**D&J**
**Use-Case Specification: <Use-Case Name>**

**Version <1.1>**

| D&J | Version:      &lt;1.1&gt; |
|---|---|
| Use-Case Specification: &lt;Use-Case Name&gt; | Date: 4/11/2017 |
| PA02 - Use-case Specification | |

# Revision History

| Date | Version | Description | Author |
|---|---|---|---|
| 4/11/2017 | &lt;1.0&gt; | Add Use-case Model | Phy Lieng |
| 4/11/2017 | &lt;1.1&gt; | Add Use-case Specification | Toan Bui |
| 4/11/2017 | &lt;1.2&gt; | Add Use-case Specification | Thong Tran |
| | | | |

# Table of Contents

# 1. Use-case Model
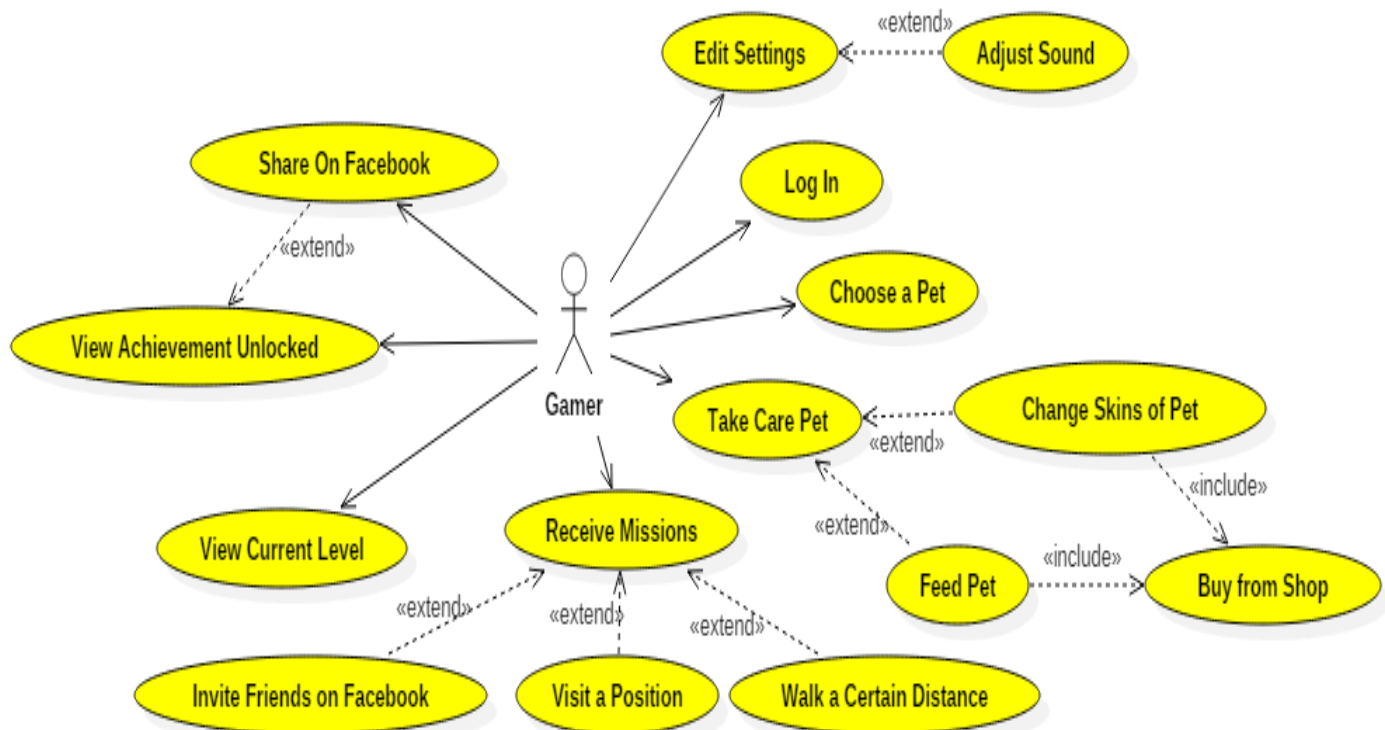


# 2. Use-case Specifications

## 2.1 Use-case: Log In

| Use case Name | Log In Facebook Account |
|---|---|
| Brief description | This use case describes how the Customer can sign in their Facebook Account |
| Actors | Customer |
| Basic Flow | 1. At the homepage, the user clicks on the facebook icon.<br>2. If the user has not sign in, the sign in view is shown.<br>3. User types in ID and password.<br>4. User press sign in<br>5. If the ID and/or password is incorrect, a message is shown and return to step 3. Otherwise, the user is log in.<br>6. If the facebook account haven't use this app before, a permission is asked. The user accepts. |
| Alternative Flows | **Alternative flow 1: User input is wrong (Step 5)**<br>1. A message is shown.<br>2. Return to step 2. |
| Pre-conditions | User have not log in facebook |
| Post-conditions | The user successfully logs in. |

