Requirements for VIA Event Association

# Overview

The requirements combine user stories with a form of use case scenarios. It’s a slightly different format than you are used to, but this format suits our needs well for this project.

The use cases are “small” in what they do, probably smaller than what would usually happen, but I wanted to show a different approach, than what you are used to.

The format is as below. This box contains a single **use case**.

A use case consists of an ID for easy reference. A short description. There is a user story (re-arrange order). Then success and failure scenarios, written on a specific format called Gherkin. Or just given-when-then. These have IDs too, e.g. S1, S2, S3 for success scenarios, and F1, F2, F3, etc for failure scenarios. This is, again, for easy reference, and tracking of what is implemented.

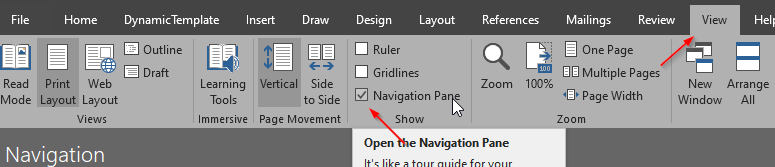
Some scenarios cannot be implemented right away. Some depends on other scenarios or use cases. This way, you can manage a list to show what is done: 3.S1 references use case 3, success scenario 1.

Sometimes example data is provided between pipes: | example data |

Example use case format:

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| <Use case ID>.  User story on the format:  **In order to … [business value first]**  **As a … [some user type]**  **I want to … [some feature]** Success scenarios  |  |  | | --- | --- | | **S1**  **Given** …  ***[And …]***  **When …**  **Then** …  ***[And …]*** | **S2**  **Given** …  ***[And …]***  **When …**  **Then** …  ***[And …]*** |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** …  ***[And …]***  **When …**  **Then** …  ***[And …]*** | **F2**  **Given** …  ***[And …]***  **When …**  **Then** …  ***[And …]*** | | **F3**  **Given** …  ***[And …]***  **When …**  **Then** …  ***[And …]*** | **F4**  **Given** …  ***[And …]***  **When …**  **Then** …  ***[And …]*** | |

I suggest making Word show the navigation panel on the left for easier overview of the document. You enable it like this:



# Actors

**Anonymous** is someone who uses the system, but is not registered, nor logged in (we won’t deal with logging in or out). Basically, *anonymous* can’t do much with the system other than register.

**Guest** is the kind of user who can sign up for events, and will then participate. This user is registered in the system.

**Creator** is an implicit user, as in it does not really exist in the system. When *creator* is mentioned, we mean that VIA Event Association is performing some action. Eventually they will probably have some login credentials, and therefore exist in the system, but not in this first iteration.

Authentication/authorization is not part of this course.

The creator is responsible for creating an event, setting the correct information, inviting potential guests, etc.

# Requirements

The below requirements are ordered by importance. You are intended to implement these in order.

**Must have:**

1. Event creator creates new event.
2. Event creator updates title of event.
3. Event creator updates description of event.
4. Event creator updates start-time and -date, and end-time and -date of event.
5. Event creator sets visibility of event to “public”.
6. Event creator sets visibility of event to “private”.
7. Event creator sets maximum number of guests.
8. Event creator readies event.
9. Event creator activates event.
10. Anonymous registers a new account.
11. Guest chooses to participate in a public event.
12. Guest removes their choice to participate in a public event.
13. Event creator extends invitation to guest to participate in an event.
14. Guest accepts invitation.
15. Guest declines invitation.

**Nice to have:**

1. Event creator adds new location.
2. Event creator updates name of location.
3. Event creator sets maximum number of people of location.
4. Event creator sets availability interval of location.
5. Event creator sets location of event.

**Could have:**

1. Guest requests to join private event.
2. Event creator approves join request.
3. Event creator decline join request.
4. Event creator cancels event (active only).
5. Event creator deletes event (draft/ready only).

**Comment**: Use cases in “Nice to have” or “Could have”, have not been detailed. You are very welcome to implement them, but then I expect you to write use cases first, in the format you see below.

I would love to see how you analyse the business logic for each feature!

