# Use Case # [5: Add Light]

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| GENERAL CHARACTERISTICS | |
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| **Last Update:** | 9/25/2017 |
| **Scope** | Home Automation System |
| **Level** | User |
| **Status** | Incomplete Conceptualization |
| **Primary Actor** | User on Mobile App |
| **Secondary Actors** | Mobile App, Automation System, Connectable Light |
| **Stakeholders and Interests** | Mobile App User: Wants to add light to system. |
| **Preconditions** | Light is plugged in |
| **Success Post Condition** | Light has been added to system and can be controlled through the app and by proxmity detection |
| **Failed Post Condition** | Light is not added to system and returns to precondition state. |

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| MAIN SUCCESS SCENARIO (or basic flow) | |
| **Step** | **Action -** description in words of each step in success scenario |
| 1 | User plugs in light and connects it to the network (method TBD) |
| 2 | User enters light discovery mode on app. |
| 3 | System identifies not set up light and presents it to the user. |
| 4 | User selects light and gives it a name and room. |
| 5 | Server registers light and adds it to the system. |

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| EXTENSIONS or Alternate Flows | |
| **Step** | **Branching Action** |
| 1a | Light fails to connect to network   1. Inform user of error and prompt to try again |
| 3a | System finds no lights   1. Exit light discovery mode and tell user to retry |
| 4a | User enters invalid name/room   1. Tell user to enter valid name/room |

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| SPECIAL REQUIREMENTS | |
| **Req Num** | **Requirement** |
| 1 | Light needs simple way to connect to the network |

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| TECHNOLOGY AND DATA VARIATIONS LIST | |
| **Var Num** | **Variation** |
| 1 | Light is controlled by Raspberry Pi |

***FREQUENCY OF OCCURRENCE***: Few times, almost all done at beginning of home system set up.

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| OTHER ISSUES | |
| **Issue Num** | **Issue** |
| 1 | Method of connecting light to the network will be decided in a later revision |