| Name/Title: | User logs In |
| --- | --- |
| **ID:** | 21 |
| **Description**: | Someone goes onto BuildersBlock. They can create a login to save palettes. When they go onto BuildersBlock, they log in using the credentials they created. |
| **Related Use Cases**: | Inclusion <20 - See what other palettes people like> |
| **Precondition**: | A user must be on the website. A user must have an account. A user must look at palettes. |
| **Success Postcondition**: | Users will be able to save palettes. Success is noted when a user can log out of the account logged in with. |

| **USER STEPS**:  1. User clicks the profile button on the landing page, or from other pages of the website  3. User inputs credentials for login, email and password  5. User clicks the login button on the profile window | **SYSTEM RESPONSE**:  2. System opens the profile window  4. System closes the login window  6a. System tells the user the login was successful  6b. System displays an error indicating an invalid email or password and prompts the user to enter their login info again, continue from step 3 then  7. System displays landing page with user now logged in |
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| Name/Title: | Generate Color Palettes |
| --- | --- |
| **ID:** | 4 |
| **Description**: | This use case allows the user to enter a set of filters based on their preferences. This consists of color, specific blocks, number of blocks, and flammability. The user will then be presented with 10 block palettes based on the user’s filters. They may optionally choose to generate 10 more palettes, and can repeat this process. |
| **Related Use Cases**: | Inclusions: <5 - Save Palettes> |
| **Precondition**: | User is on the Generate Palettes page |
| **Success Postcondition**: | Relevant/related state or conditions will result if the use case is completed successfully. Some Exceptions may result in the failure to meet the Success Postcondition. |

| **USER STEPS**:  1. Input desired filters (color, number, etc)  3. Press “Generate Palette” button  4. Optionally press “Generate Palette” button again  … | **SYSTEM RESPONSE**:  2. Displays currently selected filters  4. Generates a palette based on filters  5. Generates another palette based on filters  … |
| --- | --- |

| Name/Title: | Share Palettes |
| --- | --- |
| **ID:** | 5 |
| **Description**: | The user will be able to share palettes that they have generated with specific blocks. |
| **Related Use Cases**: | < 5 - Share palettes> |
| **Precondition**: | User must be logged into Builders Block |
| **Success Postcondition**: | User can share their palettes to Builders Block |

| **USER STEPS**:  1. User clicks on “palettes” button  3. User selects filters to generate palettes of their choice  5. User shares this palette to Builders Block | **SYSTEM RESPONSE**:  2. System directs user to palette page where the filtering process is  4. Displays a palette that matches the filters  6. System displays the shared palette on the home page |
| --- | --- |

| Name/Title: | Save Palettes |
| --- | --- |
| **ID:** | 6 |
| **Description**: | The user will be able to save generated palettes to there account |
| **Related Use Cases**: | < 21- log in>  < 4 - Generate Color Palettes> |
| **Precondition**: | User must be logged into Builders Block.  User must have generated a palette |
| **Success Postcondition**: | Palette has been added to their account in the database. |

| **USER STEPS**:  1. User clicks the “favorite” icon on a palette | **SYSTEM RESPONSE**:  2. System takes into account the block id’s and names  3. System sends information to the database under the user’s ID  4. “favorite” icon is filled in, so the user knows they have successfully saved the palette |
| --- | --- |

| Name/Title: | View saved palettes |
| --- | --- |
| **ID:** | 6 |
| **Description**: | The user will be able to save palettes and view their saved palettes. |
| **Related Use Cases**: | <6 - saving and viewing palettes> |
| **Precondition**: | User is logged in. User is on the palettes page |
| **Success Postcondition**: | User will be able to view their saved palettes on the palette page |

| **USER STEPS**:  1. User clicks the “favorites” tab on the palettes page  6. User looks through palettes to find the one they were looking for | **SYSTEM RESPONSE**:  2. Brings user to a separate tab where the palettes will be displayed  3. System sends signal to database with user ID  4. System retrieves info of saved palettes in database (block names, id’s)  5. System uses the info to display all palettes to the user |
| --- | --- |

| Name/Title: | Log out |
| --- | --- |
| **ID:** | 22 |
| **Description**: | The user will log out |
| **Related Use Cases**: | None |
| **Precondition**: | User is logged in |
| **Success Postcondition**: | The user is logged out |