# Use cases

## ID: 1 – The creator creates a new empty event.

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| **In order to** host events  **As a** creator  **I want to** create a new event  *Comment:*   * Most fields will receive an initial default value when an event is created. You may want to postpone doing those success scenarios until you have implemented the use case related to that specific field. E.g. S2 requires the title is set, but title is managed in UC2.  Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an Id  **When** creator selects to create an event  **Then** an empty event is created with an ID  **And** the status is set to “*draft*”  **And** the maximum number of guests is 5 | **S2**  **Given** an Id  **When** creator selects to create an event  **Then** the event is created  **And** the title of the event is set to “Working Title” | | **S3**  **Given** an Id  **When** creator selects to create an event  **Then** the event is created  **And** the description of the event is set to an empty text, i.e. “”. | **S4**  **Given** an Id  **When** creator selects to create an event  **Then** the event is created  **And** the visibility of the event is *private* | |

## ID: 2 – The creator updates the title of an existing event

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| **In order to** catch the interest of guests  **As a** creator  **I want to** set the title of an event.  Note (for session 2): Your ID type, e.g. EventId, if it’s not a plain Guid, but a wrapper, needs to be able to create an ID from a string of a Guid. Like: EventId.FromString(“….”); Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an existing event with ID  **When** creator selects to set the title of the event  | Scary Movie Night! |  | Graduation Gala |  | VIA Hackathon |  **And** the title length is between 3 and 75 (inclusive) characters  **And** the event is in *draft status*  **Then** the title of the event is updated | **S2**  **Given** an existing event with ID  **When** creator selects to set the title of the event  | Scary Movie Night! |  | Graduation Gala |  | VIA Hackathon |  **And** the title length is between 3 and 75 (inclusive) characters  **And** the event is in *ready status*  **Then** the title of the event is updated  **And** the event is in *draft status* |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **When** creator selects to set the title of the event  **And** the title is 0 characters  **Then** a failure message is returned explaining that the title must be between 3 and 75 characters | **F2**  **Given** an existing event with ID  **When** creator selects to set the title of the event  | XY |  | a |  **And** the title is less than 3 characters  **Then** a failure message is returned explaining that the title must be between 3 and 75 characters | | **F3**  **Given** an existing event with ID  **When** creator selects to set the title of the event  **And** the title is more than 75 characters  **Then** a failure message is returned explaining that the title must be between 3 and 75 characters | **F4**  **Given** an existing event with ID  **When** creator selects to set the title of the event  **And** the title is non-existing (null)  **Then** a failure message is returned explaining that the title must be between 3 and 75 characters | | **F5**  **Given** an existing event with ID  **When** creator selects to set the title of the event  **And** the event is in *active status*  **Then** a failure message is returned explaining an active event cannot be modified | **F6**  **Given** an existing event with ID  **When** creator selects to set the title of the event  **And** the event is in *cancelled status*  **Then** a failure message is returned explaining a cancelled event cannot be modified | |

## ID: 3 – The creator updates the description of an event

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| **In order to** inform guests about the content of an event  **As a** creator  **I want to** set the description of an event. Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an existing event with ID  **And** the status is *draft*  **When** creator selects to set the description of the event  | Nullam tempor lacus nisl, eget tempus quam maximus malesuada. Morbi faucibus sed neque vitae euismod. Vestibulum non purus vel justo ornare vulputate. In a interdum enim. Maecenas sed sodales elit, sit amet venenatis orci. Suspendisse potenti. Sed pulvinar turpis ut euismod varius. Nullam turpis tellus, tincidunt ut quam convallis, auctor mollis nunc. Aliquam erat volutpat. |  **And** the description length is between 0 and 250 (inclusive) characters  **Then** the description of the event is updated | **S2**  **Given** an existing event with ID  **When** creator selects to set the description of the event to nothing/empty  **Then** the description of the event is set to an empty description (i.e. “”) | | **S3**  **Given** an existing event with ID  **And** the status is *ready*  **When** creator selects to set the description of the event to a valid value (see S1, S2)  **Then** the description of the event is updated  **And** the event status is *draft* |  |  Failure scenarios  |  | | --- | | **F1**  **Given** an existing event with ID  **When** creator selects to set the description of the event  **And** the description is more than 250 characters  **Then** a failure message is returned explaining the problem  **Note:** test data text can be generated here: [Lorem Ipsum - All the facts - Lipsum generator](https://www.lipsum.com/) | | **F2**  **Given** an existing event with ID  **When** creator selects to set the description of the event  **And** the event is in *cancelled status*  **Then** a failure message is returned explaining a cancelled event cannot be modified | | **F3**  **Given** an existing event with ID  **When** creator selects to set the description of the event  **And** the event is in *active status*  **Then** a failure message is returned explaining an active event cannot be modified | |