## 2.2     Use-case: Choose a pet

| Use case Name | Choose a pet |
|---|---|
| Brief description | This use case describes how the User choose a pet as their companion. |
| Actors | User |
| Basic Flow | 1. User open the app for the first time<br>2. System display a list of pets which user can choose from<br>3. User use swipe to find the pet they like the most<br>4. User clicks 'Select' button<br>5. System asks for confirmation with yes/no message box<br>6. User clicks 'Yes' |
| Alternative Flows | **Alternative flow 1: User want to choose another pet**<br>1. From #6 of the basic flow, user clicks 'No'<br>2. Continue step #2 in the basic flow |
| Pre-conditions | User installed D&J on their phone |
| Post-conditions | The user successfully chooses a pet as their companion. |

## 2.3     Use-case: Complete and share an Achievement

| Use case Name | Complete a Mission/Achievement |
|---|---|
| Brief description | This use case describes how the User complete a mission/achievement and share it online. |
| Actors | User |
| Basic Flow | 1. User clicks on finished mission/achievement<br>2. User clicks on 'Complete' button<br>3. System shows congratulation message box<br>4. User clicks 'Share' button<br>5. User writes a caption<br>6. User clicks 'Post' |
| Alternative Flows | **Alternative flow 1: User doesn't want to write caption**<br>1. Skip #6 |
| Pre-conditions | User completed a mission/achievement<br>User logged-in to his/her facebook account |
| Post-conditions | The user successfully shares their achievement on facebook. |

## 2.4     Use-case: Run Recording

| Use case Name | Run Recording |
|---|---|
| Brief description | This use case describes how the User running process is recorded |
| Actors | Customer |
| Basic Flow | 1. The running process is recorded.<br>2. If the step counter does not recognize more steps, or not significant number of steps for at least 30 seconds, the session stops. |
| Alternative Flows | **Alternative flow 1: Group Alert**<br>1. If you are in a jogging group and a member of the group is far away, a notification is sent.<br>2. After 30 seconds and you remains far away, the group is temporary |

| | disbanded. |
|---|---|
| Pre-conditions | When the user step counting increases significantly or velocity is high |
| Post-conditions | Record Running Process. Notification tells how long was the exercise, how many steps, how far did you run and if any mission is finish. |

### 2.5 Use-case: GPS Reach

| Use case Name | GPS Reach |
|---|---|
| Brief description | This use case describes how the game react when the user reach a hotspot |
| Actors | Customer |
| Basic Flow | Check if any missions has accomplished. Changing the missions to finish state. |
| Alternative Flows | |
| Pre-conditions | GPS was on and the user reaches a GPS hotspot. |
| Post-conditions | Missions' state may change. |

### 2.6 Use-case: Finish Missions

| Use case Name | Finish Missions |
|---|---|
| Brief description | This use case describes how a user finish a mission. |
| Actors | User |
| Basic Flow | 1. If you have a mission accomplished, a receive button is shown. 2. The user presses the receive button 3. The user receives currency and affection point. 4. The mission change state to reset time to 8 hours. |
| Alternative Flows | |
| Pre-conditions | Missions(s) are accomplished. User is in mission window. |
| Post-conditions | Missions' state changes. Currency increases, affection increases. |

### 2.7 Use-case: Receive Affection Point

| Use case Name | Receive Affection Point |
|---|---|
| Brief description | This use case describes how receive affection point affect |
| Actors | User |
| Basic Flow | 1. Increase affection point 2. Calculate and refresh the affection point visual |
| Alternative Flows | **Alternative flow 1: Level Up** 1. If the affection point is enough to level up, player level increases. 2. Receive any bonus from the new level. 3. Update the visual |
| Pre-conditions | One of many ways to receive Affection Point |
| Post-conditions | Affection Point increases. May increase level and receive new bonuses. |

### 2.8 Use-case: Fill Dog Bowl

| Use case Name | Fill Dog Bowl |
|---|---|
| Brief description | This use case describes how to fill your dog bowl |
| Actors | User |
| Basic Flow | 1. Click the dog bowl to fill it |

| | 2. The bowl is filled and you lose one food<br>3. If the dog is hungry, it rush to the bowl |
|---|---|
| Alternative Flows | **Alternative flow 1: Not Enough Food**<br>1. If you do not have food item, you will ask to buy a new food.<br>2. If you click buy, and you have enough currency, to step 4. Otherwise, to step 3.<br>3. If you do not have enough currency, a message is shown.<br>4. Your currency reduces and you receive one food. |
| Pre-conditions | You have a dog bowl. |
| Post-conditions | Your dog bowl is filled. |

### 2.9 Use-case: Receive Free Food

| Use case Name | Receive Free Food |
|---|---|
| Brief description | This use case describes how to receive free food. |
| Actors | User |
| Basic Flow | 4. Message Box pop up.<br>5. User click receive<br>6. Receive one food, set free food timer to 8 hours. |
| Alternative Flows | |
| Pre-conditions | If free food is refreshed. |
| Post-conditions | Free food count dog is refreshed. Receive one food. |