Use Cases  
Use Cases are a key aspect of the analysis and design of a system, as they identify, clarify and organise system requirements (Rouse, 2018). Designed to log how users will interact with the system to achieve the desired goal, such as calculating a Pass/Fail score to identify if a stroke patient is ready to drive again. (Brandenburg, 2018)Within the SDSA application, two actors interact with the system, the clinician and the patient. Each actor pursues different roles; e.g., the clinician performs admin roles such as creating accounts, setting up each game, and sharing the final pass/fail score to the patient, whereas the patient has the lowest system access however, spends the most time handling the application, in which they play through all five cognitive tests. Before another of the use cases can begin, the clinician must the log into the system, if an account does not exist for the patient; the clinician must create an account first. The only use case the patient interacts with directly is the ‘Play Game’ use case, in which they complete the five cognitive task after the clinician sets up each game. A secondary use case diagram was created to display the system from the point of view of the clinician to show their user experience with the SDSA application and their interaction with the patient actor.  
  
Class Diagrams   
A system consists of various classes to split each area of the system. Class diagrams are used to visually represent the classes to be used and their attributes, methods and relationship with other classes within the system. Class Diagrams are displayed in UML (Unified Modelling Language) format, visually represented relationships and source code dependencies within classes (Rouse, 2018). The SDSA application contains eight class, one for each of the five cognitive tasks to retrieve information to calculate the final score, an account class for log in both clinician and patient information, a score class and an introductory class which asks as a menu to setup the tests.

# References

Rouse, M. (2018). *What is use case? - Definition from WhatIs.com*. [online] SearchSoftwareQuality. Available at: http://searchsoftwarequality.techtarget.com/definition/use-case [Accessed 9 Feb. 2018].

Brandenburg, L. (2018). *How to Write a Use Case*. [online] Bridging-the-gap.com. Available at: http://www.bridging-the-gap.com/what-is-a-use-case/ [Accessed 9 Feb. 2018].

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