## ID: 4 – The creator updates the start and end time of the event

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| **In order to** inform guests when to show up and when to fudge off  **As a** creator  **I want to** set start time/date and end time/date  *Comments*:   * Start/end time/date is henceforth just “times”. * Rooms are usable from 08 am on a day, to 01 am on the next day. I.e. not usable between 01.01 am and 07.59 am on the same day. * Consider how to model the values here, there are multiple valid approaches. * Consider which logic goes into the Value Object, and which to the Entity. * All example times are given in 24-hour format. * All example dates below are given in yyyy-mm-dd format. * Time intervals must be equal to or less than 10 hours, so an event can, e.g., be from 13:00 to 23:00. * An event cannot start after midnight, or: it cannot start before 08:00   *Hint:*   * You may look at the classes DateTime, DateOnly, and TimeOnly. The three can be converted between, e.g. TimeOnly.FromDateTime() will extract the time from a DateTime. * You can do some basic math on DateTime, DateOnly, and TimeOnly.  Success scenarios  |  | | --- | | **S1**  **Given** an existing event with ID  **And** the event status is *draft*  **When** creator selects to set the times of the event  | 2023/08/25 19:00 to 2023/08/25 23:59 |  | 2023/08/25 12:00 to 2023/08/25 16:30 |  | 2023/08/25 08:00 to 2023/08/25 12:15 |  | 2023/08/25 10:00 to 2023/08/25 20:00 |  | 2023/08/25 13:00 to 2023/08/25 23:00 |  **And** the start time is before the end time  **And** the dates are the same  **And** the duration of the event is 1 hour or longer  **And** the start time is after 08:00 (am, morning)  **And** the end time is before 23:59  **Then** the times of the event are updated | | **S2**  **Given** an existing event with ID  **And** the event status is *draft*  **When** creator selects to set the times of the event  | 2023/08/25 19:00 to 2023/08/26 01:00 |  | 2023/08/25 12:00 to 2023/08/25 16:30 |  | 2023/08/25 08:00 to 2023/08/25 12:15 |  **And** the start date is before the end date  **And** the duration of the event is 1 hour or longer  **And** the start time is after 08:00 (am)  **And** the end time is before 01:00 (am)  **Then** the times of the event are updated | | **S3**  **Given** an existing event with ID  **And** the event status is *ready*  **When** creator sets the times of the event to valid values (see S1, S2)  **Then** the times of the event are updated  **And** the status is *draft* | | **S4**  **Given** an existing event with ID  **When** creator sets the times of the event to valid values (see S1, S2)  **And** the start time is in the future  **Then** the times of the event are updated | | **S5**  **Given** an existing event with ID  **When** creator sets the times of the event to valid values (see S1, S2)  **And** the duration from start to finish is 10 hours or less  **Then** the times of the event are updated |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **When** creator selects to set the times of the event  | 2023/08/26 19:00 to |  | 2023/08/25 01:00 |  | 2023/08/26 19:00 to |  | 2023/08/25 23:59 |  | 2023/08/27 12:00 to |  | 2023/08/25 16:30 |  | 2023/08/01 08:00 to |  | 2023/07/31 12:15 |  **And** the start date is after the end date  **Then** a failure message is returned explaining the problem | **F2**  **Given** an existing event with ID  **When** creator selects to set the times of the event  | 2023/08/26 19:00 to |  | 2023/08/26 14:00; |  | 2023/08/26 16:00 to |  | 2023/08/26 00:00 |  | 2023/08/26 19:00 to |  | 2023/08/26 18:59 |  | 2023/08/26 12:00 to |  | 2023/08/26 10:10 |  | 2023/08/26 