# Screen Sequence Diagrams

# PROJECT
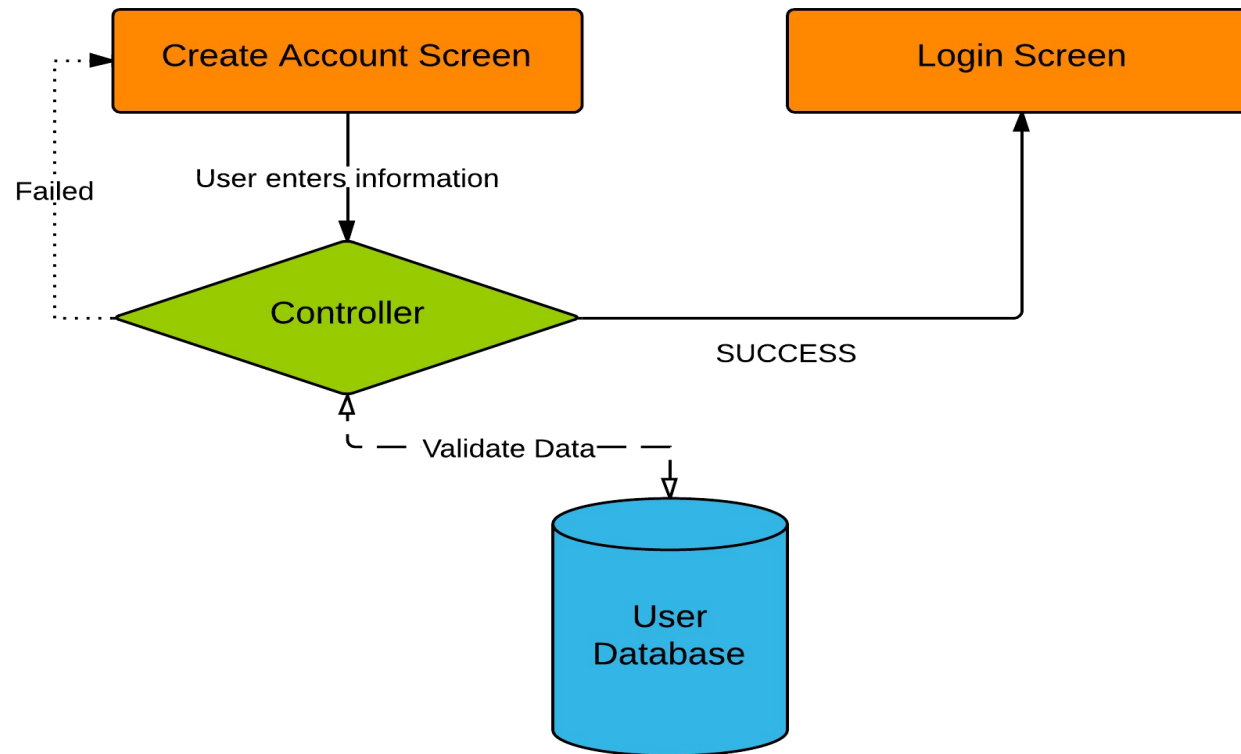# CUI

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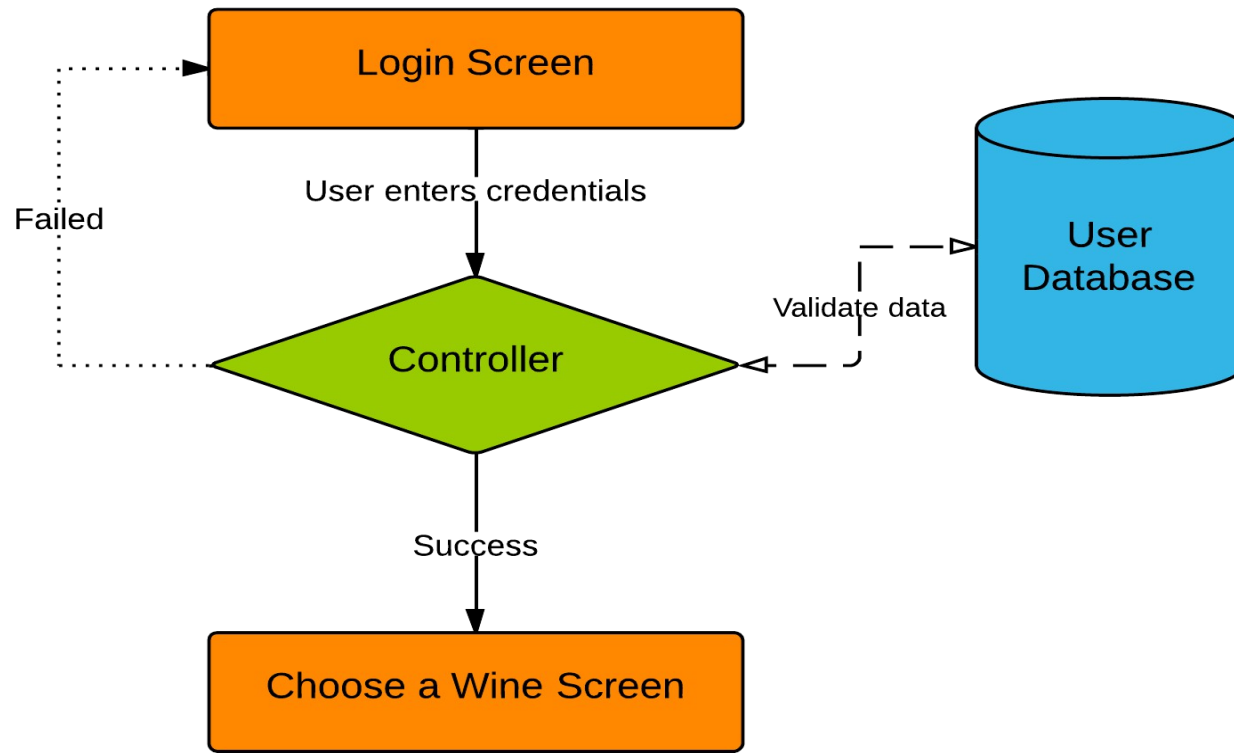CODING UNDER THE INFLUENCE

# TABLE OF CONTENTS

# USE CASE #1: User Creates Account

```
          ┌─────────────────────────┐              ┌─────────────────────────┐
          │  Create Account Screen  │              │      Login Screen       │
          └─────────────────────────┘              └─────────────────────────┘
                      │
         Failed       │ User enters information
                      ▼
              ◇ Controller ◇ ─────────────── SUCCESS
                      ▲
                      └ ── Validate Data ── ┘
                                            ▼
                                    ╔═══════════╗
                                    ║   User    ║
                                    ║ Database  ║
                                    ╚═══════════╝
```

