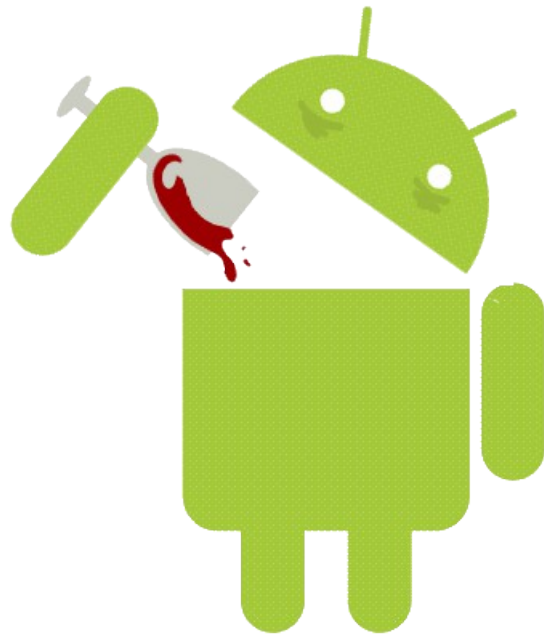


# Use Cases



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CODING UNDER THE INFLUENCE

2

**PROJECT**

**CUI**

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# Use Case Description

This Use Case will act as a guide to the functionality of the wine application in development by C.U.I. The guide represents an Android application meant to serve oenophiles. The main customer of the application is Gary Gillespie, CEO of CSE 110, Software Engineering, Inc. The application's functionality is extended so that it will be useful not only to the primary customer, but also to anyone interested in wine, regardless of level of expertise.

Even without an account, any user of the application will be able to take advantage of its basic functionality. However, in order to use the full functionality of the application, the user must create an account. The user may edit the information of their account at any time.

This oenophile application will serve as a companion application for wine enthusiasts. It will allow users to search wines and view information about the wines, as well as keep track of glasses of wine drank. The glass size can be selected by the user, and is used to track the user's blood alcohol level. When viewing the information about the wine, the user can also view and generate "tags", categories of wines such as red, white, etc, which categorize wines. The user can also access a pairing system to determine what foods to pair with which wines and vice versa. Additionally, the user can access the "Build-A-Wine" functionality to select "tags" to find a wine that matches what they are looking for. This functionality also allows the user to be given a random wine. When on the main screen, the application also contains an "Easter Egg" game which can be found by interacting with the fizzy bubble effect on the screen.

# Use Case Legend

## Priority:

0	Completed
1	Highest Priority, Vital to application
2	High Priority
3	Low Priority, Implement if time

## Progress Status:

Planning	Use Case is being planned
Designing	Use Case is being designed
Developing	Use Case is being implemented
Testing	Use Case is in test phase
Completed	Use Case is implemented and functioning
Deferred	Use Case is on hold

## Test Phase Status:

Planned	Use Case will be tested once development is complete
In Progress	Use Case is currently being tested
Complete	Testing complete, Use case functional

## Use Case #1: "User Creates Account" [LA1]

---

**Description:**

This use case outlines the user's ability to create a new personal account upon launching the application.

**Actors:**

The Application User

**Desired Outcome:**

The user will have created a new account, granting them access to the full functionality of the application.

**Dependant Use Cases:**

N/A

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The User has not yet created an account

**Postconditions:**

1. The user's account will be added to the database.
2. The user will have access to all functionality of the application

**Trigger:**

1. When the application is launched for the first time, the user will be prompted to create a new account

**Workflow:**

1. Prompt user to enter his or her email
2. Prompt user to enter his or her birthday
3. Prompt user to enter his or her desired password
4. Prompt user to enter his or her gender, height, and weight
5. Confirms with user that all entered information is correct
6. Creates new account and stores information in database

**Alternate Paths:**

N/A

**Options:**

N/A



## Use Case #2: "Log in" [LA2]

---

**Description:**

This use case outlines the ability for the user to login to the application. The user will be able to choose to stay logged in (remember password), recover their password, or create a new user account.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to login to the application and access their data.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user shall have valid credentials and shall have a valid account in User Database

**Postconditions:**

1. The system shall redirect the user to their personalized selection screen

**Trigger:**

1. The user shall enter their credentials and click on login

**Workflow:**

1. The user shall open the application
2. The user shall enter their login credentials
3. The user shall press the login button
4. The system shall retrieve the user's profile based on login information
5. The system shall redirect the user to their personalized selection screen

**Alternate Paths:**

1. If user's credentials are invalid, and the user presses login, the system shall return an error message, then return to the login screen. This step would occur after step 3.