08:00 to |  | 2023/08/26 00:30 |  **And** the start date is the same as the end date  **And** the start time is after the end date  **Then** a failure message is returned explaining the problem | | **F3**  **Given** an existing event with ID  **When** creator selects to set the times of the event  | 2023/08/26 14:00 to |  | 2023/08/26 14:50 |  | 2023/08/26 18:00 to |  | 2023/08/26 18:59 |  | 2023/08/26 12:00 to |  | 2023/08/26 12:30 |  | 2023/08/26 08:00 to |  | 2023/08/26 08:00 |  **And** the start date is the same as the end date  **And** the start time is less than 1 hour before the end time, giving the event a duration of less than 1 hour  **Then** a failure message is returned explaining the problem | **F4**  **Given** an existing event with ID  **When** creator selects to set the times of the event  | 2023/08/25 23:30 to |  | 2023/08/26 00:15 |  | 2023/08/30 23:01 to |  | 2023/08/31 00:00 |  | 2023/08/30 23:59 to |  | 2023/08/31 00:01 |  **And** the start date is before the end date  **And** the start time is less than 1 hour before the end time, giving the event a duration of less than 1 hour  **Then** a failure message is returned explaining the problem | | **F5**  **Given** an existing event with ID  **When** creator selects to set the times of the event  | 2023/08/25 07:50 to |  | 2023/08/25 14:00 |  | 2023/08/25 07:59 to |  | 2023/08/25 15:00 |  | 2023/08/25 01:01 to |  | 2023/08/25 08:30 |  | 2023/08/25 05:59 to |  | 2023/08/25 07:59 |  | 2023/08/25 00:59 to |  | 2023/08/25 07:59 |  **And** the start time is before 08:00  **Then** a failure message is returned explaining the problem | **F6**  **Given** an existing event with ID  **When** creator selects to set the times of the event  | 2023/08/24 23:50 to |  | 2023/08/25 01:01 |  | 2023/08/24 22:00 to |  | 2023/08/25 07:59 |  | 2023/08/30 23:00 to |  | 2023/08/31 02:30 |  | 2023/08/24 23:50 to |  | 2023/08/25 01:01 |  **And** the start time is before 01:00  **And** the end time is after 01:00  **Then** a failure message is returned explaining the problem | | **F7**  **Given** an existing event with ID  **And** the event status is *active*  **When** creator sets the times of the event  **Then** a failure message is returned explaining that the times of an active event cannot be modified when the event is active | **F8**  **Given** an existing event with ID  **When** creator sets the times of the event  **And** the event is in *cancelled status*  **Then** a failure message is returned explaining a cancelled event cannot be modified | | **F9**  **Given** an existing event with ID  **When** creator selects to set the times of the event  | 2023/08/30 08:00 to |  | 2023/08/30 18:01 |  | 2023/08/30 14:59 to |  | 2023/08/31 01:00 |  | 2023/08/30 14:00 to |  | 2023/08/31 00:01 |  | 2023/08/30 14:00 to |  | 2023/08/31 18:30 |  **And** the duration of the event is longer than 10 hours  **Then** a failure message is returned explaining the problem | **F10**  **Given** an existing event with ID  **When** creator sets the times of the event  **And** the start time is in the past  **Then** a failure message is returned explaining that events cannot be started in the past | | **F11**  **Given** an existing event with ID  **When** creator selects to set the times of the event  | 2023/08/31 00:30 to |  | 2023/08/31 08:30 |  | 2023/08/30 23:59 to |  | 2023/08/31 08:01 |  | 2023/08/31 01:00 to |  | 2023/08/31 08:00 |  **And** the start time is before 01:00 on the same date as the end time, or the date before  **And** the end time is after 08:00, meaning the event spans the time between 01 and 08  **Then** a failure message is returned explaining the problem |  | |