# USE CASE #2: Log In



Login Screen

User enters credentials

Failed

Controller

Validate data

User Database

Success

Choose a Wine Screen

# USE CASE #3: Log Out
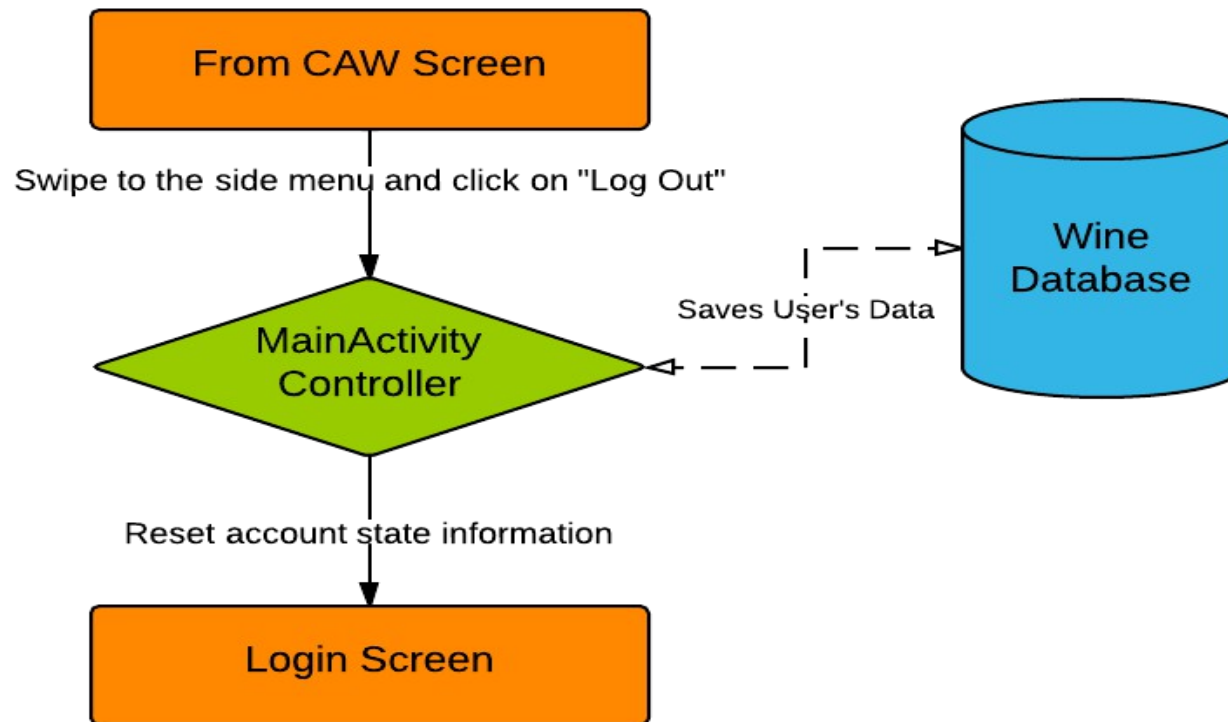
# USE CASE #4: Navigate to Other Systems



Home Screen

Swipe to the Side Navigation menu

Display Menu

User Click on a Button

Main Form

Process User's Selection

Controller

User taps outside of the menu

SUCCESS

User Profile

Top WInes

Clear BAC

Clear Wine History

Wine Cellar

Settings

# USE CASE #5: Choose A Wine

```
                    ┌──────────────────────────┐
             ┌─────▶│       CAW Screen         │
             │      └──────────────────────────┘
             │                   │
             │         Input any Wine Information
             │                   ▼
             │      ┌──────────────────────────┐          ┌──────────────┐
  Validation │      │        CAW Form          │          │     Wine     │
  Failed     │      └──────────────────────────┘          │   Database   │
             │                   │                         └──────────────┘
             │          Process User's Input                     ▲
             │                   ▼              Validate with Database
             │            ◆ Controller ◆ ◀──────────┘
             └──────────────
                                 │
                              SUCCESS
                                 ▼
                    ┌──────────────────────────┐
                    │       CAW Screen         │
                    └──────────────────────────┘
```

# USE CASE #6: Input Wine Intake

Wine Info Page

BAC

User Wine History

plus "+" button

Change the formula and glass size
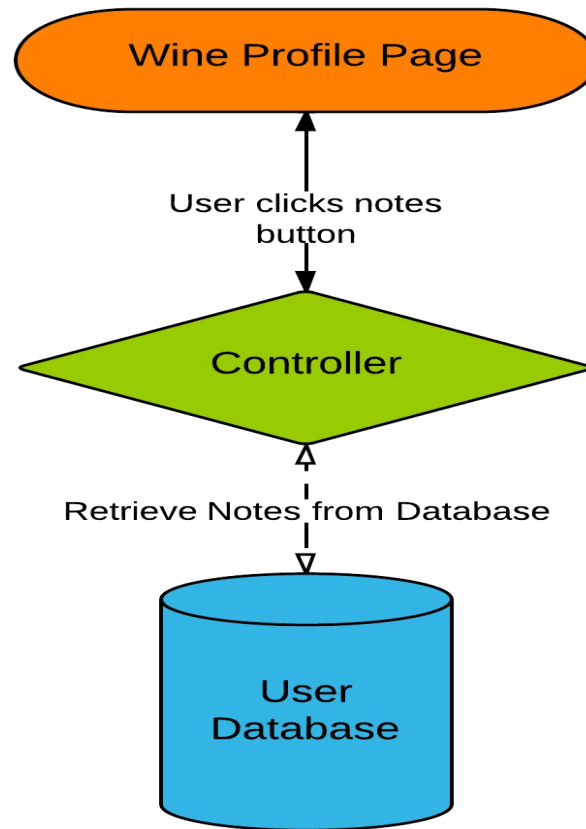Updates BAC

Updates User Wine History

Controller
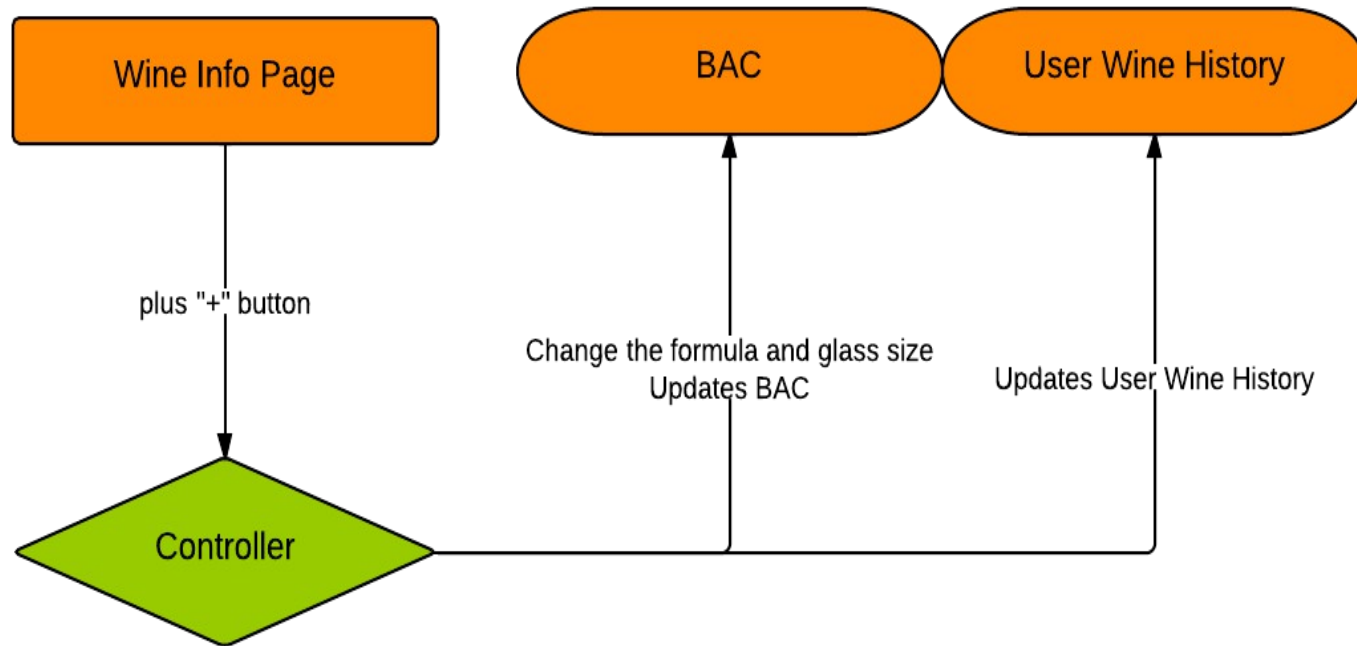
# USE CASE #7: Change Glass Size
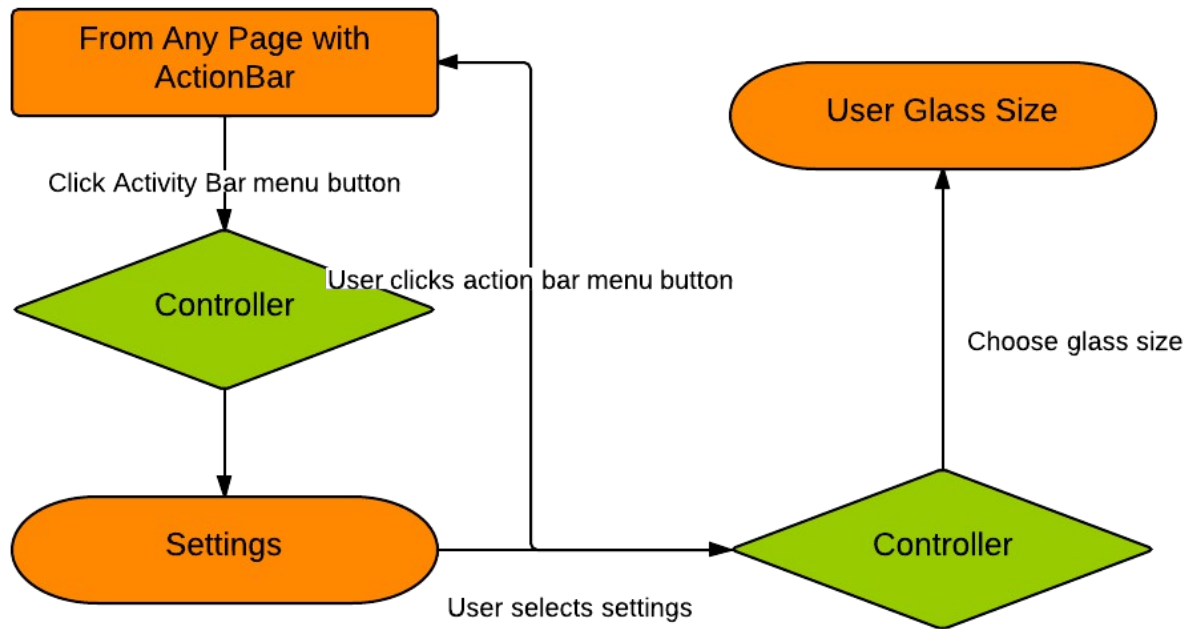
# USE CASE #8: Wine Profile
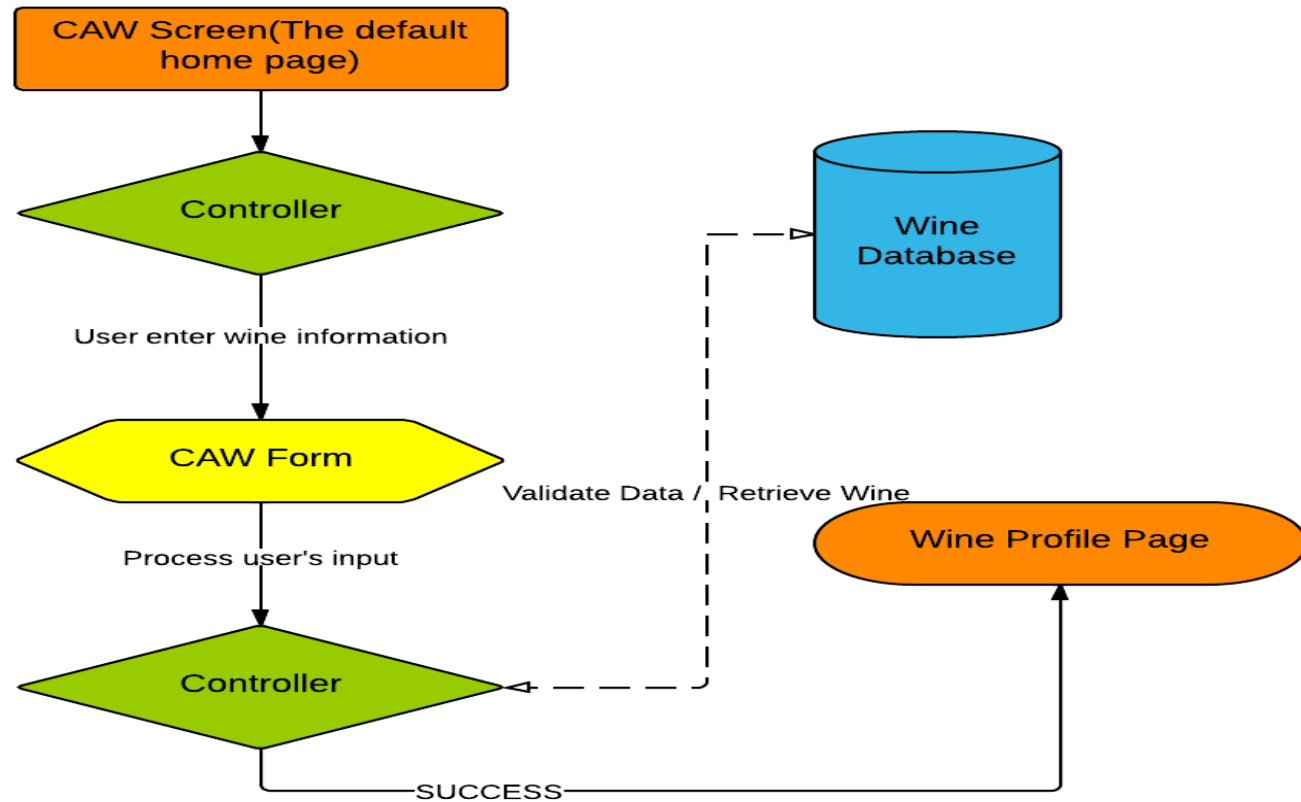
# USE CASE #9: View Wine Notes

