Use cases Android app

1. **Sign in**

   Brief description
   Describes how the user would can sign in to the app.

   Pre-conditions
   The user must be added by the company in the system.

   1.1 Basic flow
   1.1.1 The user decides to sign in on the app.
   1.1.2 The user enters username and password.
   1.1.3 The system displays "username and password is correct" and displays the welcome page.

   1.2 Alternative flows
   1.2.1 At 1.1.2, if the user enters wrong username or password, the user prompts for the user to re-enter. Return to 1.1.2.

2. **Change password**

   Brief description
   Describes how the user would change their password the first time the log in to the app.

   2.1 Basic flow
   2.1.1 The use case begins when the user login the app password.
   2.1.2 The user signs in by entering the same username as password.
   2.1.3 The system displays a new screen "Change password".
   2.1.4 The user enters a new password in the text field.
   2.1.5 The system displays a textbox "Password has been changed".
   2.1.6 The use case ends.

   2.2 Alternative flows
   2.2.1 At 2.1.2, if the user enters a the same password as before, the system will display "password should be unique" and prompt for the user to enter again. Return to 2.1.2.
   At 2.1.2, if the user enters different passwords in two fields , the system will display "password in both fields should be same" and prompt for the user to enter again. Return to 2.1.2.

3. **View mission list**

Brief description
user will get list of missions to reach.

Pre-conditions
At least one mission needs to be assigned to the driver.

3.1 Basic Flow:
3.1.1 The user decides to view their missions.
3.1.2 The user clicks on the "Missions" button.
3.1.3 The system displays a new screen with all of the missions.
3.1.4. The user can view the information of their missions.

3.2 Alternative flows
3.2.1 At 2.1.3, if no missions are present the system will display no missions at the moment.

4. **Get maps**

Pre-condition
At least one mission must be added to the users list.

Brief description
Describes how a user can access the map view in drive mode.

3.1 Basic flow
3.1.1 The user decides to start a mission.
3.1.2 The user chooses a mission from the mission list.
3.1.3 The system highlights the mission.
3.1.4 The user starts driving the truck.
3.1.5 The system displays the map view in drive mode and pins the current location and the final destination.
3.1.6 Use case ends.

3.2 Alternate flow
3.2.1 If no mission exists in the list, use case ends.

5. **Make a call**

Brief Description:
Describes how a user can make a call to one of the assigned phone numbers.

5.1 Pre-conditions:
5.1.1 The user must be on driving mode.

5.2 Basic Flow:
5.2.1 The user decide to make a phone call to one of the customers.
5.2.2 The user click on the button.
5.2.3 The system will display the phone number on the keypad
5.2.4 The user will click on dial.
5.2.5 The System will contact the customer.

5.3 Alternative Flows:
5.3.1 At basic flow 5.2.4 if the user changes his decision about calling the customer.
5.3.1.1 The user will press the back icon on the phone.
5.3.1.2 the system will proceed use case number 4.