# Use Case # [1: Add User]

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| GENERAL CHARACTERISTICS | |
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| **Last Update:** | 9/25/2017 |
| **Scope** | Home Automation System |
| **Level** | User-goal |
| **Status** | Incomplete Conceptualization |
| **Primary Actor** | Mobile Application User |
| **Secondary Actors** | Server; Mobile Application |
| **Stakeholders and Interests** | Mobile App User: Wants to register a new person to the system. |
| **Preconditions** | User has Mobile application installed and registered. |
| **Success Post Condition** | The user is successfully registered for |
| **Failed Post Condition** | The user is not registered for |

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| MAIN SUCCESS SCENARIO (or basic flow) | |
| **Step** | **Action -** description in words of each step in success scenario |
| 1 | The administrator goes to the administrator page and navigates to the “add a new person” menu |
| 2 | The administrator system asks the administrator to fill in the information and then click register. |
| 3 | The administrator system sends the information to the server. |
| 4 | The server add a new user its database. |
| 5 | The user is now registered. |

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| EXTENSIONS or Alternate Flows | |
| **Step** | **Branching Action** |
| *n..m* | \*a At any time the server fails:   1. Server attempt to find and fix issues   1a. Server is offline  1. App informs the user that no server is detected  2. User restarts the server  3. App reconnects to the server    1b. Server crash  1. Server auto restart  1a. Server fails to auto restart  1. Mobile app informs the user after 1 minute of no response from the server  2. User manually restarts server   1. Server requests information from the mobile application and resumes normal functionality   \*b At any time the mobile application fails:  1. Mobile app searches for issue  1a. Mobile app has no network connection  1. App attempts to connect to wifi to restore connection  1a. App fails to connect to wifi  1. The information is stored on the app and queue to send when connection is restored  2. The app informs the user that it has no network connection.  2a. Mobile application crashes  1. Mobile app sends information about the cause of the crash  2. App attempts to auto restart  2a. Fails to auto restart  1. User manually restarts the app  2. App sends information to the server  3. Mobile app sends its information to the server and reestablishes connections based on what the server sends back |
| 4. The user cannot be registered  1. The input password doesn’t match twice  2. The user is already existing |

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| SPECIAL REQUIREMENTS | |
| **Req Num** | **Requirement** |
| *n* | 1. Speaker connections restricted to users 2. Server communications require authentication 3. Server communication allowed outside of the local network |

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| TECHNOLOGY AND DATA VARIATIONS LIST | |
| **Var Num** | **Variation** |
| *n* | 7a. Communications are done over a wireless network so server would need internet and mobile device would need mobile data or be connected to wifi  7b. Keyboard is required to restart server as admin passwords would be needed |

***FREQUENCY OF OCCURRENCE***: Not often. It only occurs when there comes a new roommate that wants share this system

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| OTHER ISSUES | |
| **Issue Num** | **Issue** |
| *n* | 1. How will we verify this one is the person that is harmless? 2. How do we deal with someone who knows the admin password but is someone we don’t know? |