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| Outbreak Smartphone App for iPhone  Use Case: Begin Instant Spread |

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Use Case: Begin Instant Spread

# Begin Instant Spread

## Brief Description

This use case allows the player to select a victim within range to attempt an infection on.

## Requirements Trace

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## Involved Actors

User

## Preconditions

* + 1. The user has a virus selected
    2. The user is in online mode

## Post conditions

* + 1. System will indicate whether the infection was successful or not.
    2. At signal strength LOW\_GPS\_ABSOLUTE, app will inform user of their poor reception.

## Invariants

# Flow of Events

## Basic Flow

This use case starts when app user wants to spread their virus to other nearby players

1. User selects Instant Spread from their virus

2. System checks for good signal strength before attempting connection

3. Extend to update location

4. Extend to proximity

6. User selects a single target to attempt an infection on

7. System indicates whether the infection attempt was a success or failure

# Extension Points - None

# Scenarios

## Happy Day

Assumptions: User – Kyle

Mode Type: Online

Signal Strength: GOOD\_GPS\_SIGNAL

Steps:

* + 1. Kyle selects instant spread from his virus
    2. System checks for good signal strength before attempting connection
    3. System updates Kyle’s location
    4. System queries server for all players within Kyle’s virus’s proximity
    5. System lists players for Kyle to select from
    6. Kyle selects one person to attempt an infection on
    7. System indicates whether Kyle’s infection attempt was a success or failure

## Rainy Day 1 – Too little signal strength

Assumptions: User – Kyle

Mode Type: Online

Signal Strength: LOW\_GPS\_ ABSOLUTE

Steps:

* + 1. Kyle selects instant spread from his virus
    2. System checks for good signal strength
    3. System indicates poor signal strength to Kyle
    4. System alerts Kyle that it will be leaving online mode
    5. Kyle confirms the system alert