Use Case 1: Arrive at target location
Level: User-Level Goal

Primary Actor: Student
Preconditions:
-Student is logged in with cofc email address
-Device has GPS availability
-Location services are enabled for the app on the user's device

Stakeholders and interests:
Staff: Must have a way for students to engage with content in the app
Student: Must have a way to progress and engage with the app
College: wants to provide an engaging experience for users

Main Success Scenario:
1. Student is instructed/given a clue of which location to travel to
2. System displays notification when student arrives at target location
3. Student opens the app and checks to see which event/description has been displayed
4. Student Selects "View event or description"
5. System informs student of event/storyline/hint/status of win condition
6. System prompts user to select "confirm" if they have viewed the information
7. The System records the confirmation and updates the student's progress
8. Student determines which location to travel to next based on given information