Use Cases

Fully dressed use cases:

Use Case 3: change target location

Scope: Cougar Hunt application

Level: user-goal

Primary Actor: Student

Stakeholders and Interests:

1. Student wants to be able to switch their target location at will
2. Administrator wants students to control which site they will visit
3. Application team wants both students and administrators to have a good experience using the application

Preconditions:

1. There is more than one location configured for the current scavenger hunt.
2. The student is signed in to the application and has begun a scavenger hunt.

Success Guarantee: The student has changed the location that they are currently pursuing. Hints, description, location data, and images are all updated to reflect the new target location.

Main Success Scenario:

1. Student opens the application and selects the 'current objective' button.
2. System displays a list of available objectives that the student can pursue.
3. Student selects the objective that he/she wants to pursue.
4. System updates the current objective to reflect the objective selected by the student
5. System relays the new hint to the student
6. System displays new description and image associated with the new objective to the student

Extensions:

*a. At any time, the application crashes:

The user reopens the application and the applications syncs with servers to retrieve correct information and restore previous state.

*b. At any time, the application loses internet connection:

1. The system displays internet connection lost to the user.

1a. Application is unable to retrieve list of locations from server:

1. System signals error and refreshes

2a. There are no available objectives on the displayed list:

1. System signals that there are no alternative objectives configured for the current scavenger hunt.

4a. System is unable to retrieve information associated with new objective:

1. System relays error to user and reverts the target location back to the old objective

5a. System is unable to find an associated hint with target objective:

1. System prompts user to select a different objective

Special requirements:

- Touch screen user interface on mobile phone
- Retrieval of information from database to users phone within 30 seconds
- GPS capable mobile phone

Technology and Data Variations List:

1a. Phone must be running android operating system to use application

Frequency of Occurrence: can occur at any time during a scavenger hunt when initiated by the user.

Use Case 4: view total locations found

Scope: CougarHunt application

Level: user-goal
Primary Actor: student
Stakeholders and Interests:

1. Student want to view their current progress in the game
2. Administrators want students to keep track of their progress

Preconditions:

1. Students are signed in via their school email address.
2. Student has started a scavenger hunt.

Success Guarantee: student is able to see the name and number of objectives that they have completed in the scavenger hunt.

Main Success Scenario:

1. Student wants to view their progress in the scavenger hunt.
2. Student selects the 'progress' tab.
3. System displays the progress screen.
4. On the progress screen, the student selects 'view found locations.'
5. System displays a list of locations that the student has already visited.
6. System also displays the name, description, image, and hint that goes along with the locations.

Extensions:

*a. At any time, the application loses connection to the internet:

1. Application displays error message that the application is no longer connected to the internet

*b. At any time, the application loses connection its server:

1. Application displays: "unable to reach server"

2a. The progress tab is empty because the student has not made any progress:

1. Student returns to main objective screen in order to make progress in the game

5a. System timeout waiting for response from server:

1. System displays response timeout message to user
2. User may try again or return to previous screen

Special requirements:

- Android capable smartphone
- Response from server in under 30 seconds

- Application recovery of progress data in case of application failure or internet connection failure

Frequency of Occurrence: User can view progress at any point in time during the scavenger hunt as many times as they wish

Use Case 5: **Moderator Updates Location Info**

Scope: CougarHunt application

Primary Actor: Moderator

Stakeholders and Interests:

1. College of Charleston- The institution wants to maintain the accuracy and historical information available for each site, especially as buildings and other areas of the campus are renamed or constructed.
2. Students- Students want to avoid confusion when searching for campus locations and require accurate information for each location

Preconditions:

- A valid location exists
- Moderator is logged in

Success Guarantee:

- The database updates to reflect the changes made by the moderator and propagates the changes to end users

Main Success Scenario:

1. Moderator clicks "View all Locations"
2. System displays a list of all locations
3. Moderator clicks the edit button next to desired location
4. System displays the location information form
5. Moderator clicks the field to be edited
6. Moderator types in the changes or uploads a new picture
7. Moderator clicks "Publish changes"
8. System displays confirmation popup

9. Moderator clicks “Confirm”
10. System displays updated information

Extensions:
2b. Moderator clicks “back” button to return to the list of locations, return to 2.
6b. Moderator clicks “undo” to revert any changes made, which returns to 4.
9b. Moderator clicks “Cancel” and returns to 4.