**Options:**

N/A

### Use Case #3 - "Log out" [LA3]

---

**Description:**

This use case outlines the ability of the user to logout of the application, redirecting he/she back to the login screen.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to log out of the application with his/her data preserved.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Complete

**Test Phase Status:**

Completed

**Preconditions:**

1. The user shall be logged in into his/her profile.

**Postconditions:**

1. The system shall redirect the user to "Log In" screen.

**Trigger:**

1. The user shall click on the “Log Out” button.

**Workflow:**

1. The user shall open the application.
2. The user shall press “Log Out” button.
3. The system shall save all the user’s information and data in the database.
4. The system shall redirect the user to the “Log In” screen.

**Alternate Paths:**

N/A

**Options:**

N/A

#### Use Case #4: "Redirect to Default Home Screen" [LA4]

---

**Description:**

This use case outlines the process in which the system will take the user to their default home screen.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to view their default home screen.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user has logged in to the system with a valid credentials.

**Postconditions:**

1. The system shall display user's default home screen, or universal default home screen if in Demo mode.

**Trigger:**

1. The User shall press login, or choose not to login.

**Workflow:**

1. The user shall be at the login screen
2. The user shall input their credentials
3. The system shall validate the user's input credentials
4. The user will be redirected to their default home screen

**Alternate Paths:**

1. If the user chooses not the login, they will be redirected to the default home screen (CAW)

**Options:**

N/A

## Use Case #5: "Navigate to Other Systems" [SS1]

---

**Description:**

This use case outlines the ability for the user to navigate and access to other Wine related components of the application, such as Pairing System, Wine Recommendation system, etc.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be displayed the list of available Wine related Systems upon performing predetermined operations on the display.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 2

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user has logged in to the system with a valid credentials.
2. If user doesn't have an account in the system, the user has selected the Trial/Demo Mode.

**Postconditions:**

1. The system shall display the list of available system for the user on the left side of the screen.

**Trigger:**

1. The system shall automatically redirect the user to this main system upon entering and validating user credentials.
2. The User shall select the demo mode and enter this main default system.
3. The user shall click on the Menu button and select the "Choose a Wine" system.
4. The user shall swipe right on the screen and select the "Choose a Wine" system.

**Workflow:**

1. The user shall open the application.
2. The user shall enter their valid credentials to login or create a new account.
3. The system shall redirect user to the main "Choose a Wine" screen.
- 4a. The user shall swipe right on the screen.
- 4b. The user shall click on the Menu button located on the top left corner of the screen.
5. The System shall display the list of available Wine related systems on the left side of the screen.

**Alternate Paths:**

N/A

**Options:**

N/A



## Use Case #6: "Choose a Wine" [CAW1]

---

**Description:**

This use case outlines the ability for the user to search through the available wines in the database by name, type and tag associated with each wine in the database and select the desired one.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to view the list of matching wines as soon as he/she start typing on the search field of the selection screen and be redirected to the wine profile upon long clicking on any specific wine on the list that matches their search criteria.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user has logged in to the system with a valid credentials.
2. If user doesn't have an account in the system, they can proceed in Trial/Demo Mode.

**Postconditions:**

1. The system shall update the background to one that matches the “look” characteristic of the user-selected wine.
2. The system shall display the selected Wine Profile.

**Trigger:**

1. The system shall automatically redirect the user to this main system upon entering and validating user credentials.
2. The User shall select the demo mode and enter this main default system.
3. The user shall click on the Menu button and select the “Choose a Wine” system.
4. The user shall swipe right on the screen and select the “Choose a Wine” system.

**Workflow:**

1. The user shall be in the Main screen.
2. The user shall click on the search field.
3. The user shall start typing the name, type, or tag of the desired wine.
4. The system shall start showing the results matching the search criteria after three valid typed letters by the user.
5. The User shall long click on any listed wine.
6. The system shall redirect the user to the selected wine profile.

**Alternate Paths:**

N/A

**Options:**

N/A

## Use Case #7: "Input Wine Intake" [CAW2]

---

**Description:**

This use case outlines the ability for the user to register the number of glasses of wine already consumed or currently is consuming. This will allow the system to keep track of the profile-based alcohol intake for archival reasons, compute Blood Alcohol Concentration, and estimate the time that is approximately safe for the consumer to operate machinery.

**Actors:**

The Application User.

