

Team: git rekt

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SENG 310: Milestone 3

Use Cases and Low Fidelity Prototypes

1. USE CASES

1st USE CASE:

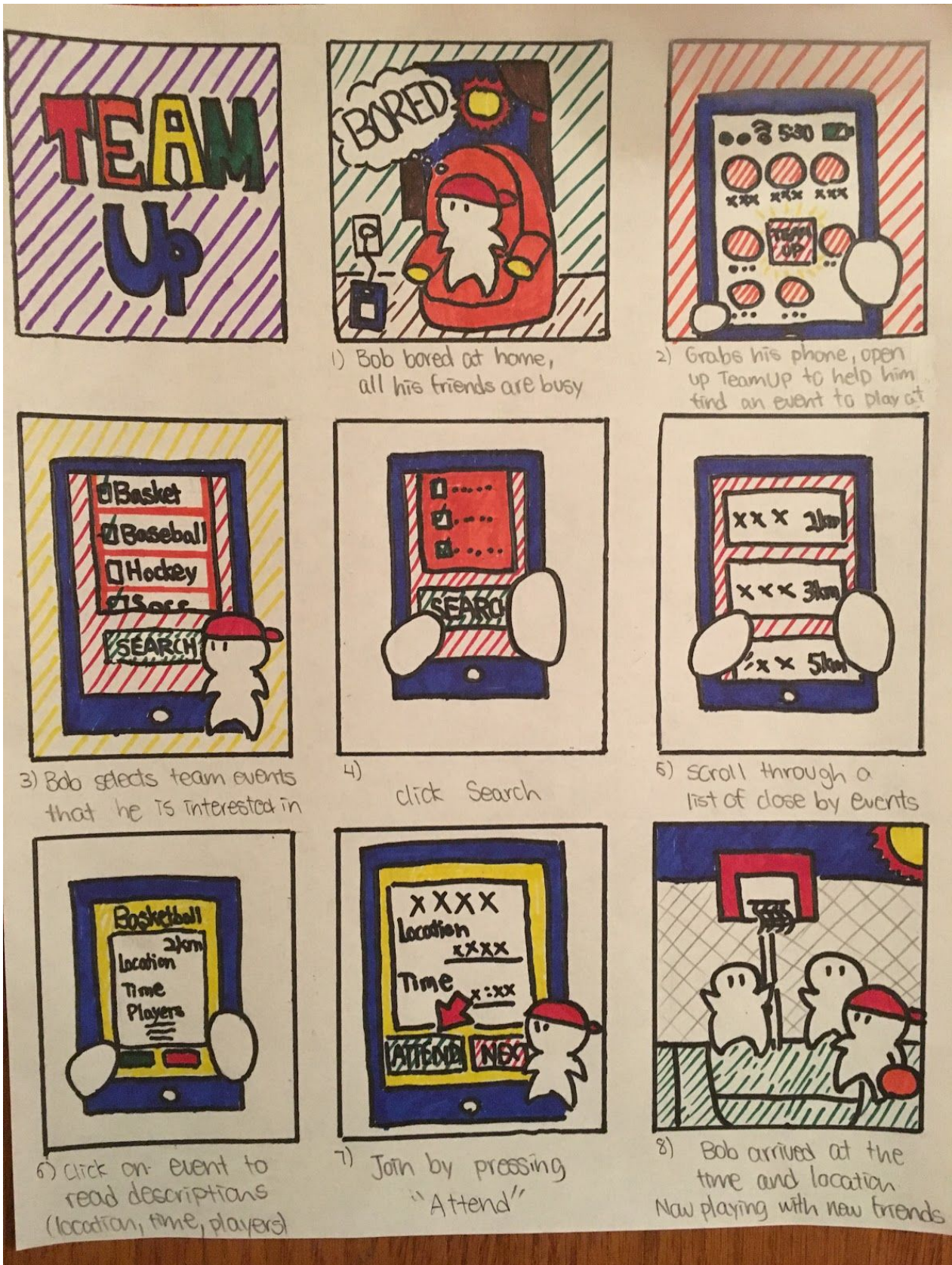
1. In the home screen, the user chooses the option to find an event to play at
2. The system prompts the user to enter a type of team sport or a list of them
3. The user begins typing the team sport to search for it and selects it from the drop down menu
4. After entering all the team sports the user is interested in, the user taps on search
5. The system will list all the nearby events that correspond to the chosen team sports listing showing the nearest events at the top
6. The user clicks into an event to look at the description. The event description will list the players who have joined and display the event's location and date/time
7. The user can join an event by pressing on attending when looking at the event description
8. The creator of the event will receive a notification that the user has joined
9. The user can now attend the event at the specified location, date, and time

2nd USE CASE:

1. In the home page, the user chooses the option to set up an event
2. The system prompts the user to select an event type: public or request to join
3. The user selects the type of team sport for the event by searching for the team sport and clicking on the possible activities
4. The user enters the number of people needed for the event
5. The user specifies the location of where the event will take place by entering the address of the location
6. The user enters the date and time the event will take place
7. The user can then choose to enter a brief description of the event
8. Finally, the user posts the event and waits for people join or request to join the event
9. Once enough people have joined, everyone attending the event will meet at the specified location, date, and time

1. LOW FIDELITY PROTOTYPES

(Use Case 1)

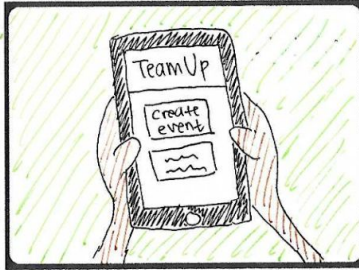


Name of Project: Use Case #2

Team: git-rekt
~~Group Members:~~



1 Sandra, Tiffany, and George want to play soccer but are lacking players



2 They open up the TeamUp app and select the option to create an event.



3 They specify the location and time of the event.



4 specify the type of team sport and how many people can join.



5 Create the event and wait for people to attend.



6 Everyone attending meets up at the specified location and plays soccer.