***Run Together!* Release One Scenario**

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***Run Together!***is an app that focuses on combining personal fitness and social networking functionalities. The app will eventually allow first time users to register with the app using Email, Facebook, or Google. Registered users will be able to add their friends via search functions that look based upon email or username. Runners will be able to start runs of different kinds such as challenge, normal, and charity. Additionally, they will also be able to create messaging groups with friends to start group runs.

Scenario one which will be used to assess the progress made over the course of release one will entail the user registration process, adding friends to one’s social network, and the backend database needed to store user/login information. The user will also be able to set personal running goals for their profile. The user will be able to message friends. Lastly, the user will be able to start a mock run with friends or by themselves. This will be a mock run because they will not be able to track their run using location-based services or any other fitness sensors.

**Scenario “Create Account and Add Friends”**

The player starts the application by typing the name of the executable program within the appropriate Linux directory, containing a csv file which stores user login and password information.

The player is an unregistered user, so they must create an account by providing the specified information in the terminal. This information must include name, email, username, and password. Upon successful account creation (denoted by an appropriate message in terminal), the user will then log out of the program by closing the terminal.

The user will restart the application. This time, their credentials should be saved in the csv file associated with the program, so they can enter their login information when prompted and successfully enter the ***Run Together!*** app.

The user will then enter the command to see their friends into the terminal. The terminal will respond with either their friends list or a message letting the user know that their friends list is currently empty. The user will then be prompted to add a friend based on username. The user will enter “Test\_Friend” into the terminal. This will result in a message saying that a friend request has been sent.

A second terminal will then initiate another instance of the ***Run Together!*** app. In this instance, the user will login as “Test\_Friend” using the password “Test\_Password.” The user will be prompted to accept the friend request that was sent to them using a simple y/n input.

This user will then send a message to the first user. The first user will respond to this message and send a “run request”. Test\_Friend will accept this request and both users will be prompted to start the group run. The group run will display a synchronized stopwatch representing the “group run.” Either user can end the run by entering “stop.” A run termination method will be sent to both players.