**Desired Outcome:**

1. The user shall be able to enter the quantity of alcohol consumed in a very easy and fluid manner.
2. The system shall be able to keep track of the alcohol intake by the user, correctly updating and associating this intake level with the specific wine currently chosen by the user, and have a global count the Wine varieties that the user has consumed in the current session, smartly integrating the different alcohol level of each wine to compute the BAC as accurately as possible.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 2

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user has logged in to the system with a valid credentials.
2. The user has selected a wine as their current wine.
- 3.a The system has by default the 5 OZ glass size.
- 3.b The user has changed the glass size.

**Postconditions:**

1. The system shall have the count of wine intake for the current session of the user.
2. The system shall update the background each time the user has added another glass, taking into the account the glass size.

**Trigger:**

1. The user shall click on the "+" (another glass drank) button.

**Workflow:**

1. The user shall be in the main Choose a Wine screen.
2. The user shall enter the desired wine name, type or tag.
3. The system shall display the list of matching wines.
4. The user shall select the desired wine.
5. The system shall acknowledge the selected wine as the current wine, update the screen to match the selected wine.
- 6a. The user shall single click on the "+" button upon drinking a glass of wine.

**Alternate Paths:**

N/A

**Options:**

N/A

## Use Case #8: "Change Glass Size" [CAW3]

---

**Description:**

This use case outlines the user's ability to create a new personal account upon launching the application.

**Actors:**

The Application User.

**Desired Outcome:**

1. The user shall be able to change the current glass size to a different size.
2. The system shall take into the account the size selected by the user.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 2

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user has logged in to the system with a valid credentials.
2. If user doesn't have an account in the system, the user has selected the Trial/Demo Mode.
3. The user has searched and selected a wine.
4. The system has acknowledged the user selection by updating the background pictures.

**Postconditions:**

1. The system shall take into the account the new glass size chosen by the user for further operations.

**Trigger:**

1. The user shall swipe down to bring down the list of glass sizes available.
2. The user shall change the default glass size in the application setting.

**Workflow:**

1. The user shall be in the main "Choose a Wine" screen.
- 2a. the user shall perform a swipe down gesture on the screen.
3. The system shall bring down from the top screen a ribbon like menu with different size of glasses available for the user to choose.
4. The user shall select the desired glass size.
5. The system shall acknowledge the glass size by modifying the size of "+" button respectively.

**Alternate Paths:**

The user shall go to the application setting and change the default glass size.

**Options:**

N/A

## Use Case #9: "Access Wine Profile" [CAW4]

---

**Description:**

This use case outline the ability for the user to go to the selected Wine profile.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to view the selected wine profile.

**Dependant Use Cases:**

N/A

**Involved Requirements:**

WIP#1, WIP#2, WIP#3

**Details:**

Priority: 2

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user has logged in to the system with a valid credentials.
2. If user doesn't have an account in the system, the user has selected the Trial/Demo Mode.
3. The user has searched and selected a wine.
4. The system has acknowledged the user selection by updating the background pictures.

**Postconditions:**

The system shall display the selected wine profile on the screen.

**Trigger:**

1. The user shall long-click on the name of currently chosen wine on the main screen.

**Workflow:**

1. The user shall be in the main "Choose a Wine" screen.
2. If the wine is not yet selected, the user shall type into the search field, the name, type, or tag of the desired wine.
3. The user shall select the desired wine.
4. The system shall update the background, matching the name and the characteristic of wine selected.
5. The user shall long-click on the name of the wine.
6. The system shall display a new screen containing the wine profile.

**Alternate Paths:**

N/A

**Options:**

N/A



## Use Case #10: "View Wine Notes" [CAW5]

---

**Description:**

This use case outlines the ability for the user to view the user notes for the wine.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to view a simple description of the specific wine.

**Dependant Use Cases:**

LA2 – Log in

UC6 – User has ability to select a wine

**Involved Requirements:**

WIP#2

**Details:**

Priority: 2

Status: Complete

**Test Phase Status:**

Completed

**Preconditions:**

1. The user shall select a wine.
2. There should be the user notes for this wine

**Postconditions:**

1. The system should show all the text notes the user entered,

**Trigger:**

N/A

**Workflow:**

N/A

**Alternate Paths:**

N/A

**Options:**

N/A

## Use Case #11: "Edit Tasting Notes" [CAW6]

---

**Description:**

This use case for user to input their own notes for the wine

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to add the text and voice information

**Dependant Use Cases:**

LA2 – Log in

UC6 – User has ability to select a wine

**Involved Requirements:**

N/A

**Details:**

Priority: 2

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user shall select a wine.
2. There shall be a button to start edit the notes

**Postconditions:**

1. The new notes added by user should show up.

**Trigger:**

1. The user shall click the screen to start edit.
2. The user shall inputs there notes.
3. The user shall click OK button to finish their input.

