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| **ID:** 1 | **Name:** LogIn | |
| **Actors:** Clinician | | **Preconditions:** Device is turned on, application is loaded and an account has been created. |
| **Main Flow:** When the user loads the application, a prompt will be displayed to enter the clinician email and password, these inputs are validated and checked through the database. A valid login will need to be accepted before the clinician can access the further elements of the system. | | **Alternative Flow:** |
| **Post Conditions:** Access to the main menu and the cognitive tests | | |

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| ID: | **Name:** Create Account | |
| **Actors:** Clinician | | **Preconditions:** Application is loaded, clinician doesn’t have an account for the SDSA system. |
| **Main Flow:** If the clinician doesn’t have a login, they will be able to create one to use to further access the SDSA system, the Create Account method will require inputs such as email and password. These details will be saved in the database to be used for log in validation. | | **Alternative Flow:** |
| **Post Conditions**: Clinician is able to log into the system | | |

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| ID: | **Name:** Enter Patient Details | |
| **Actors**: Clinician, Patient? | | **Preconditions:** The clinician has successfully logged into the system with a valid email and password, which appears in the database |
| **Main Flow:** To ensure the SDSA is specific to each patient, the clinician will enter patient information into the system such as name and number of SDSA attempt, this information will be entered into the database and used to link test scores to a specific patient. | | **Alternative Flow:** gh |
| **Post Conditions:** Main menu will display allowing the cognitive tests to begin. | | |

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| ID: 1 | **Name:** Main Menu | |
| **Actors:** Clinician | | **Preconditions:** Device is turned on, application is loaded and an account has been created. |
| **Main Flow:** Once the patient details participating in the current SDSA have been entered, the system will display the main menu in which the application can be navigated effectively e.g. begin the cognitive tests or view score. | | **Alternative Flow:** |
| **Post Conditions:** Clinician will set up the cognitive tests for the user to participate in. | | |

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| ID: 1 | Name: Setup Game | |
| Actors: Clinician | | Preconditions: |
| Main Flow: | | Alternative Flow: |
| Post Conditions | | |

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| **ID:** | **Name:** Play Game | |
| **Actors:** Patient | | **Preconditions:** The clinician is logged in, the current SDSA test session is patient specific and the initial game has been set up by the clinician. |
| **Main Flow:** The begin the loop within the overall uses cases. On the application, the patient will view the instructions for each of the five cognitive tests, before completing them to the best of their ability by clicking the ‘next’ button at the end of each test to begin the subsequent test, until the last test is completed, allowing the next use case to begin. | | **Alternative Flow:** |
| **Post Conditions:** The system can collect a score from each cognitive test completed by the patient to enable the final pass/fail score to be generated and stored later in the system. | | |

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| ID: 1 | **Name:** Calculate Score | |
| **Actors:** ? | | **Preconditions:** Patient completes each cognitive game |
| **Main Flow:** Using the various attributes of each game such as number of answer correct/incorrect and time, the system uses a specific algorithm method to calculate a percentage outcome of each game, these scores will be used to generate the final score later in the system. | | **Alternative Flow:** |
| **Post Conditions:** Each calculated score will be added to the database, and final pass/fail score generated for the patient. | | |

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| ID: 1 | **Name:** Save each score to database | |
| **Actors:** ?? | | **Preconditions:** The score has been |
| **Main Flow:** Once the percentage formatted score has been calculated, each game’s score will be added to the database, with a foreign key of the patient ID to ensure the scores are patient specific. | | **Alternative Flow:** |
| **Post Conditions:** Generate the Pass/Fail score using the scores from each game in the database for the specific patient participating. | | |

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| **ID:** 1 | **Name:** Generate Pass/Fail | |
| **Actors:** ?? | | **Preconditions:** |
| **Main Flow:** Using the percentage scores for each game from the database as parameters, an algorithm will be used to identify if the patient has passed or failed the SDSA if the final percentage is above or below the boundary. | | **Alternative Flow:** |
| **Post Conditions:** Save final score to database and display the final outcome to the patient. | | |

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| ID: 1 | **Name:** Save Final Score in Database | |
| **Actors:** ?? | | **Preconditions:** Pass/Fail for the patient has been generated. |
| **Main Flow:** The final score (pass/fail) generated in the previous use case will be saved to the database for that specific patient, this will be stored securely for later reference. | | **Alternative Flow:** |
| **Post Conditions:** Display the score to the patient. | | |

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| ID: 1 | **Name:** View Score | |
| **Actors:** Patient | | **Preconditions:** Score generated and saved in the database. |
| **Main Flow:** Once the score has been generated and saved in the database the system. The application will display to the patient if they have passed or failed the SDSA. | | **Alternative Flow:** |
| **Post Conditions:** Return score to user, return tablet to clinician. | | |