| **USER STEPS**:  1. User clicks “profile” tab  3. User clicks “log out” button | **SYSTEM RESPONSE**:  2. System sends user to the profile page  4. System logs out the user (no longer stores user ID) |
| --- | --- |

| Name/Title: | View popular palettes |
| --- | --- |
| **ID:** | 20 |
| **Description**: | The user will see featured/popular color palettes on their homepage when logged in |
| **Related Use Cases**: | None |
| **Precondition**: | User is logged in. User is on the home page |
| **Success Postcondition**: | Users will see featured/popular palettes. Users will see how many saves the palettes have. |

| **USER STEPS**:  1. User is logged in and on the home page  3. User scrolls through the popular palettes | **SYSTEM RESPONSE**:  2. System recognizes user is logged in and produces popular/featured palettes |
| --- | --- |

| Name/Title: | Generate Circle |
| --- | --- |
| **ID:** | 18 |
| **Description**: | The user provides variables for their circle. then they will get a grid based circle as output. |
| **Related Use Cases**: | None |
| **Precondition**: | User is on the generate circle page. |
| **Success Postcondition**: | the circle layout is displayed to the screen. |

| **USER STEPS**:  1. User selects either “circle” button (the fill in one)  2. User types in the number that they would like radius to be  3. User clicks “generate shape” button | **SYSTEM RESPONSE**:  4. System displays a circle of the given radius |
| --- | --- |

| Name/Title: | Share Palettes |
| --- | --- |
| **ID:** | 5 |
| **Description**: | The user will be able to share palettes that they have generated with specific blocks. |
| **Related Use Cases**: | < 5 - Share palettes> |
| **Precondition**: | User must be logged into Builders Block |
| **Success Postcondition**: | User can share their palettes to Builders Block |

| **USER STEPS**:  1. User clicks on “palettes” button  3. User selects filters to generate palettes of their choice  5. User shares this palette to Builders Block | **SYSTEM RESPONSE**:  2. System directs user to palette page where the filtering process is  4. Displays a palette that matches the filters  6. System displays the shared palette on the home page |
| --- | --- |

| Name/Title: | Save Palettes |
| --- | --- |
| **ID:** | 6 |
| **Description**: | The user will be able to save generated palettes to there account |
| **Related Use Cases**: | < 21- log in>  < 4 - Generate Color Palettes> |
| **Precondition**: | User must be logged into Builders Block.  User must have generated a palette |
| **Success Postcondition**: | Palette has been added to their account in the database. |

| **USER STEPS**:  1. User clicks the “favorite” icon on a palette | **SYSTEM RESPONSE**:  2. System takes into account the block id’s and names  3. System sends information to the database under the user’s ID  4. “favorite” icon is filled in, so the user knows they have successfully saved the palette |
| --- | --- |

| Name/Title: | Generate Ellipse |
| --- | --- |
| **ID:** | 18 |
| **Description**: | The user provides variables for their ellipse. then they will get a grid based ellipse as output. |
| **Related Use Cases**: | < 18 - Generate Circle> |
| **Precondition**: | User is on the generate circle page. |
| **Success Postcondition**: | The ellipse layout is displayed to the screen. |

| **USER STEPS**:  1. User selects “ellipse” button (the fill in one)  2. User types in the number that they would like radius to be  3. User clicks “generate shape” button | **SYSTEM RESPONSE**:  4. System displays an ellipse of the given radius |
| --- | --- |

| Name/Title: | Acquire Palettes in-game |
| --- | --- |
| **ID:** | 22 |
| **Description**: | The user will be able to click a button that will allow them to acquire the blocks in game |
| **Related Use Cases**: | < 4 - Generate Color Palettes> |
| **Precondition**: | User must have generated a palette  Minecraft must be open  Commands must be allowed |
| **Success Postcondition**: | Command has been copied to the user’s clipboard |

| **USER STEPS**:  1. User clicks “acquire in-game” button  5. User pastes the command into chat and hits enter | **SYSTEM RESPONSE**:  2. System takes into account the block id’s and names  3. System creates a minecraft command that will give the user all the blocks  4. System copies the command to the user’s clipboards |
| --- | --- |