**Workflow:**

1. The system shall in view Wine information page.
2. The system shall show the notes if there already has notes or the system shall show the blank for the notes area.
3. The system shall go to edit page if the user click the notes area.
4. The system shall show the notes if the user ends input.

**Alternate Paths:**

N/A

**Options:**

N/A

## Use Case #12: "View Wine Information" [CAW7]

---

**Description:**

This use case outlines the ability for the user to view a simple information about the wine.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to view a simple description of the specific wine.

**Dependant Use Cases:**

LA2 – Log in

UC6 – User has ability to select a wine

**Involved Requirements:**

N/A

**Details:**

Priority: 2

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user shall select a wine.
2. The wine information in the database.

**Postconditions:**

1. The system should show all the information about the wine in the database.

**Trigger:**

N/A

**Workflow:**

1. The system shall show all the information about the wine

**Alternate Paths:**

N/A

**Options:**

N/A

### Use Case #13: "Display Tagging Info" [CAW8]

---

**Description:**

This use case outlines the ability of the user to see tagging info pulled from a wine database that corresponds with the wine.

**Actors:**

The Application User.

**Desired Outcome:**

The system shall display tags (i.e. white wine, red wine) that correspond with the selected wine.

**Dependant Use Cases:**

LA2 – Log in

UC6 – User has ability to select a wine

**Involved Requirements:**

N/A

**Details:**

Priority: 3

Status: Planning

**Test Phase Status:**

Planned

**Preconditions:**

1. User selects a specific wine in the Choose-A-Wine System

**Postconditions:**

1. User is able to see tags pulled from a wine database that are associated with the selected wine from the

## Choose-A-Wine System

### **Trigger:**

Undecided

### **Workflow:**

1. User shall log in to the application
2. User should be in the Choose-A-Wine screen
3. User enters the desired wine name
4. System should display list of matching wines
5. User shall select the desired wine
6. User should see tags such as red wine or white wine (pulled from the database) associated with that specific wine

### **Alternate Paths:**

N/A

### **Options:**

N/A



#### Use Case #14: "Create new Tags" [CAW9]

---

**Description:**

This use case outline the ability for the user to create new tags from the wine profile screen

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to add new tag to database, and display the user's new tag

**Dependant Use Cases:**

LA2 – Log in

UC6 – User has ability to select a wine

**Involved Requirements:**

N/A

**Details:**

Priority: 3

Status: Planning

**Test Phase Status:**

Planned.

**Preconditions:**

1. The user has logged in to the system with a valid credentials.
2. The user is at a wine's wine profile

**Postconditions:**

1. The system shall display the new wine tag.

**Trigger:**

The user shall click "create new tag", fill in the info, then click "submit."

**Workflow:****Alternate Paths:**

N/A

**Options:**

N/A

### Use Case #15: "Display popular tags" [CAW10]

---

**Description:**

This use case outlines the ability of the user to see popular tags inputted by users for a specific wine.

**Actors:**

The Application User.

**Desired Outcome:**

The phone user can see popular tags for a specific wine that are inputted by users.

**Dependant Use Cases:**

LA2 – Log in

UC6 – User has ability to select a wine

**Involved Requirements:**

N/A

**Details:**

Priority: 3

Status: Planning

**Test Phase Status:**

Planned.

**Preconditions:**

1. User must choose a specific wine from the Choose-A-Wine screen

**Postconditions:**

1. User is able to see popular tags inputted by users that are associated with the selected wine from the Choose-A-Wine System

**Trigger:**

Undecided.

**Workflow:**

1. User shall log in to the application
2. User should be in the Choose-A-Wine screen
3. User enters the desired wine name
4. System should display list of matching wines
5. User shall select the desired wine
6. User should see popular user-inputted tags such as dry or sweet associated with that specific wine

**Alternate Paths:**

N/A

**Options:**

N/A

## Use Case #16: "Pair Wine to Food" [CAW11]

---

**Description:**

User has ability to pair foods based on wine

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to access their database and gets their food!

