**Use Case Narrative Template (Cycle One)**

**Use Case:** Genealogy App

**Actors:** App User

**Purpose:** To create a connected family tree using information provided by user. Family tree will be fully interconnected, using a hash map structure.

**Overview:** User will provide read-in file, from which a family tree will be generated. User will then have the opportunity to add new individuals to the family tree by providing their information to the system. Right now, system has hard-coded search methods to show user specific relationships in their tree. Once user is done, they will be provided a write-out file with any changes to the family tree.

**Type:** Essential

**Preconditions:** This is user’s first time interacting with system for this particular family tree. User will have a read-in file of genealogy information to provide to the system.

**Postconditions:** User will possess a write-out file indicating any and all changes made to the family tree.

**Special Requirements:** N/A

**Flow of Events**

**Actor Action**

1. User provides read-in file to system.
2. User indicates they would like to add a person to the family tree.
3. User enters all known information for the individual being added to the tree.
4. User will either ask to add another person, or will indicate they are done.

**System Response**

1. System generates family tree from read-in information, structured using a hash map.
2. The add person GUI is opened on the user’s screen.
3. System will pause and notify user if any necessary fields have been left blank. If not, a new person will be generated and added to the family tree HashMap.
4. If user asks to add another person, return to step 2. Otherwise, system will run pre-made searches on set users, and will finish by returning an updated write-out file.