Michael Mason, James Henderson, Mario Abdelsayed, Adesuen Idowu, Sam Bishop

COSC 412 101

Use Cases

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| Name | Educational Website |
| ID | !@#$%^\*() |
| Actors | Children, Parents, Teachers, Administrators |
| Organizational Benefits | * Provided educational math tools for children and administrators * Data tracking for parents, teachers, and administrators * More public awareness of educational practices and opportunities through social media * More public awareness relating to donations |
| Frequency of Use | * 50% children to play the educational game * 30% teachers and administrators * 20% parents |
| Triggers | * User selects game to play * User select donation to make * User selects amusement park information and tickets * User selects data to access |
| Preconditions | User logs onto the home page. |
| Postconditions | User logs onto the website and selects one of the following   * Educational game * Donations * Amusement park   Student Data |
| Main Course | 1. Home page prompt user with the options listed above. 2. Website verifies user. 3. Use is directed to pertaining area of the website. 4. Website records data associate with the user. 5. Website performs tasks requested by the user. |
| Alternative Course | * Non-users are prompted to sign up to become a user. * If user attempts to log into a part of the website they do not have access to the will be redirected. |
| Exceptions | User loses connection   * Data is saved until that point.   User payment in not accepted   * Ask for another payment option |