EverRun

Use-Case Specification: <Use-Case Name>

Version <1.1>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 4/11/2017 | <1.0> | Add Use-case Model | Phy Lieng |
| 4/11/2017 | <1.1> | Add Use-case Specification | Toan Bui |
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# Use-case ModelC:\Users\Phy\AppData\Local\Microsoft\Windows\INetCache\Content.Word\UseCaseDiagram1.png

# Use-case Specifications

## 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 click on the facebook icon. 2. If the user have not sign in, the sign in view is shown. 3. User types in ID and password. 4. User press sign in 5. If the ID and/or password is incorrect, a message is shown and return to step 3. Otherwise, the user is log in. 6. If the facebook account haven’t use this app before, a permission is asked. The user accept. |
| Alternative Flows | **Alternative flow 1: User input is wrong (Step 5)**   1. A message is shown. 2. Return to step 2. |
| Pre-conditions | User have not log in facebook |
| Post-conditions | The user successfully log in. |

## 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 2. System display a list of pets user can choose from 3. User use swipe to find the pet they like the most 4. User clicks ‘Select’ button 5. System asks for confirmation with yes/no message box 6. User clicks ‘Yes’ |
| Alternative Flows | **Alternative flow 1: User want to choose another pet**   1. From #6 of the basic flow, user clicks ‘No’ 2. Continue step #2 in the basic flow |
| Pre-conditions | User installed EverRun on their phone |
| Post-conditions | The user successfully choose a pet as their companion. |

## 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 2. User clicks on ‘Complete’ button 3. System shows congratulation message box 4. User clicks ‘Share’ button 5. User writes a caption 6. User clicks ‘Post’ |
| Alternative Flows | **Alternative flow 1: User doesn’t want to write caption**   1. Skip #6 |
| Pre-conditions | User completed a mission/achievement  User logged-in to his/her facebook account |
| Post-conditions | The user successfully share their achievement on facebook. |