## ID: 5 – The creator makes the event public

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| **In order to** letany guest join the event  **As a** creator  **I want to** make the event public Success scenarios  |  | | --- | | **S1**  **Given** an existing event with ID  **And** the status is *draft* or *ready* or *active*  **When** creator chooses to make the event public  **Then** the event is public  **And** the status is unchanged |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **And** the event is in *cancelled status*  **When** creator chooses to make the event public  **Then** a failure message is provided explaining a cancelled event cannot be modified |  | |

## ID: 6 – The creator makes the event private

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| **In order to** only let invited guests join an event  **As a** creator  **I want to** make the event private Success scenarios  |  | | --- | | **S1**  **Given** an existing event with ID  **And** the status is *draft* or *ready*  **And** the event is already private (the event is initialized to private)  **When** creator chooses to make the event private  **Then** nothing changes  **And** the event remains private  **And** the event remains in its current status | | **S2**  **Given** an existing event with ID  **And** the status is *draft* or *ready*  **And** the event is public  **When** creator chooses to make the event private  **Then** the event is made private  **And** the status is *draft* |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **And** the event is in *active status*  **When** creator chooses to make the event private  **Then** a failure message is provided explaining an *active* event cannot made private | **F2**  **Given** an existing event with ID  **And** the event is in *cancelled status*  **When** creator chooses to make the event private  **Then** a failure message is provided explaining a cancelled event cannot be modified | |

## ID: 7 – The creator sets maximum number of guests

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| **In order to** not violate fire regulations  **As a** creator  **I want to** set the maximum number of guests Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an existing event with ID  **And** the event status is *draft* or *ready*  **When** creator sets the maximum number of guests  | 5 |  | 10 |  | 25 |  | 50 |  **And** the number is less than 50  **Then** the maximum number of guests is set to the selected value | **S2**  **Given** an existing event with ID  **And** the event status is *draft* or *ready*  **When** creator sets the maximum number of guests  | 5 |  | 10 |  | 25 |  | 50 |  **And** the number is larger than or equal to 5  **Then** the maximum number of guests is set to the selected value | | **S3**  **Given** an existing event with ID  **And** the event is in *active status*  **When** creator sets the maximum number of guests  **And** the number is between 5 and 50 (both inclusive)  **And** the number of guests is larger than or equal to the previous value  **Then** the maximum number of guests is set to the selected value |  |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **And** the event is in *active status*  **When** creator reduces the number of maximum guests  **Then** a failure message is provided explaining the maximum number of guests of an *active* cannot be reduced (it may only be increased) | **F2**  **Given** an existing event with ID  **And** the event is in *cancelled status*  **When** creator sets the number of maximum guests  **Then** a failure message is provided explaining a cancelled event cannot be modified | | **F3**  **Given** an existing event with ID  **And** the event has a location (see UC16-20)  **When** creator sets the maximum number of guests  **And** the number of guests is larger than the location’s maximum number of people  **Then** the request is rejected, with a message explaining you cannot have more people at an event than there is room for. | **F4**  **Given** an existing event with ID  **When** creator sets the number of maximum guests to number < 5  **Then** a failure message is provided explaining the maximum number of guests cannot be negative | | **F5**  **Given** an existing event with ID  **When** creator sets the number of maximum guests to a number > 50  **Then** a failure message is provided explaining the maximum number of guests cannot exceed 50 |  | |

## ID: 8 – The creator readies an event

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| **In order to** finalize event setup  **As a** creator  **I want to** ready the event Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an existing event with ID  **And** the event is in *draft status*  **And** the following data is set with valid values: title, description, times, visibility, maximum guests  **When** creator readies the event  **Then** the event is made ready |  |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **And** the event is in *draft status*  **And** the *any* of the following is true:   * Title is not set or remains default value * Description is not set or remains default value * Times are not set or remains default value * visibility is not set * maximum guests is not between 5 and 50   **When** creator readies the event  **Then** a failure message is provided explaining what data is missing | **F2**  **Given** an existing event with ID  **And** the event is in *cancelled status*  **When** creator readies the event  **Then** a failure message is provided explaining a cancelled event cannot be readied | | **F3**  **Given** an existing event with ID  **And** the event has a start date/time which is prior to the time of readying  **When** the creator readies the event  **Then** a failure message is provided explaining an event in the past cannot be made ready | **F4**  **Given** an existing event with ID  **And** the title of the event is the default (see UC1)  **When** creator readies the event  **Then** a failure message is provided explaining the title must changed from the default | |

## ID: 9 – The creator activates an event

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| **In order to** make the event available  **As a** creator  **I want to** activate the event Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an existing event with ID  **And** the event is in *draft status*  **And** the following data is set with valid values: title, description, times, visibility, maximum guests  **When** creator activates the event  **Then** the event is first made ready, and if successful, then made active | **S2**  **Given** an existing event with ID  **And** the event is in *ready status*  **When** creator activates the event  **Then** the event is then active | | **S3**  **Given** an existing event with ID  **And** the event is in *active status*  **When** creator activates the event  **Then** nothing changes, the event successfully remains *active* |  |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **And** the event is in *draft status*  **And** *any* of the following data is *not* set with valid values: title, description, times, visibility, maximum number of guests (i.e. ready-able, see UC8)  **When** creator activates the event  **Then** a failure message is provided explaining what data is missing | **F2**  **Given** an existing event with ID  **And** the event is in *cancelled status*  **When** creator activates the event  **Then** a failure message is provided explaining a cancelled event cannot be activated | |

