Home Brew Me; Use Cases

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Revision 0.1- Initial Draft

1. User Creation
   1. Actors
      1. Person on the other side of the computer screen
   2. Trigger
      1. User follows a link to a “Registration” page and fills out their information
   3. Preconditions
      1. Must give the following information:
         1. Username
         2. Password
         3. Name
         4. Valid Email
         5. Address
         6. Phone number (optional)
         7. Preferred means of contact
         8. Birthday? (we cant give any coupons or anything, but what if they get a free beer on us or something… maybe down the road if this actually has any revenue stream)
         9. Check a box saying they’re 21
         10. Drop down tab where they can add additional info;
             1. Fave beers
             2. Brewing experience, including a history of beers
             3. Brewing frequency
             4. Etc?
             5. Gives you the opportunity to customize your profile immediately and give us a chance to bypass the whole “register, then create your profile”;
   4. Postconditions
      1. IF they did not fill out all the additional info
         1. User will be immediately directed to their profile page, where they may begin customizing profile and searching for/adding beers
      2. IF they did fill out the additional info listed above
         1. User will immediately be directed to a browsing page that is pre-populated with brewers in your area, brewers who have beers you listed as favorites, etc
      3. Do we want them to have to validate their account via email?
         1. IF SO, based on their email handle (at least popular ones like gmail, yahoo, etc), open a new tab that takes them to their email (or maybe this is annoying… I usually have my email open anyway…)
      4. The new user has been added to the database, logged in to the website, and all of the information they entered has been saved to the database as well
      5. Error cases
         1. Invalid username or non-unique username
            1. WITHOUT REFRESHING PAGE (pet peeve), designate that they need to fix or pick a new username
         2. Invalid password (need to determine an acceptable strength; can we be cool and not just go off of the “7-12 characters, must have one uppercase and one number and you’ll never remember it”
            1. WITHOUT REFRESHING PAGE (pet peeve), designate that they need to fix password
         3. Invalid email
            1. WITHOUT REFRESHING PAGE… you get the idea
   5. Normal Flow
      1. User navigates to registration page
      2. User tabs through fields, filling them all out
      3. System validates fields
      4. System saves information to database
      5. System redirects User to a search page, where they see beers and users that they are interested in based on their input on the registration page
2. User deletes account
3. User forgets password
4. User login
5. User invites a friend
6. User adds a beer that they brewed
7. User requests a trade
8. User accepts a trade
9. User reviews a trade that was accepted on both sides
   1. This is a review of the quality of the trade, not the beer itself; only things like quick response time, etc; this effects your “Trader Rating”
10. User reviews a beer they received
    1. This involves actually rating the quality of the beer; this effects your “Brewer Rating”
11. User receives medal
    1. This is completely random, but getting “Achievements” and “Medals” is super popular is just about every game out there… what if we leverage that in some way?
       1. Things like “Picky trader” for rejecting 10 trades, medals based on number of beers brewed, “Stick to your guns” when you brew the same beer 5 times, etc etc
12. User reports offensive content or “misbehaving” user
    1. I.e. another user sends naked pictures with their case of beer
13. User follows another user
    1. Public vs private
14. User performs a query
    1. By region
    2. By beer
    3. By rating
    4. By brewer
       1. By trade desires, username, name, or email
    5. By availability
    6. Combination of any of the above
15. User sends a message to another user
    1. Should we even allow this feature? Or is it easier/simpler to have them communicate with each other via email; i.e. User 1 request a trade from User 2, instead of popping up a “notification” and requiring that you message back in the web-app, have it just send User 2 an email. Consolidation of information, we get so many notifications from so many different apps these days. The email sent to the User 2 includes the email of User 1, allowing a quick and easy email return… then again you run into issues of what if they’re already in the app, then you need the email and the notification, then you get clutter… thinking out loud here.
16. User makes a suggestion for the site
17. User makes a donation to the site