**Wine Profile Page**

↕ User clicks notes button

**Controller**

↕ Retrieve Notes from Database

**User Database**

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# USE CASE #10: Edit Wine Notes



Wine Profile Screen

Click On Note Tab

Wine Note Screen

Press Edit Note Button

Note Form

Validation Failed

Display Edited Note

SUCCESS

Controller

User Database

Validate with Database
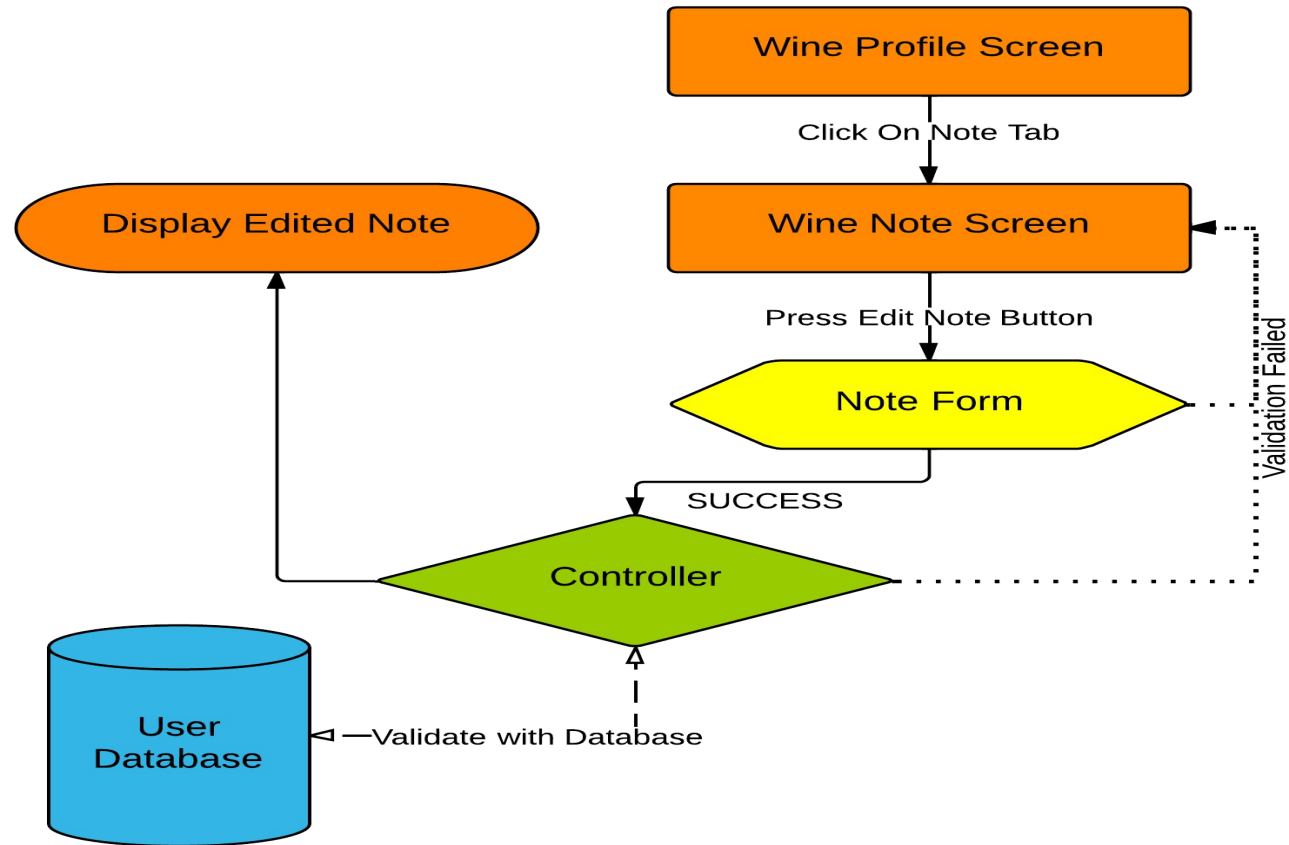
# USE CASE #11: Display Popular Tags (Deferred)

