**Different Screens/UI needed:**

* Login
* Register New User
* Main Menu
* My Moods
* Edit Mood
* Mood Map
* \*\*\*Need UI to represent follower’s moods and mood profiles. Unsure what we want to do for this case \*\*\*
* My Friends
* Search for Friends
* View Mood (same as Edit Mood but unable to edit information in fields)
* Moods of My Friends (this page should display the most recent mood posted by each friend as per

1. **LoggingInForFirstTime**

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| --- | --- |
| **Use Case Name** | LoggingInForFirstTime |
| **Participating Actors** | InTheMood User |
| **Goal** | Create InTheMood account.  Covers US 03.01.01 |
| **Trigger** | Follow prompt for new user from login screen |
| **Precondition** | 1. User has a username and password in mind 2. The user has access to the InTheMood app |
| **Postcondition** | User will now be registered with the app and able to login |
| **Flow** | 1. User opens app, app opens to login screen 2. User selects option for new user registration 3. User enters their desired username, system will tell user if the name is already taken or not 4. User finds and decides upon their unique username. System accepts username is it hasn’t been taken 5. User is prompted for password, to be entered twice to ensure accuracy 6. User submits information to the System and is taken back to the login screen |
| **Optional Extra** | User is able to add a profile picture that will be associated and displayed with their account. |

**2. LoggingInForExistingUser**

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| **Use Case Name** | LoggingInForExistingUser |
| **Participating Actors** | InTheMood User |
| **Goal** | Log User into system |
| **Trigger** | Enter username and password in correct fields from the login screen |
| **Precondition** | User has an existing username and password registered with the system |
| **Postcondition** | User will be logged into the app and able to perform actions under their user account. |
| **Flow** | 1. User opens app, app opens to the login screen. 2. User enters their username and password in the appropriate fields, clicks button to login 3. System will check for the user’s credentials, if they aren’t found user will be prompted to try logging in again or to register a new user account. If the credentials are found within the System the user will be taken to the main menu screen. |

**3. EnterNewMood**

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| --- | --- |
| **Use Case Name** | EnterNewMood |
| **Participating Actors** | InTheMood User |
| **Goal** | Allow user to enter mood information into appropriate fields and save it to the System  Covers US 02.01.01, US 02.02.01, US 02.03.01, US 02.04.01, US 06.01.01, US 07.01.01 |
| **Trigger** | From the main menu, user will select the “Add Mood” option |
| **Precondition** | User is logged into their account and is on the main menu screen |
| **Postcondition** | User will have logged a mood in the system |
| **Flow** | 1. User selects “Add Mood” option from the main menu, they will be then taken to the “Edit Mood” screen 2. User will fill in the information for their mood, including:    1. Selecting the mood from a dropdown list. Mood options include: anger, confusion, disgust, fear, happiness, sadness, shame, and surprise**.**    2. Entering textual information about what triggered the mood (max 20characters)    3. Take a picture using the user’s phone camera that will be saved and associated with this mood. Image should be under 65536 bytes in size.    4. Identify the social situation of the mood from a dropdown list i.e alone, with one other person, with a small group (2-several people) or in a crowd    5. User selects whether or not they want to geotag their mood. An option to either use the user’s current location or to manually select a location by rendering a map of the area when “select mood location” is pressed. The user can then drop a pin for the location of that particular mood. 3. User will select button to save mood and will be taken to “My Moods” screen which will include their newly added mood 4. If mood added while offline, changes should be synchronized once user is online again. |
| **Extras** | * User is able to tag other InTheMood users in their moods * User is able to add photos already saved on their phone to the mood |

**4. ViewMoodHistory**

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| --- | --- |
| **Use Case Name** | ViewMoodHistory |
| **Participating Actors** | InTheMood User |
| **Goal** | Display filterable history of the User’s logged moods to the user  Covers US 01.03.01,US 01.04.01, US 01.05.01,US 04.01.01, US 04.02.01, US 04.03.01, US 04.04.01, US 06.02.01 |
| **Trigger** | From the main menu, user will select “My Moods” |
| **Precondition** | User is logged into their account in the App and at least one mood has been logged by the user. |
| **Postcondition** | User will see the moods they have logged in the system and be able to filter them by date, trigger description and mood description |
| **Flow** | 1. User selects “My Moods” from the main menu 2. User is presented with a list of the moods they have previously logged in reverse chronological order (newest at the top). Each mood has a consistent corresponding emoticon and color. 3. User can filter list by date during the most recent week 4. User can filter list by trigger description    1. User enters a word in the trigger description field, the list now filters out all moods that don’t contain the word in the trigger description 5. User can filter list by mood    1. User selects from a dropdown list in a mood filter field. The list will then filter out all moods that aren’t the selected mood 6. User can select “View on Map” to view all moods from the filtered list that have geolocation enabled. This button will take the user to the “Mood Map” view. 7. User can select a mood which will bring the user to “View Mood” activity which displays the mood details. 8. User can also choose to edit an existing mood from the mood list. User is then brought to the “Add/Edit Mood” activity.   Note: filters are exclusive for the time being. User cannot filter by multiple combinations of the above filters. |