Special Requirements:

- Response from server within 1 minute of confirming edit

Frequency of Occurrence: Up to once per minute for a brief period after a location is initially published

Use Case 6: **Moderator Deletes Location**

Scope: CougarHunt application
Primary Actor: Moderator
Stakeholders and Interests:

1.

Use Case 7: **Student/Staff Register**

Scope: CougarHunt application
Primary Actor: Student/Staff
Stakeholders and Interests:

1. College of Charleston- the college wants to allow users to create accounts on their own
2. Students- want to be able to create an account easily without having to consult with someone
3. Staff- want to be able to make an account with the needed permissions just by having a valid staff email

Preconditions:

- student/staff do not have an account
- student/staff have internet access

- student/staff have a college of charleston email

Success Guarantee:

- The student/staff register for Cougar Hunt account

Main Success Scenario:

1. Student/staff opens the Cougar Hunt application
2. System prompts login by displaying title screen with a login button and register link
3. Student/Staff tap register link
4. System displays a registration screen with identifier fields
5. Student/Staff types in their information
6. Student/Staff clicks "register" button
7. System validates the information
8. System displays email confirmation prompt asking student/staff to input code sent to their email
9. student/staff acquire the code and input it
10. System automatically detects correct code input
11. System logs the student/staff in and displays a brief confirmation message

Extensions:

7b. student/staff input incorrect information type or did not complete all of the fields. Returns back to 5

9b. student/staff does not receive code, goes back to 8 and requests new one

Special Requirements:

- Response from server within 10 seconds of clicking login

Frequency of Occurrence: Up to hundreds of times per day

Use Case 8: **Student/Staff Log In**

Scope: CougarHunt application
Primary Actor: Student/Staff
Stakeholders and Interests:

12. College of Charleston- the college wants to allow users to keep track of their progress, modify storylines and checkpoints, and log data of usage
13. Students- want to be able to log into the app and have personalized progress views
14. Staff- want to be able to add, modify, delete stories, checkpoints, and badges to engage students

Preconditions:

- student/staff have an account
- student/staff have internet access
- student/staff are not already logged in

Success Guarantee:

- The student/staff log into the application

Main Success Scenario:

4. Student/staff opens the Cougar Hunt application
5. System prompts login by displaying title screen with a login button and register link
6. Student/Staff tap login button
15. System displays a login screen with email and password fields, "forgot password?" link, and login button
16. Student/Staff types in their email and password
17. Student/Staff clicks "login" button
18. System validates the login information
19. System logs the student/staff in and displays a brief confirmation message

Extensions:

4b. Student/Staff taps "forgot password?" and is brought to the password recovery page
6b.Student/Staff types an incorrect email format, returns to 5
7b. System finds invalid login credentials, returns to 5

Special Requirements:

- Response from server within 10 seconds of clicking login

Frequency of Occurrence: Up to hundreds of times per day

Not fully dressed:

Use Case 1: Arrive at target location

Scope: Cougar Hunt Application
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
Success Guarantee: system detects user arrives and user receives badge for the checkpoint acquisition
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
<u>Main Success Scenario:</u>

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

Use Case 2: Create a Target Location

Scope: Cougar Hunt Application

Level: User-Level Goal

Primary Actor: College Staff

Preconditions:

-Staff member is logged in

Success Guarantee: User creates a target location

Stakeholders and Interests:

Staff- Wants to easily configure the interactive aspects of the app

Student- Wants a sufficient number of high-quality points of interaction

College- Wants all students to have a satisfying experience

Main Success Scenario:

1. Staff member has a location in mind to be added to the scavenger hunt game
2. Staff member opens the list of current locations
3. Staff member taps the “Add a location” button
4. Staff member taps the address field (!)
5. Staff member types the address
6. System displays the location in the preview pane
7. Staff member taps the “upload picture” button (!)
8. Staff member navigates to the desired picture
9. Staff member selects the picture

10. Staff member taps the “confirm” button
11. System processes the picture and displays it in the preview pane
12. Staff member taps the description field
13. Staff member types or pastes the description
14. System displays the description in the preview pane
15. Staff member taps “Finished”
16. System displays an expanded preview pane and a popup that reads “Are you sure this is how you want this to look?”
17. Staff member taps “Confirm” button