Screen Sequence Diagrams
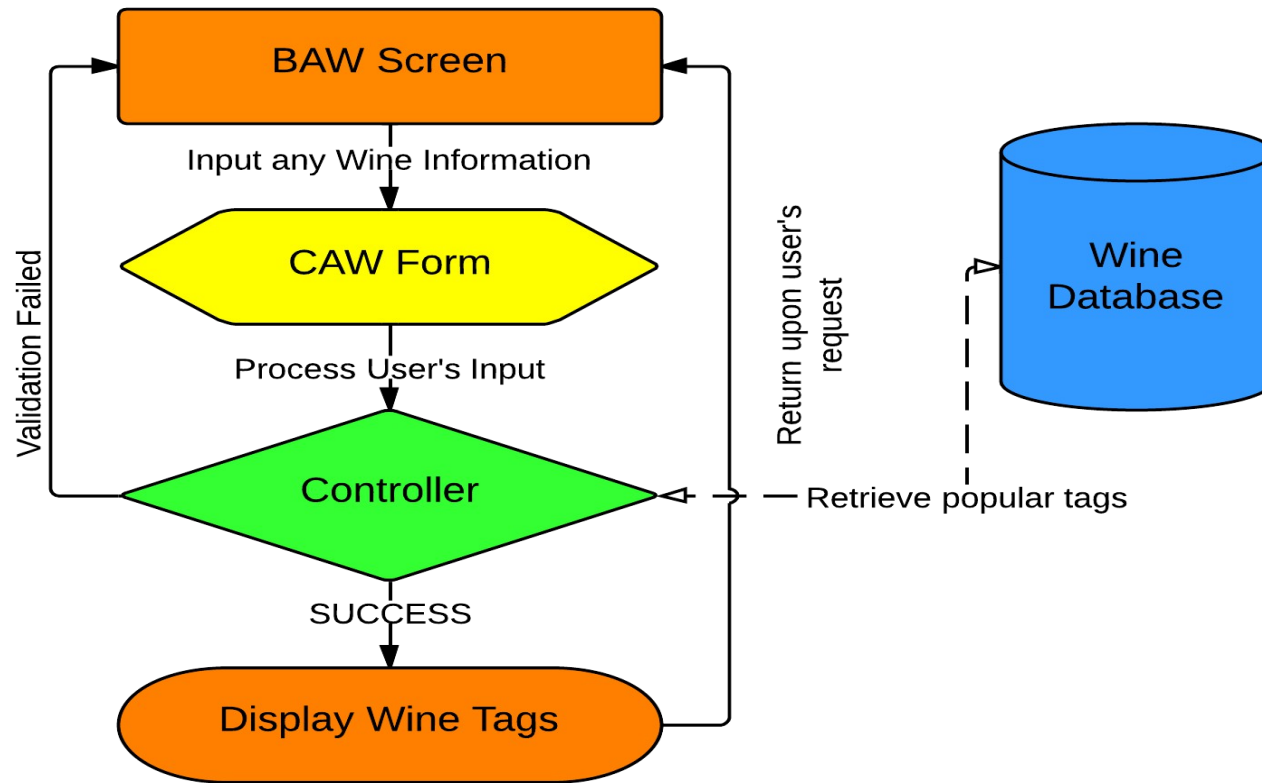
# USE CASE #12: Create New Tags (Deferred)
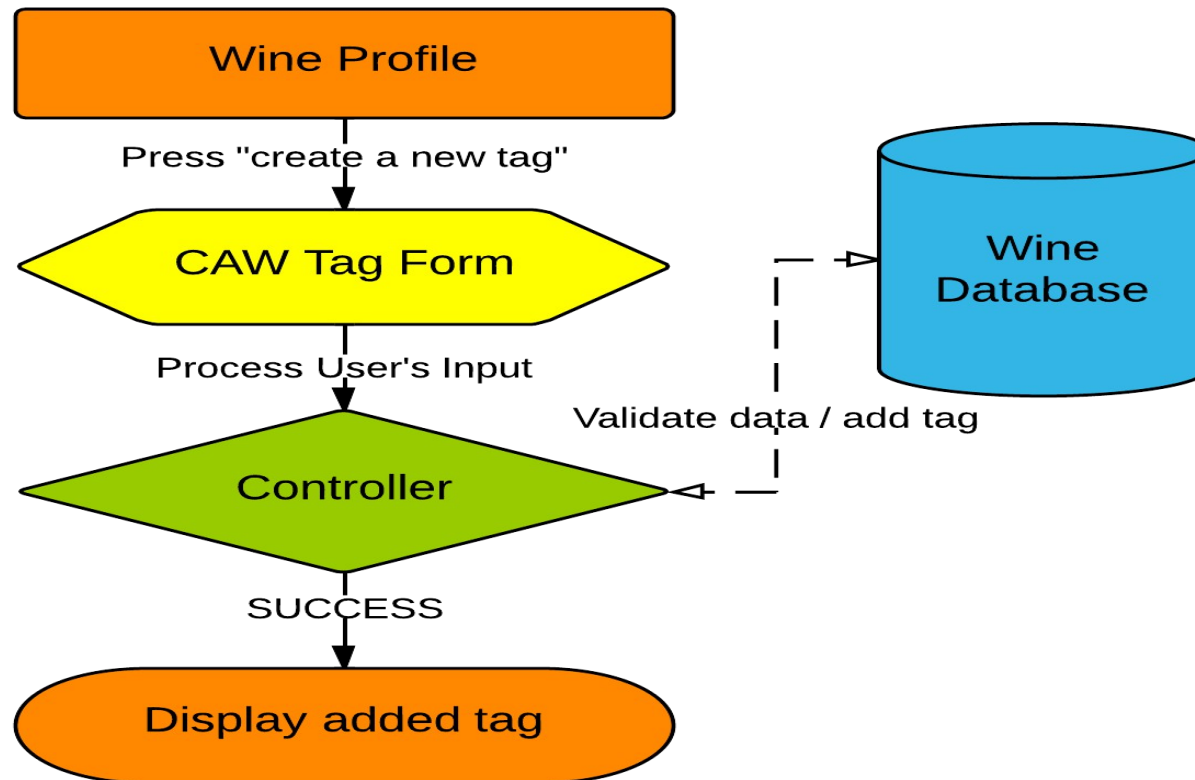
# USE CASE #13: Pair Wine to Food

Screen Sequence Diagrams
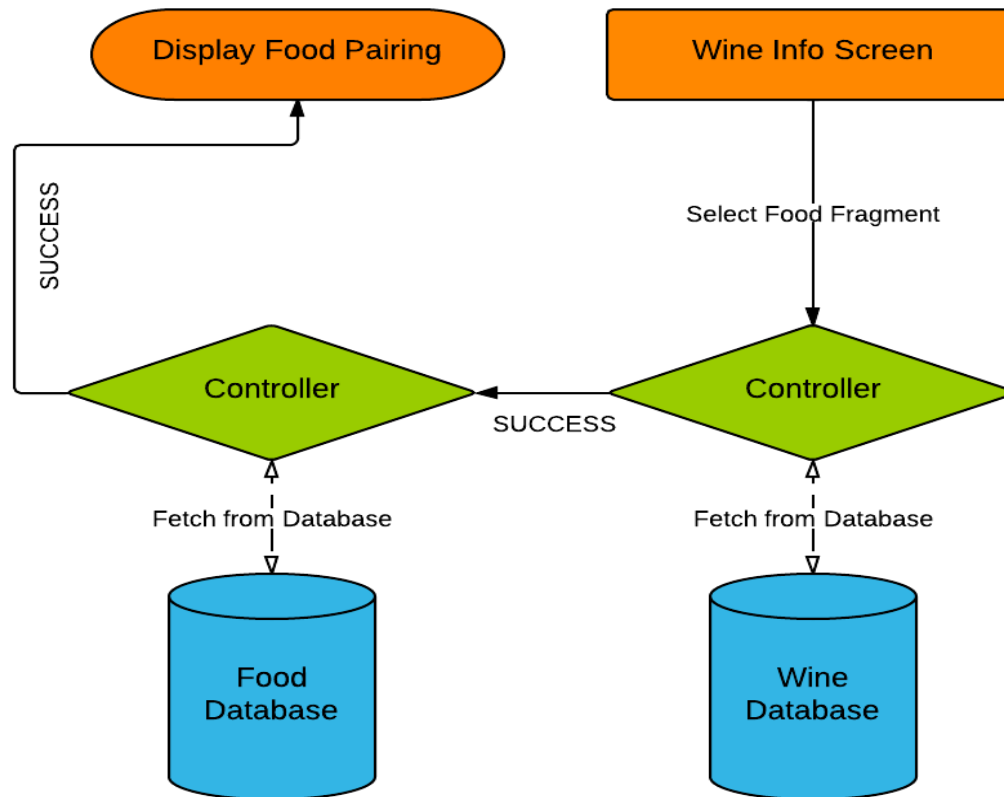
# USE CASE #14: Pair Food to Wine (Deferred)