## ID: 10 – An anonymous user (aka Anon) registers a new Guest account

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| **In order to** properlyuse the platform  **As an** anonymous user (aka. Anon)  **I want to** register as a Guest  Comment:   * I realize last names can come in many forms, like McGregor, O’Conner, De Santos, or Asian letters, etc. We’ll stick to a simpler format. * We do not store a profile picture. We store a URL to some picture online somewhere.  Like this [unknown-person-silhouette-whith-blue-tie.jpg (2048×2048) (istockphoto.com)](https://media.istockphoto.com/id/521573873/vector/unknown-person-silhouette-whith-blue-tie.jpg?s=2048x2048&w=is&k=20&c=cjOrS4d7gV46uXDx9iWH5n5uSEF6hhZ6Gebbp5j6USI=)  Success scenarios  |  |  | | --- | --- | | **S1**  **Given** via-email, first name, last name, and a profile picture URL  **And** email ends with “@via.dk”  **And** email is in correct email format  | <text1>@<text2>.<text3> |  **And** email:text1 is between 3 and 6 (inclusive) characters long  **And** email:text1 is either:   * 3 or 4 uppercase/lowercase English letters, or * 6 digits from 0 to 9   **And** first name is between 2 and 25 characters  **And** last name is between 2 and 25 characters  (i.e. letters, not numbers or symbols)  **When** Anon chooses to register  **Then** a new account is created, with an ID, and the above values  **And** the first letter of first name is capitalized  **And** the non-first letters of first name are lower-case  **And** the first letter of last name is capitalized  **And** the non-first letters of last name are lower-case  **And** the email is in all lower-case |  |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** email  **And** email does not end with “@via.dk”  **When** Anon chooses to register with otherwise valid values  **Then** the request is rejected, an error message is provided saying only people with a VIA mail can register | **F2**  **Given** email  **And** email is not in correct format (see S1)  **When** Anon chooses to register with otherwise valid values  **Then** the request is rejected, an error message is provided explaining the problem with the email | | **F3**  **Given** first name  **And** first name is invalid (see S1)  **When** Anon chooses to register with otherwise valid values  **Then** the request is rejected, an error message is provided explaining the rules for first name | **F4**  **Given** last name  **And** last name is invalid (see S1)  **When** Anon chooses to register with otherwise valid values  **Then** the request is rejected, an error message is provided explaining the rules for last name | | **F5**  **Given** email  **And** the email is already registered  **When** Anon chooses to register with otherwise valid values  **Then** the request is rejected, an error message is provided explaining the email is already registered. | **F6**  **Given** first name or last name  **And** the name contains numbers  **When** Anon chooses to register with otherwise valid values  **Then** the request is rejected, an error message is provided explaining the rules for first name | | **F7**  **Given** first name or last name  **And** the name contains symbols  **When** Anon chooses to register with otherwise valid values  **Then** the request is rejected, an error message is provided explaining the rules for first name |  | |

