-conditions	• The user is able to read a description and see an image of the current location on the tour.
Trigger	• The user wants to learn more about the current location on the tour.
Workflow	1. The user shall swipe up from the bar at the bottom of the tour screen. 2. The system shall display the name, an image, and information about the current location of the tour.
Alternate Workflow	None.

Back to TOC

3.4 Show Tour Progress

Priority	2
Status	N
Description	This use case outlines the ability for the user to see the progress of their tour.
User Goal	The user wishes to see how much of the tour they have completed.
Desired Outcome	The user knows how far along the tour they are and how much longer the tour is.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device 1.2 Grant Location Permission 2.1 Generate a Tour 2.2 Start a Tour
Requirements	SR - OT4
Pre-conditions	• The user has started a tour.
Post-conditions	• The user can view their progress on the tour.
Trigger	• The user wants to know their progress on the tour.
Workflow	1. The user shall tap the Hamburger Menu Icon button. 2. The system will inflate a side sheet which contains the tour location itinerary and a “END TOUR” button. 3. The system shall display the tour progress below the last location on our tour and above our "END TOUR" button. 4. The user shall tap some part of the screen not on the side sheet. 5. The system shall return to the tour screen.
Alternate Workflow	None

Back to TOC

3.5 End Tour

Priority	2
Status	D
Description	This use case outlines the ability for the user to end the tour they are currently on.
User Goal	The user wishes to end the tour.
Desired Outcome	The user is able to stop the tour they are on.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device 2.1 Generate a Tour 2.2 Start a Tour
Requirements	SR - OT5
Pre-conditions	• The user is in the middle of a tour. • The user is on the tour screen.
Post-conditions	• The user is no longer in a tour and is on the tour confirmation screen.
Trigger	• The user wants to end the tour.
Workflow	1. The user shall tap on the Hamburger Menu Icon button. 2. The user shall tap on the "END TOUR" button. 3. The system shall display a dialog saying "Finish the tour? with two options: "Not yet" and "Yes, I am done". 4. The user shall tap on "Yes, I am done". 5. The system shall display the tour confirmation screen and exit the tour.
Alternate Workflow	Alternative Workflow #1 1. Perform main workflow steps 1-3. 2. The user shall tap on "Not yet". 3. The system shall close the dialog and load the tour screen.

Back to TOC

4.1 Switch Weather Units

Priority	3
Status	D
Description	This use case outlines the ability for the user to switch the units of the temperature from Fahrenheit to Celsius or vice versa in the weather display.
User Goal	The user wishes to change the units of the temperature.
Desired Outcome	The user is able to view the temperature in a different unit.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device
Requirements	SR - IF1
Pre-conditions	• The user is on the home screen.
Post-conditions	• The user is able to view the temperature in either Fahrenheit or Celsius, depending on the previously displayed units.
Trigger	• The user wants to change the units of the temperature.
Workflow	1. The user shall tap on the weather display in the bottom right hand corner of the home screen. 2. The system shall convert the temperature from Fahrenheit to Celsius, or vice versa. 3. The system shall display the converted temperature in place of the old temperature.
Alternate Workflow	None.

Back to TOC

4.2 Ask Questions

Priority	2
Status	N
Description	This use case outlines the ability for the user to ask questions that they may have about the campus.
User Goal	The user wishes to have a question answered.
Desired Outcome	The user's question is answered or reasonably addressed.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device
Requirements	SR - IF2
Pre-conditions	• The user is on the home screen.
Post-conditions	• The user's question is answered or reasonably addressed. • The user is on the home screen.
Trigger	• The user wants to ask a question.
Workflow	1. The user shall tap on "Ask a Question". 2. The system shall display a box for the user to enter their question. 3. The user shall type in the question they have. 4. The user shall tap on "Submit". 5. The system shall respond with the best answer for their question.
Alternate Workflow	None.

Back to TOC

4.3 Explore Campus on Phone

Priority	3
Status	N
Description	This use case outlines the ability for the user to virtually explore the campus from a bird's eye view.
User Goal	The user wishes to explore a specific destination on campus without having to go there in person.
Desired Outcome	The user is able to explore the campus without having to physically tour the campus.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device
Requirements	SR - IF3
Pre-conditions	• The user is on the home screen.
Post-conditions	• The user is able to learn more about the locations they virtually visited. • The user is on the home screen.
Trigger	• The user wants to learn more about a location on campus without physically being there.
Workflow	1. The user shall tap on "Explore Campus Virtually". 2. The system shall display all of the locations visitable on campus. 3. The user shall tap on the location they want to learn more about. 4. The system shall display information regarding the location that was tapped on. 5. The user shall tap “Close”. 6. The system shall close out of the display and return the user back to the home screen.
Alternate Workflow	None.

Back to TOC

4.4 Tour Completion Feedback

Priority	3
Status	N
Description	This use case outlines the ability for the user to rate the tour that they were on.
User Goal	The user wishes to give feedback for the tour they just participated in.
Desired Outcome	The user is able to submit their opinions for the developers to review to improve the tour process.
Actor	The user of the application.
Dependent Use Cases	1.1 Register a Device 2.1 Generate a Tour 2.2 Start a Tour
Requirements	SR - IF4
Pre-conditions	• The user is on the tour screen. • The user just completed a tour.
Post-conditions	• The user is on the home screen.
Trigger	• The user has completed the tour by marking all of the locations on the tour as visited.
Workflow	1. The system shall display a thumbs up button and thumbs down button. 2. The user shall tap on the thumbs up button. 3. The system shall return the user back to the home screen.
Alternate Workflow	Alternative Workflow #1 1. Perform main workflow step 1. 2. The user shall tap on the thumbs down button. 3. Perform main workflow step 3.

Back to TOC