Display Paired Wines

PAW Screen

Input Food Name/Category

PAW Form

Validation Failed

Validation Failed

Validation Failed

SUCCESS

Controller

SUCCESS

Controller

Validate with Database

Validate with Database

Wine Database

Food Database
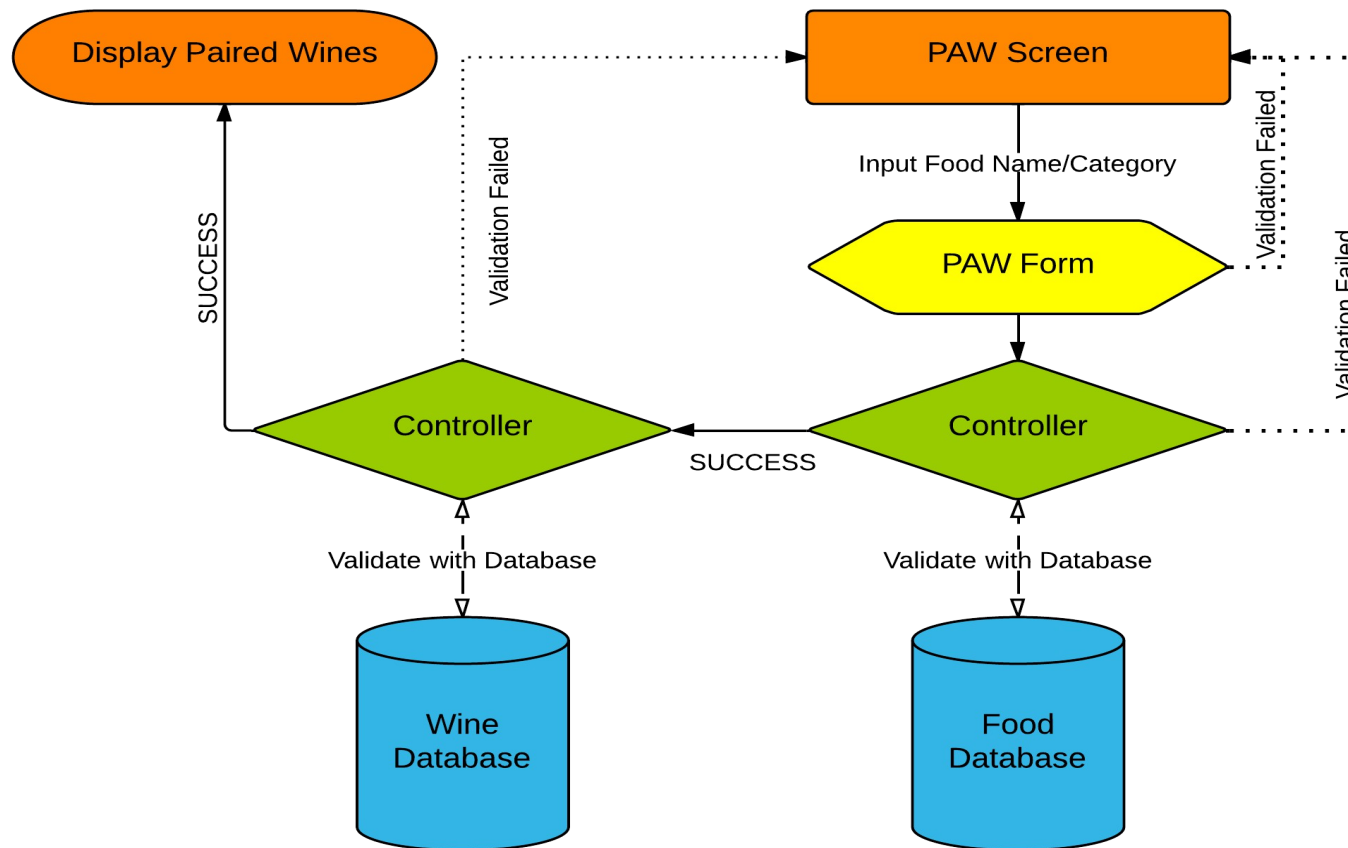
# USE CASE #15: Return from Pairing (Deferred)

Side Menu

PAW result Screen

Press Menu
Button/ or
Swipe Right

Controller
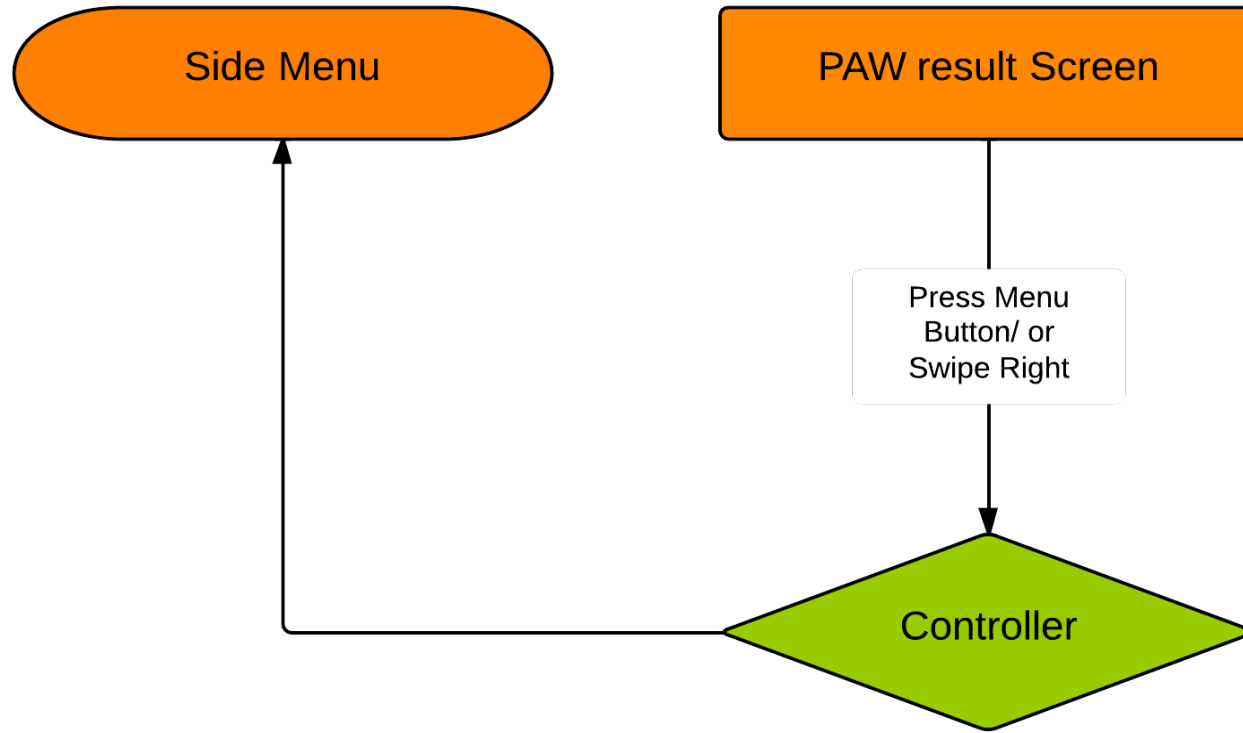
# USE CASE #16: Build-a-Wine (Deferred)
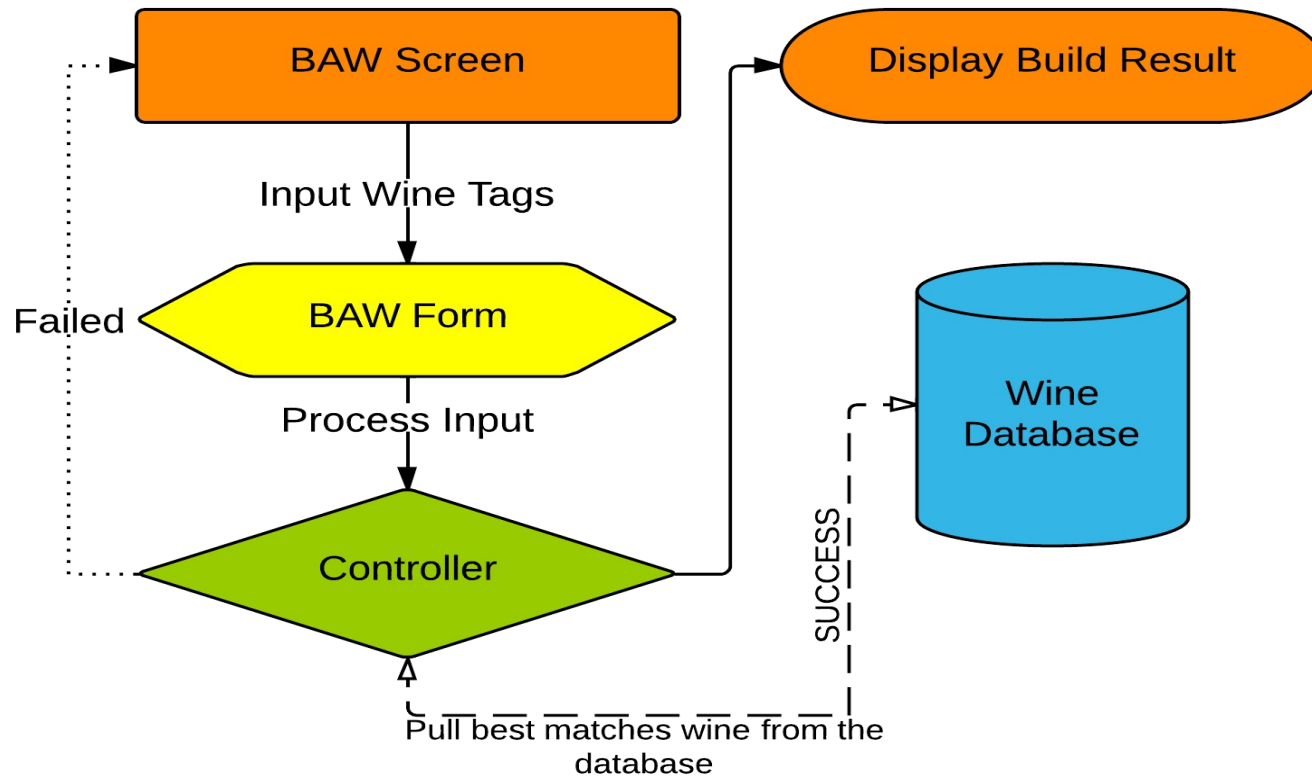
# USE CASE #17: Search Guide (Deferred)