## ID: 11 – Guest participates public event

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **In order to** indicate my intention to participate in an event  **As a** guest  **I want to** choose to participate in a public event Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an existing event with ID  **And** the event status is *active*  **And** the event is *public*  **And** a registered guest with ID  **And** the current number of registered guests is less than the maximum number of allowed guests  **And** the event has not yet started, i.e. before the start time  **When** the guest chooses to attend the public event  **Then** the event has registered that the guest intends to participate | **S2** |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing valid event with ID  **And** the event status is *draft*, *ready*, or *cancelled*  **And** a registered guest with ID  **And** theevent is public  **When** guest chooses to participate in the event  **Then** the request is rejected, and a failure message is provided explaining that only active events can be joined | **F2**  **Given** an existing valid event with ID  **And** the event status is *active*  **And** a registered guest with ID  **And** the current number of registered guests (participants, invitees who have accepted, and accepted participate-requests) is *equal* *to* the maximum number of allowed guests  **And** theevent is public  **When** guest chooses to participate in the event  **Then** the request is rejected, and a failure message is provided explaining that there is no more room | | **F3**  **Given** an existing valid event with ID  **And** theevent start time is in the past  **When** guest chooses to participate in the event  **Then** the request is rejected, and a failure message is provided explaining that only future events can be participated | **F4**  **Given** an existing valid event with ID  **And** a registered guest with ID  **And** theevent is private  **When** guest chooses to participate in the event  **Then** the request is rejected, and a failure message is provided explaining that only public events can be participated | | **F5**  **Given** an existing valid event with ID  **And** a registered guest with ID  **And** the guest is already a participant at the event  **When** guest chooses to participate in the event  **Then** the request is rejected, and a failure message is provided explaining that a guest cannot take two slots at an event |  | |

## ID: 12 – Guest cancels event participation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **In order to** regret my intention to participate in an event  **As a** guest  **I want to** choose to cancel my participation-intent in an event Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an existing event with ID  **And** a registered guest with ID  **And** the guest is currently marked as participating in the event  **When** the guest chooses to cancel their participation  **Then** the event removes the participation of this guest | **S2**  **Given** an existing event with ID  **And** a registered guest with ID  **And** the guest is *not* marked as participating in the event  **When** the guest chooses to cancel their participation  **Then** nothing changes |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **And** a registered guest with ID  **And** the guest is marked as participating in the event  **And** the event start time is in the past  **When** the guest chooses to cancel their participation  **Then** the request is rejected, and a message explains you cannot cancel your participation of past or ongoing events |  | |

## ID: 13 – Guest is invited to event

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| **In order to** nudge guests to participate in an event  **As a** create  **I want to** invite guests to an event Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an existing event with ID  **And** the event status is *ready* or *active*  **And** a registered guest with ID  **When** the creator invites a guest  **Then** a pending guest invitation is registered on the event |  |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **And** the event status is *draft* or *cancelled*  **And** a registered guest with ID  **When** the creator invites a guest  **Then** the request is rejected with a message explaining guests can only be invited to the event, when the event is *ready* or *active* | **F2**  **Given** an existing event with ID  **And** the event status is *active*  **And** a registered guest with ID  **And** the maximum number of guests is already attending, counting participation-indications (UC11) and invitation-accepts (UC14)  **When** the creator invites a guest  **Then** the request is rejected with a message explaining you cannot invite guests if the event is full | |

## ID: 14 – Guest accepts invitation

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| **In order to** join the event of which I was invited  **As a** guest  **I want to** accept the invitation Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an active event  **And** a registered guest  **And** the event has a *pending* invitation for the guest  **And** the number of participating (either invitation-accepts or participation-indications) guests is less than the maximum number of guests  **When** the guest accepts the invitation  **Then** the invitation is changed from pending to accepted |  |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **And** a registered guest with ID  **And** the event has no invitation for the guest  **When** the guest accepts an invitation  **Then** the request is rejected, with a message explaining the guest is not invited to the event | **F2**  **Given** an existing event with ID  **And** a registered guest with ID  **And** the event has a pending invitation for the guest  **And** the number of participating (either invitation-accepts or participation-indications) guests has reached the maximum  **When** the guest accepts the invitation  **Then** the request is rejected, with a message explaining the event is full | | **F3**  **Given** a cancelled event  **And** a registered guest  **And** the event has a *pending* invitation for the guest  **When** the guest accepts the invitation  **Then** the request is rejected with a message explaining cancelled events cannot be joined. | **F4**  **Given** a ready event  **And** a registered guest  **And** the event has a *pending* invitation for the guest  **When** the guest accepts the invitation  **Then** the request is rejected with a message explaining the event cannot yet be joined. | |