**5. EditExistingMood**

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| **Use Case Name** | EditExistingMood |
| **Participating Actors** | InTheMood User |
| **Goal** | Edit the information in a User’s existing mood  Covers US 01.01.01, US 01.02.01, US 07.01.01 |
| **Trigger** | User clicks on a mood from the “My Moods” screen |
| **Precondition** | The mood already exists in the System |
| **Postcondition** | The mood will remain in the System but the information in the mood will have been changed to whatever the user desires. |
| **Flow** | 1. User clicks on a mood in the “My Moods” screen and is taken to the “Edit Mood” screen 2. The “Edit Mood” screen will be pre-loaded with the information that was previously entered for the mood 3. User will edit the information for their mood, including:    1. Selecting the mood from a dropdown list    2. Entering textual information about what triggered the mood (max 20characters)    3. Take a picture using the user’s phone camera that will be saved and associated with this mood    4. Identify the social situation of the mood from a dropdown list i.e alone, with one other person, with a small group (2-several people) or in a crowd    5. An option to either use the user’s current location or to manually select a location by rendering a map of the area when “select mood location” is pressed. The user can then drop a pin for the location of that particular mood. 4. User will click the “Save” button and will be taken to the “My Moods” screen where they will see their mood with the correctly edited information 5. If mood edited while offline, changes should be synchronized once user is online again. |

**6. DeleteExistingMood**

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| --- | --- |
| **Use Case Name** | DeleteExistingMood |
| **Participating Actors** | InTheMood User |
| **Goal** | Delete a Mood from the “User’s Profile”  Covers US 01.06.01, US 07.01.01 |
| **Trigger** | User clicks on a mood from the “My Moods” page |
| **Precondition** | There must be at least one mood to be deleted |
| **Postcondition** | The mood will be deleted and removed from the “My Moods” List |
| **Flow** | 1. User clicks on a mood from the “My Moods” page and is taken to the “Edit Mood” page 2. User clicks the “Delete” button 3. System will prompt the User with a verification that they do want to delete the mood. The User selects an option to verify their intent to delete the mood 4. User is taken back to the “My Moods” screen. The mood they have just chosen to delete is no longer in the list of moods. 5. If mood deleted while offline, changes should be synchronized once user is online again. |

**7. ViewMoodMap**

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| **Use Case Name** | ViewMoodMap |
| **Participating Actors** | InTheMood User |
| **Goal** | Display map to the user of all moods that have been logged within 5 km of their area  Covers US 01.03.01, US 06.04.01 |
| **Trigger** | User clicks on “Nearby Moods” from the main menu |
| **Precondition** | User is logged in, has granted the app location services, and at least 1 participant’s mood to be displayed, within a range of 5 km. |
| **Postcondition** | User is taken to a map display that show their current location and all moods that have been logged within 5 km |
| **Flow** | 1. User selects “Nearby Moods” from the main menu, this will take to user to the “Mood Map” screen 2. User is presented with a map view of their current location and all moods within 5 km. Consistent emoticons and colors are used to represent the moods on the map. 3. User can click on the moods around them to be taken to a “View Mood” screen that will show the information about the mood. If the mood was logged by the user themselves they will be taken to the “Edit Mood” screen 4. User has the option to view all moods in the area or to filter by moods (with locations) of the user’s following list, or by most recent moods from all users in the area (within 5km) within the last week, or by most recent moods from all users in the area (within 5km) within the last month, or by the user’s own personal moods. |

**8. FindFriends/RequestFollow**

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| --- | --- |
| **Use Case Name** | FindFriends/RequestFollow |
| **Participating Actors** | InTheMood User |
| **Goal** | Find friends who also use the app and send them friend/follow requests  Covers US 05.01.01 |
| **Trigger** | From “My Friends” page, select “Find Friends” |
| **Precondition** | User must know the username of another InTheMood user |
| **Postcondition** | User will have sent a follow request to their friend |
| **Flow** | 1. From the “My Friends” page, user selects “Find Friends” and is taken to the “Find Friends” page 2. User enters the username of the friend they would like to follow into the text field and then presses the search button 3. Search results will appear in the “Find Friends” page 4. User can select one of the search results and press the “Follow” button to send them a follow request. |

**9. GrantFollowPermission**

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| --- | --- |
| **Use Case Name** | GrantFollowPermission |
| **Participating Actors** | InTheMood User |
| **Goal** | Grant other InTheMood user permission to follow the main user’s moods  Covers US 05.02.01 |
| **Trigger** | Select “Requests” from the “My Friends” page |
| **Precondition** | Another user has request to follow the main user |
| **Postcondition** | The user either allows/rejects the other user to follow their moods |
| **Flow** | 1. User sees which people have sent them a follow request from the “Friend Requests” page 2. For each request, the user can either select “Accept” or “Reject” based on whether they would like the other user to see their moods or not 3. Once the user’s decision is made, remove the request from the “Friend Requests” page |