BAW Screen

Click on "Search Guide"

Controller

Navigate to "Search Guide"

Search Guide Screen

Display Best Matches

Retrieve more Tags

Controller

SUCCESS

Display Wine Tags

User selects a tag

BAW Form

Process User's Selection

Controller

SUCCESS

Retrieve Tags from Wine Description

Wine Database

Retrieve Best Matched Wine
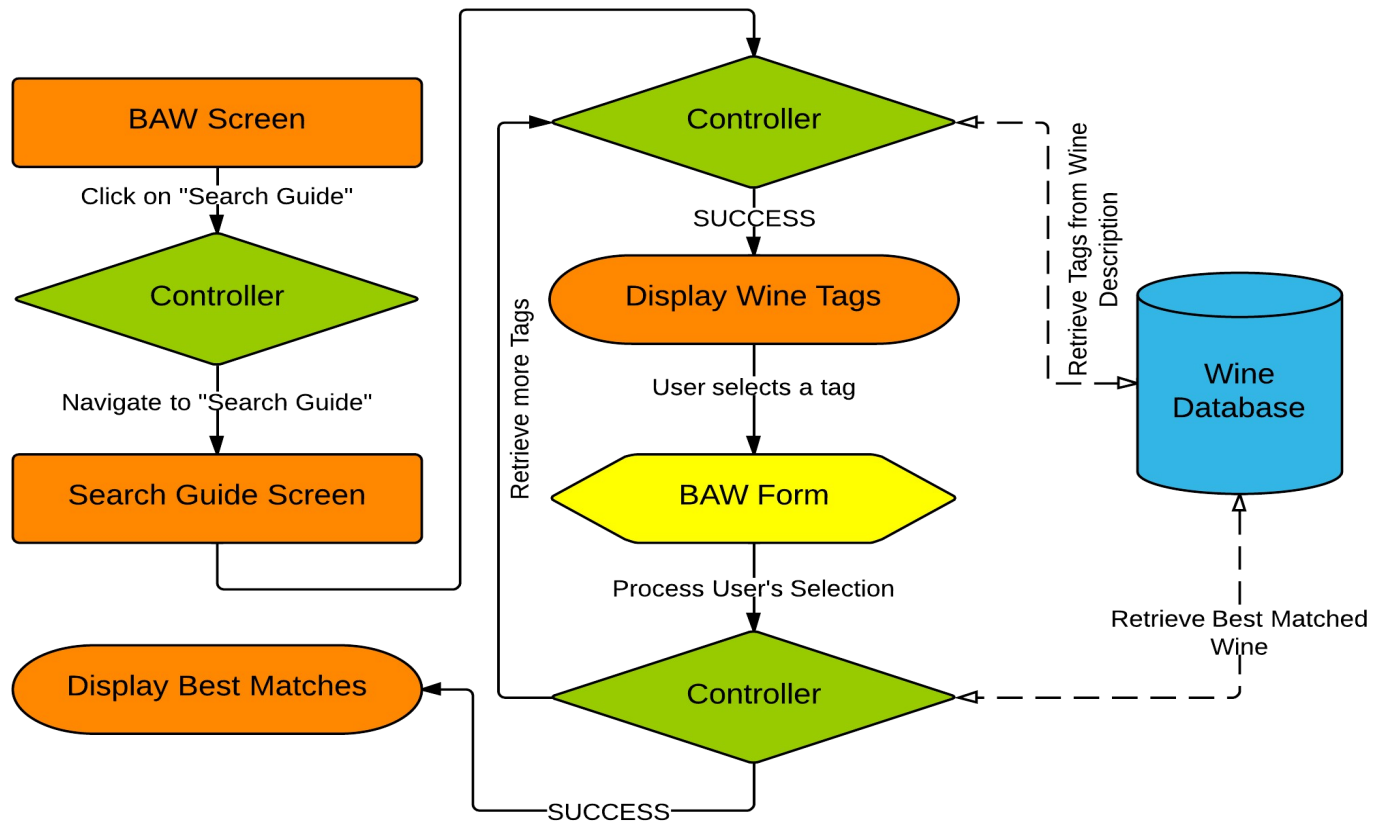
# USE CASE #18: Randomize System



BAW Screen

Failed

Click on "Randomize"

Controller

Retrieve Random Wine

Wine Database

SUCCESS

Display Randomly Selected Wine

# USE CASE #19: Wine Cellar

From Any Screen

Swipe to the Side Navigation menu and click "Wine History"