## ID: 15 – Guest declines invitation

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| **In order to** indicate I will not be participating in an event to which I have been invited  **As a** guest  **I want to** decline an invitation Success scenarios  |  |  | | --- | --- | | **S1**  **Given** an active event  **And** a registered guest  **And** the event has an invitation for the guest  **When** the guest declines the invitation  **Then** the invitation is registered as declined | **S2**  **Given** an active event  **And** a registered guest  **And** the event has an *accepted* invitation for the guest  **When** the guest declines the invitation  **Then** the invitation is registered as declined |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing event with ID  **And** a registered guest with ID  **And** the event has no invitation for the guest  **When** the guest accepts the invitation  **Then** the request is rejected, with a message explaining the guest is not invited to the event | **F2**  **Given** a cancelled event  **And** a registered guest  **And** the event has a *pending* invitation for the guest  **When** the guest declines the invitation  **Then** the request is rejected with a message explaining invitations to cancelled events cannot be declined. | | **F3**  **Given** a ready event  **And** a registered guest  **And** the event has a *pending* invitation for the guest  **When** the guest accepts the invitation  **Then** the request is rejected with a message explaining the event cannot yet be declined. |  | |

## ID: 16 – Event creator adds new location.

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| --- | --- | --- | --- | --- | --- | --- |
| **In order to** register the locations where the events will be located  **As a** creator  **I want to** create a location Success scenarios  |  |  | | --- | --- | | **S1**  **Given** location name, address, and capacity  **And** location name is between 2 and 25 characters  **And** address is between 2 and 25 characters  **And** capacity is between 0 and 999  **When** the creator decides to register  **Then** a new account is location, with an ID, and the above values  **And** the first letter of location name is capitalized  **And** the non-first letters of location name are lower-case  **And** the first letter of address is capitalized  **And** the non-first letters of address are lower-case |  |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** location name  **And** location name is invalid (see S1)  **When** creator chooses to register with otherwise valid values  **Then** the request is rejected, an error message is provided explaining the rules for location name | **F2**  **Given** address  **And** address is invalid (see S1)  **When** creator chooses to register with otherwise valid values  **Then** the request is rejected, an error message is provided explaining the rules for address | | **F3**  **Given** capacity  **And** capacity is invalid (see S1)  **When** creator chooses to register with otherwise valid values  **Then** the request is rejected, an error message is provided explaining the rules for capacity |  | |

## ID: 17 – Event creator updates name of location

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| --- | --- | --- | --- | --- | --- | --- |
| **In order to** keep the location updated  **As a** creator  **I want to** change the name of location Success scenarios  |  |  | | --- | --- | | **S1**  **Given** a location with ID  **When** creator selects to set the name of a location  | location |  | architecture |  | table |  **And** the location name length is between 2 and 25 (inclusive) characters  **Then** the title of the event is updated |  |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing location ID  **When** creator selects to set the location name  **And** the location name is 0 characters  **Then** the request is rejected, an error message is provided explaining the rules for location name | **F2**  **Given** an existing event with ID  **When** creator selects to set the location name | a |  **And** the location name is less than 2 characters  **Then** the request is rejected, an error message is provided explaining the rules for location name | | **F3**  **Given** an existing location ID  **When** creator selects to set the location name  **And** the location name is more than 25 characters  **Then** the request is rejected, an error message is provided explaining the rules for location name |  | |

## ID: 18 – Event creator set maximum number of people of location

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| --- | --- | --- | --- | --- |
| **In order to** keep the location updated  **As a** creator  **I want to** change the location capacity Success scenarios  |  |  | | --- | --- | | **S1**  **Given** a location with ID  **When** creator selects to set the capacity of a location  | 5 |  | 100 |  | 250 |  | 999 |  **And** the number is less than 1000  **Then** the capacity is set to the selected value |  |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing location ID  **When** creator sets the number of maximum pepople to number < 0  **Then** a failure message is provided explaining the maximum number of guests cannot be negative | **F2**  **Given** an existing location ID  **When** creator sets the number of maximum pepople to number > 999  **Then** a failure message is provided explaining the maximum number of guests cannot exceed 999 | |

## ID: 19 – Event creator sets location available interval(draft)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **In order to** not overlap events on the same location  **As a** creator  **I want to** change the location availability Success scenarios  |  |  | | --- | --- | | **S1**  **Given** a location with ID  **When** creator selects to set the location availability  | true |  | false |  **Then** the capacity is set to the selected availability |  |  Failure scenarios  |  |  | | --- | --- | | **F1**  **Given** an existing location ID  **When** creator sets the availability to true  **And** the location is currently in use  **Then** a failure message is provided explaining the availability cannot be changed at the moment |  | |