

Use case	Generate random events
Primary actors	User
Goal in context	To populate the timeline with randomly generated events
Preconditions	User is at the correct page
Postconditions	Timeline has been populated with randomly generated events
Trigger	A button at the top right corner of the screen
Scenario	A user wants to randomly generate events to test out the timeline
Exceptions	There was some issue rendering the events to the screen. The user will be alerted with a popup.
Priority	High
Channel to actor	Button
Secondary actors	None
Channel to secondary actors	None
Frequency of use	Often
Open issues	None

Use case	Toggle timeline constraints
Primary actors	User
Goal in context	To render a new timeline under the constraints toggled.
Preconditions	User is at the correct page and randomly generated events have populated the timeline.
Postconditions	Timeline has been rendered according to the constraints toggled by the user.

Trigger	Toggle switches at the bottom of the screen.
Scenario	A user wants to manipulate which events are included in the timeline.
Exceptions	There was some issue rendering the events to the screen. The user will be alerted with a popup.
Priority	High
Channel to actor	Toggle switches
Secondary actors	None
Channel to secondary actors	None
Frequency of use	Often
Open issues	None

Use case	View an event
Primary actors	User
Goal in context	To view a particular event that is present on the timeline
Preconditions	The timeline has been populated with randomly generated events with the supplied constraints
Postconditions	User is able to see information about the event they clicked
Trigger	Clicking the event on the timeline
Scenario	A user wants to know more information about a particular event on the timeline
Exceptions	There was issue presenting the event on the screen, return the user back to the timeline and display an error message.
Priority	Medium

Channel to actor	Button
Secondary actors	None
Channel to secondary actors	None
Frequency of use	Often
Open issues	None