Controller

Pull user's wine history from database

Display Wine History List

Navigate back to original screen
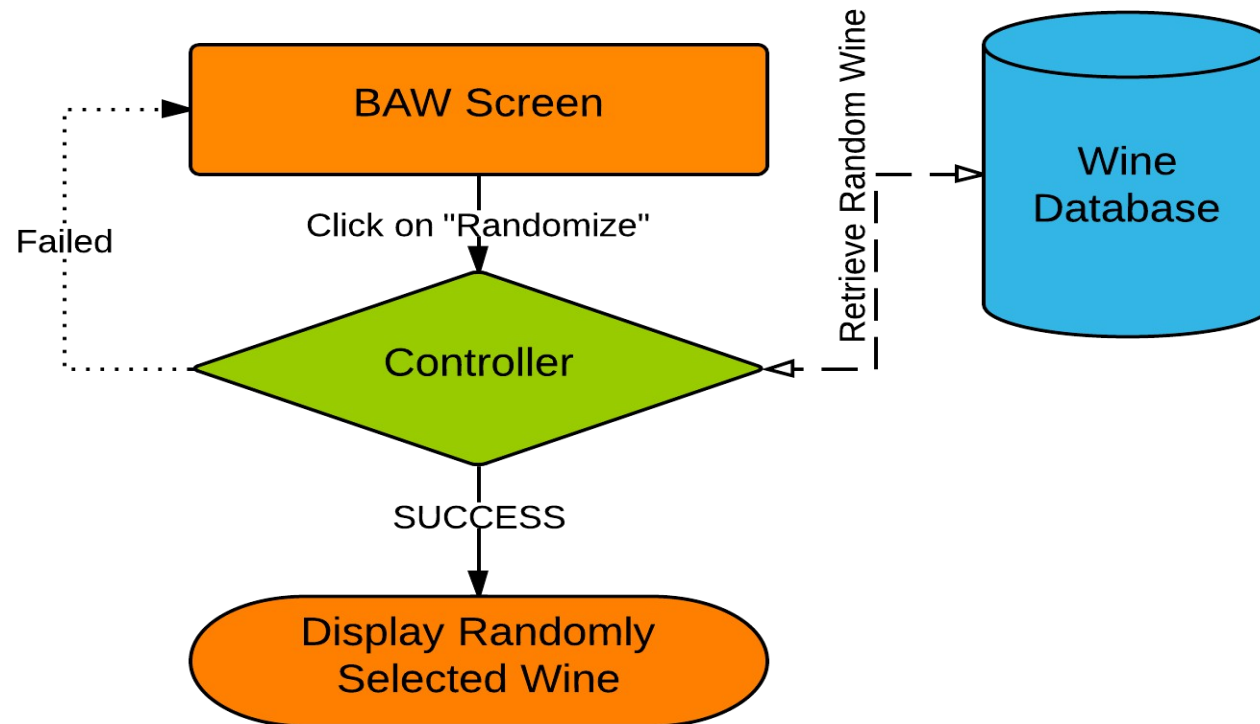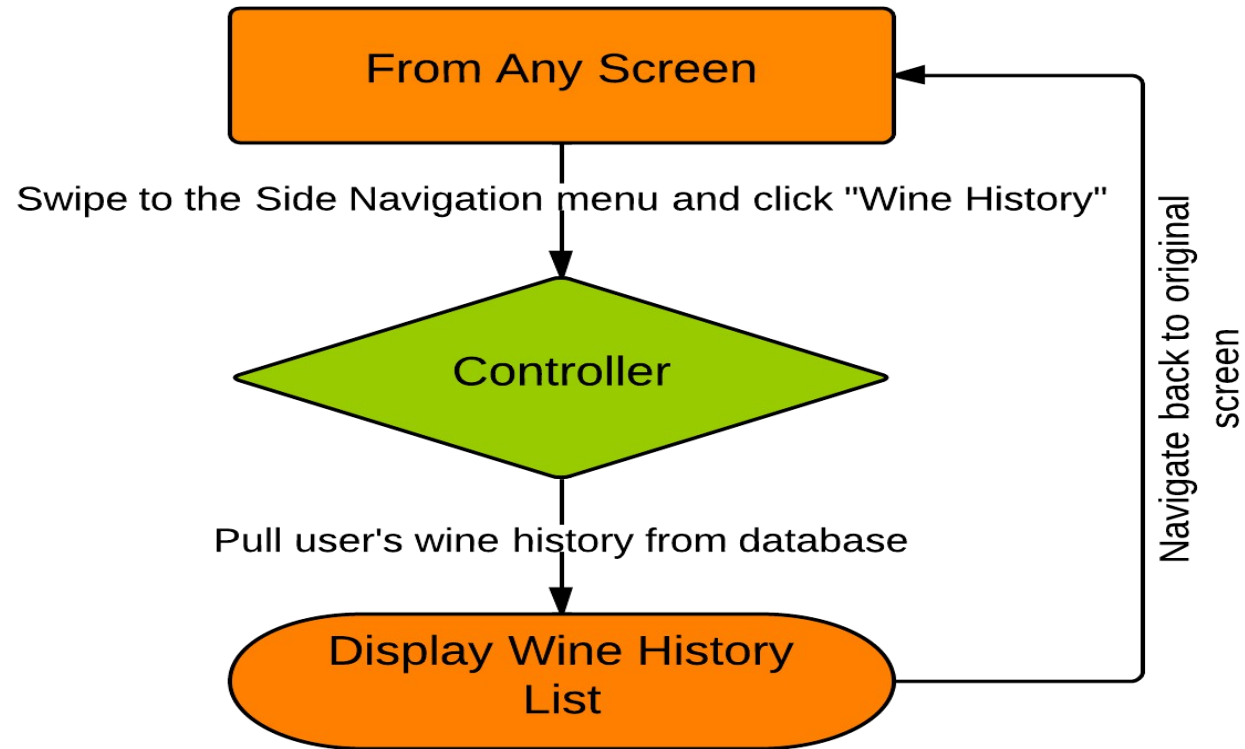
# USE CASE #20: Enable Wine Session (Deferred)

```
           Display BAC                    Choose A Wine
                                                │
                                                │ User Selects Wine
                                                ▼
    E                                      ◆ Controller ◆ ──── Go back ───┐
    n                                                                     │
    d     ◆ Decision ◆                          │                         │
    w                                           │ User finds their wine   │ User does not
    i                                           ▼                         │ find their wine
    n                                                                     ▼
    e     Splash Screen          Wine Session Enabled          Add Wine to the
                                                                  Database
              │
              │ User's taken back to splash screen
              ▲
           ◆ Controller ◆ ◄──────────────────────────────────────────────┘
```
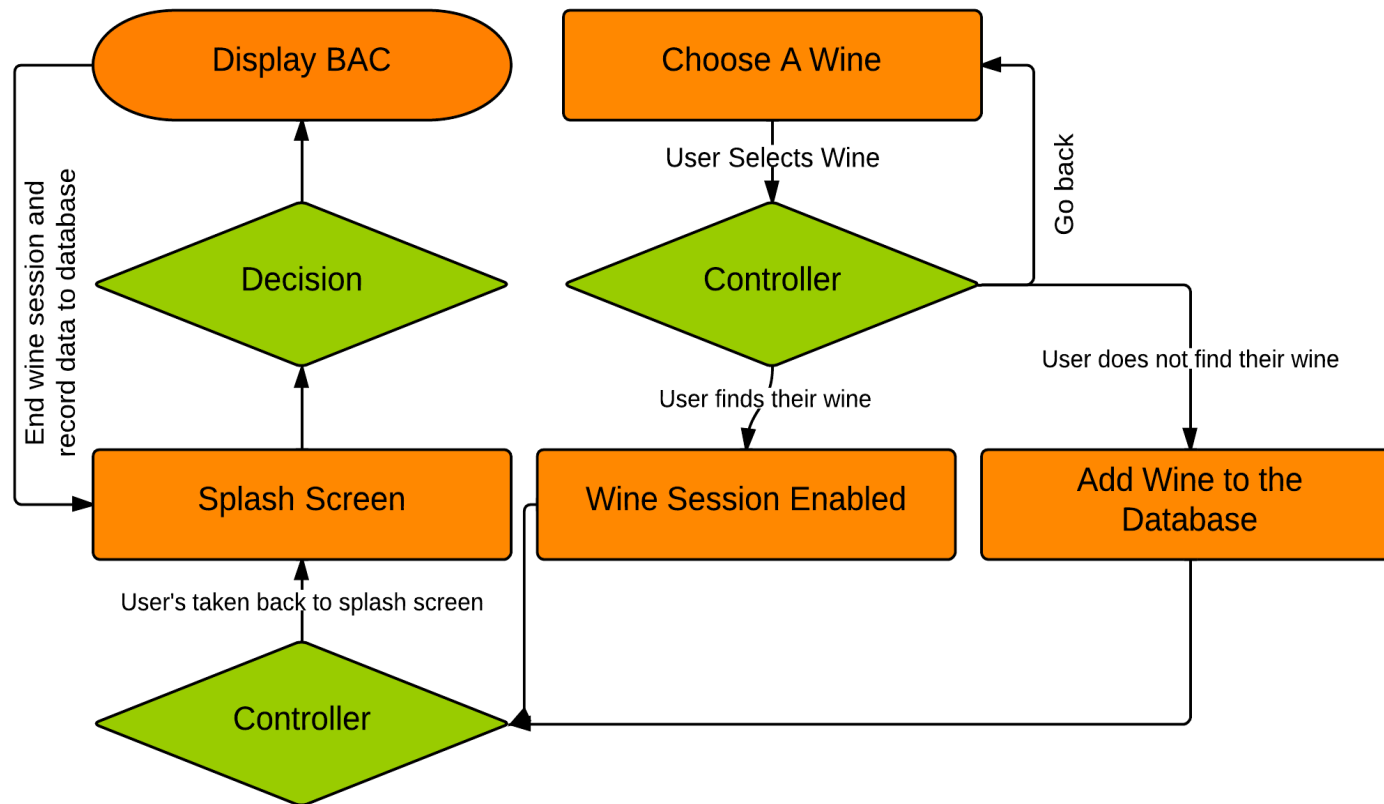
# USE CASE #21: User Profile
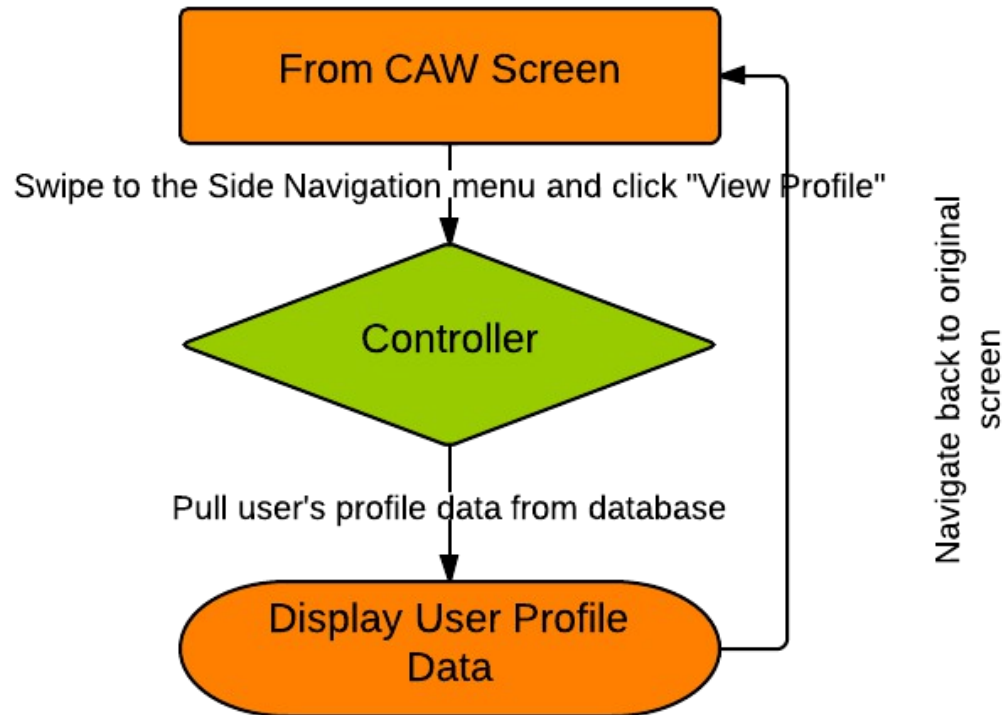
# USE CASE #22: Edit User Profile (Deferred)