**10. ViewFriendMoods**

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| --- | --- |
| **Use Case Name** | ViewFriendMoods |
| **Participating Actors** | InTheMood User |
| **Goal** | Display filterable moods of user’s followers  Covers US 01.03.01, US 05.03.01, US 05.04.01, US 05.05.01, US 05.06.01, US 06.03.01 |
| **Trigger** | From the main menu, user will select “My Friend’s Moods” |
| **Precondition** | User is logged into their account in the App and user is following at least one friend. |
| **Postcondition** | User will see the moods of his friends and be able to filter them by moods in the most recent week, by emotional state, and by certain words in the trigger description. |
| **Flow** | 1. User selects “My Friend’s Moods” from the main menu 2. User is presented with a list of the moods of his friends in reverse chronological order (newest at the top). Each mood has a consistent corresponding emoticon and color. 3. User can filter list by date during the most recent week   4. User can filter list by words in the trigger description   * 1. User enters a word in the trigger description field, the list now filters out all moods that don’t contain the word in the trigger description  1. User can filter list by mood    1. User selects from a dropdown list in a mood filter field. The list will then filter out all moods that aren’t the selected mood 2. User can select “View on Map” to view all moods from the filtered list that have geolocation enabled. This button will take the user to the “Mood Map” view. 3. User can select a mood which will bring the user to “View Mood” activity which displays the mood details.   Note: filters are exclusive for the time being. User cannot filter by multiple combinations of the above filters. |

**11. ViewMoodCalendar (“Wow” factor)**

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| --- | --- |
| **Use Case Name** | ViewMoodCalendar |
| **Participating Actors** | InTheMood User |
| **Goal** | Provides user with a monthly calendar view of his moods. This may help the user see patterns in his mood behavior and mood triggers. |
| **Trigger** | Select “Mood Calendar” from the “My Moods” page |
| **Precondition** | User is logged into their account in the App |
| **Postcondition** | User will be able to view their moods in a monthly calendar format. Users will also be able to select a mood in the calendar and see it’s trigger description. |
| **Flow** | 1. User selects “Mood Calendar” from the “My Moods” 2. User is presented with the current month’s calendar view and all moods from that month are displayed with consistent emoticons and corresponding colors. 3. User can scroll to previous months and view moods from previous months in the same format. 4. User can select a mood from the calendar and view it’s corresponding trigger description. |

**Release Planning:**

* Goal for Part 3 deadline (27 February 2017, 4:00 PM):

1. Address any TA feedback on project part 2
2. Object-Oriented Analysis, Design, UML Diagram
3. runnable unit tests for model classes

* Goal for Part 4 deadline (13 March 2017, 4:00 PM):

Complete the following use cases:

1. LoggingInForFirstTime
2. LoggingInForExistingUser
3. EnterNewMood
4. ViewMoodHistory
5. EditExistingMood
6. DeleteExistingMood

10. ViewFriendMoods

11. ViewMoodCalendar (“Wow” factor)

Complete the following views/stories:

1. User Login
2. New User
3. Main Menu
4. My Moods
5. Add/Edit Mood
6. View Mood
7. View Friend Mood Profile (Should be similar to View Mood)
8. My Friends
9. Mood Calendar

* Goal for Part 5 deadline (3 April 2017, 4:00 PM):

Complete Offline/Online functionality for the following use cases:

* EnterNewMood
* EditExistingMood
* DeleteExistingMood

Complete the following use cases:

1. ViewMoodMap
2. FindFriends/RequestFollow
3. GrantFollowPermission

Complete the following views/stories:

1. Mood Map
2. Find Friends
3. Friend Requests
4. My Friend Moods

**Glossary and Information Sources:**

**InTheMood app:** The general purpose and intention of our app is to help users understand individual and group emotional states. In addition, the app should help users understand what gives rise to these emotional states through certain functionalities of the app.

**Mood**: The core unit of content of the InTheMood app. A Mood consists of the following mandatory components:

* A mood (maybe we should have a different name?), which is an emotional state like happy, sad, etc. Each mood option has a uniquely associated and distinguishable colour and emoticon.
* A date and time, which are set as the current time of creation of the Mood for the user.

In addition, a Mood can have the following optional fields:

* A trigger for the Mood, which is a short message the user can associate with the Mood.
* A social situation, which specifies the social context of the Mood. It can be one of the following, if provided: alone, with one other person, with two to several people, and in a group.
* A photo, which can be taken while the user creates or edits a Mood to provide a visual association for that Mood.

All of these fields, except for the date and time, can be later edited when the user chooses to edit any of their Moods.

**Gliffy**: An online diagram editor that we use to make the mockup and storyboard diagrams: <https://www.gliffy.com/>

**InTheMood User:** Used in the “Participating Actors” field in the use cases. InTheMood User can be defined as the current user interacting with the InTheMood app. This is the focal user or participant interacting with our use cases and controlling the flow of activities in the app. He is also a participant registering his moods and viewing them.