

## Text Based Storyboard:

1. **USER ACCESS:** User access the website.  
Preconditions: User has web-access to the site. Database and website are up and running.  
1a. User is not logged in.  
1b. User is logged in (stored via cookie)  
ACTIONS (Automatic): Redirect to #2 (Main Page) (But remember which case you came from)
2. **Title:** Main Page.  
Access notes: A link to this page is available as part of the menu bar above every page.  
Description: The central hub. Users are redirected here when accessing the default address.  
Actions:  
2a. Log in. Part of the log-in bar has a field to enter username and password. If successful, redirect to 1b (User access while logged in), otherwise, remain in 2 and display an "invalid username or password" error.  
2b. Log out. Only valid if in case 1b (logged in). Goto case 1a (and return to 2).  
2c. Register an account (only valid if not logged in). Redirect to page 3a.  
2d. Access the Search page. Redirect to page 4.  
2e. View personal page. Redirect to the user's own version of page 5 (Only if logged in)  
2f. View the team page. Redirect to the selected team page that the user is a part of. (Only if logged in.)
3. **Registering an account or team:**  
  
3a. Register an Account  
Precondition: Not logged in.  
Description: User fills out the personal information (name, location, skills) for their personal page and selects a (valid) username and password. Some fields are selection from a drop down menu (location, some of the skills section) while some are text entry (username, password, personal description, some of the skills section).  
Actions: Submit. If information is valid, creates the account, log the user in, and go to case 1b (ultimately being redirected to page 2). If information is invalid (insecure password, username already in use, no skills/location selected), return to page 3 with the appropriate error messages displayed (preserving the valid portions of submitted data).  
Postcondition: User is logged into a registered account, or is left on page 3.  
  
3b. Register a team.  
Precondition: Logged in.

Description: User fills out the team's information (name, physical location if applicable, project titles, skills they have, skills they're looking for).  
Actions: Submit. If information is valid (things aren't left blank) Team page is created, and the "Team Leader" is set to the user who created the team, and finally redirecting to page 6. If the input is invalid, return to 3b with the appropriate error messages.

4. Search.

4a. Browse Results

Description: Browses either the whole list of users/teams, or what's left after the filters from 4b have been applied.

Actions:

4aa. Select a user from results list (Precondition: Target User exists)

Redirect to page 5. If an invalid user is specified, go to 5c.

4ab. Select a team from the results list (Precondition: Target Team exists)

Redirect to page 6. If an invalid team is specified, go to 6d.

4ac. Sort results. Select a category to sort the results by (Precondition: More than one search result). return to 4a with the new information.

4b. Narrow results.

Precondition: One or more narrowing options is added or removed (search for description text, search for skill, search for team name)

Action: Submit (Precondition: One or more narrowing options is added or removed such as searching for description text, searching for skill, or search for team name). Redirect to 4a with the appropriate information.

5. Userpage

Precondition: The username supplied is an existing user. (Otherwise, go to case 5c)

Description: A personalized page describing the selected user, their skills, and displaying which teams they are on.

5a. Username supplied is different from the current user, or the current user is not logged in.

5b. Username supplied is the current user.

5c. Invalid user page. A page that exists if you try to access the userpage of a user that does not exist.

Actions:

5d. Edit Data Fields: (Precondition: case 5b) User can edit the displayed information.

5e. View team page: (Precondition: The user is part of a team) Go to the selected team page.

5f. Invite displayed user to a team: (Precondition: Inviter user is the team leader of an existing team, targeted user exists) Sets up 5g.

5g. Accept team invite (Precondition: Have a team invite from 5f, condition 5b, team exists) Become a part of that team.

6. Team page.
- Precondition: the supplied team name exists, otherwise, go to case 6d.
- 6a. User is the team leader.
  - 6b. User is a non-leader team member.
  - 6c. User is not a part of this team.
  - 6d. An invalid team name was supplied
- Actions:
- 6e. Edit data fields: (Precondition: case 6a) Team lead changes the displayed information.
  - 6f. Change team lead: (Precondition: case 6a, selected user is a member of the team other than the team lead): Changes the team lead to a user selection from the team-member list.