Edit Profile Page

↓

Edit Profile Form

User makes changes

↓

Controller

SUCCESS

↓

Display New Changes

User Database

Save changes

# USE CASE #23: Settings



Settings Page

Settings Form

User makes changes

Controller

Save changes

User Database

SUCCESS
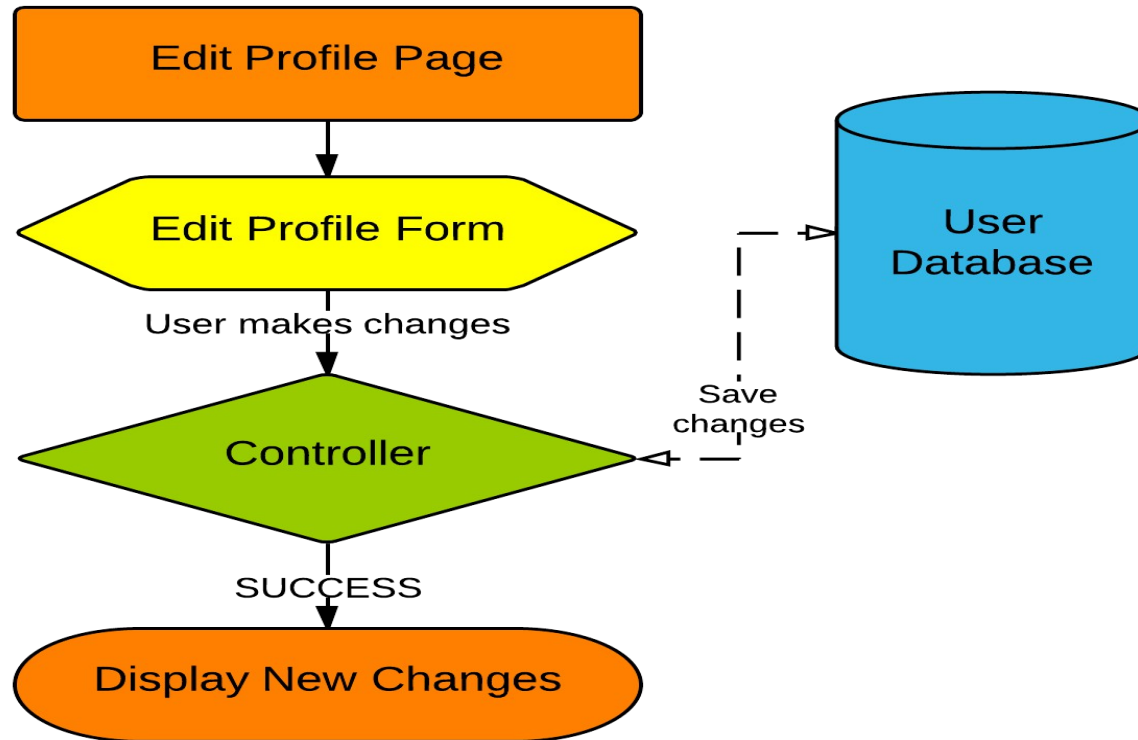
Display New Changes
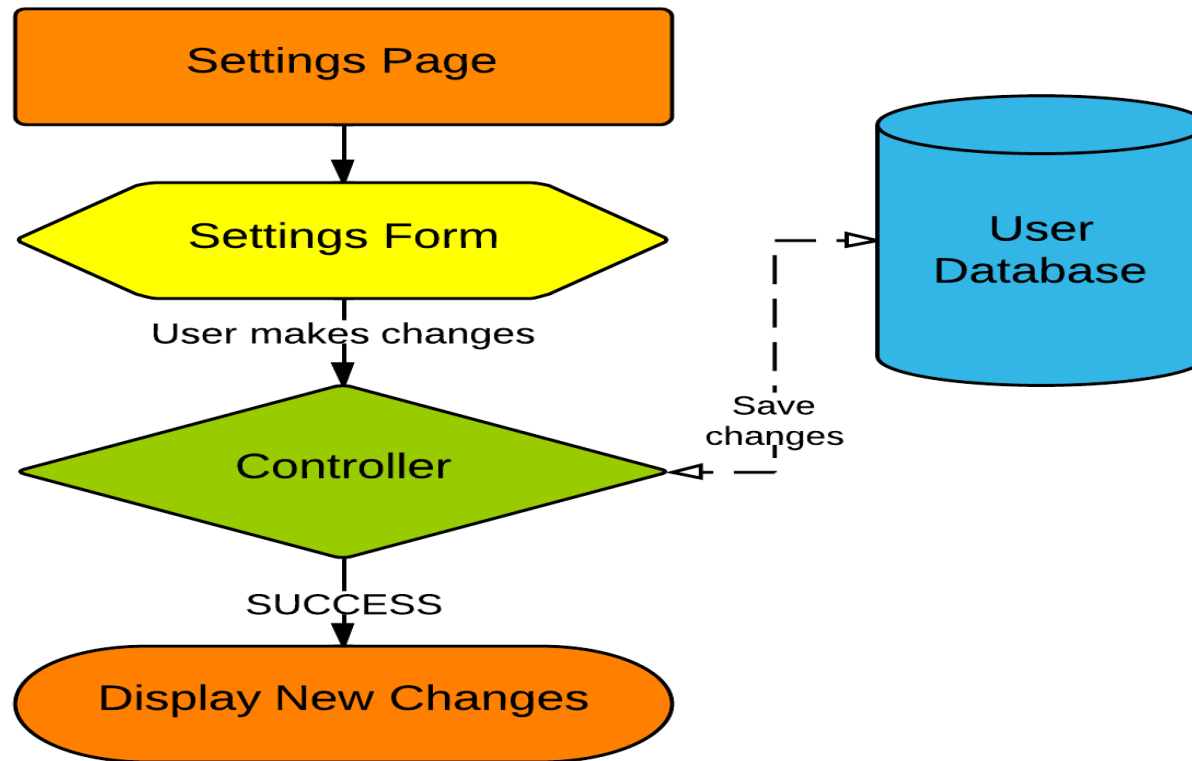
# USE CASE #24: Fizzy Bubbly Bubble Pop Game

```
┌──────────────────────┐
│    About Us Page      │
└──────────────────────┘
           │
           ▼
     ◇ Controller ◇
           │
           ▼
┌──────────────────────┐
│ Fizzy Bubbly Bubble Pop │
│        Game          │
└──────────────────────┘
           ▲
         click
     ◇ Controller ◇
```