**Dependant Use Cases:**

LA2 – Log in

UC6 – User has ability to select a wine

**Involved Requirements:**

N/A

**Details:**

Priority: 4

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user shall have valid credentials and shall have a valid account in User Database

**Postconditions:**

1. The user shall have valid wine name information and shall have a valid account in User Database

**Trigger:**

1. The user shall enter wine's name and click submit

**Workflow:**

1. The user shall enter wine name
2. The user shall press the submit button
3. The system shall retrieve the food profile based on wine information
4. The system shall send the information to the screen

**Alternate Paths:**

1. If user's wine name are invalid, and the user presses submit, the system shall return an error message, then give up the action. This step would occur after step 2.

**Options:**

N/A

### Use Case #17: "Pair Food to Wine" [WP1]

---

**Description:**

User has ability to pair wine based on food

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to access their database and gets their wine!

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 4

Status: Designing

**Test Phase Status:**

Planned

**Preconditions:**

1. The user shall have valid food name information and shall have a valid account in User Database

**Postconditions:**

1. The system shall return wine information on the screen.

**Trigger:**

1. The user shall enter food's name and click submit

**Workflow:**

1. The user shall enter food name
2. The user shall press the submit button
3. The system shall retrieve the wine profile based on wine information
4. The system shall send the information to his screen

**Alternate Paths:**

1. If user's food name are invalid, and the user presses submit, the system shall return an error message, then give up the action. This step would occur after step 2.

**Options:**

N/A



### Use Case #18: "Return from Pairing" [WP3]

---

**Description:**

System will return the pairing from database after user submit his choice

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to retrieve data from database.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 4

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The user shall have a valid account in User Database

**Postconditions:**

1. The system shall redirect the user to a screen showing the information they required

**Trigger:**

1. The user shall enter their information and click on submit

**Workflow:**

1. The user shall enter information about wine or food
2. The user shall press the submit.
3. The system shall retrieve the data based on information
4. The system shall redirect the user to screen displaying that information

**Alternate Paths:**

N/A

**Options:**

N/A

## Use Case #19 - "Access Build-A-Wine System" [BAW1]

---

**Description:**

This use case outlines the ability of the user to build a wine (search for a wine). The system shall:

1. display the most popular wines initially.
2. change the results dynamically.
3. display the best matches.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to access the most popular wines in the database. The system shall output the most relevant results.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Deferred

**Test Phase Status:**

Planned

**Preconditions:**

N/A

**Postconditions:**

1. The system shall display the wines most relevant to the user's input.

**Trigger:**

The user shall click on the "Build-A-Wine" button

**Workflow:**

1. The user shall be at the selection screen.
2. The user shall click the "Build-A-Wine" button.
3. The system shall direct the user to the "Build-A-Wine" screen.
4. The system shall initially display the most popular wines.
5. The user shall start enter a wine search query.
6. The system shall change the results dynamically.
7. The system shall display the best matches to the user's search input.

**Alternate Paths:**

N/A

**Options:**

N/A

## Use Case #20 - "Access Search Guide" [BAW2]

---

**Description:**

This use case outlines the ability of the user access the search guide for the "Build-A-Wine" System.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to read the guide to perform search query in "Build-A-Wine" System.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 4

Status: Deferred

**Test Phase Status:**

Planned

**Preconditions:**

The user shall be at the "Build-A-Wine" screen.

**Postconditions:**

The system shall display the guide for "Build-A-Wine" System.

**Trigger:**

The user shall click on the "Search Guide" button.

**Workflow:**

1. The user shall be at the selection screen.
2. The user shall click the "Build-A-Wine" button.
3. The system shall direct the user to the "Build-A-Wine" screen.
4. The system shall initially display the most popular wines.
5. The user shall click the "Search Guide" button.
6. The system shall display the guide for the "Build-A-Wine" system.

**Alternate Paths:**

N/A

**Options:**

N/A

## Use Case #21 - "Access Randomize Button" [BAW3]

---

**Description:**

This use case outlines the ability of the user access the randomize button.

**Actors:**

The Application User.

**Desired Outcome:**

The system shall output a wine randomly picked from the database.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 3

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

N/A

**Postconditions:**

1. The system shall display a randomly selected wine from the database.

**Trigger:**

The user shall click on the "Random Wine" button on menu.

**Workflow:**

1. The user shall be at the home screen.
2. The user shall click the "Random Wine" button on the swipe-based menu.
3. The system shall display a randomly selected wine from the database.

**Alternate Paths:**

N/A

**Options:**

N/A



## Use Case #22: "Access Drinking History" [DH1]

---

**Description:**

This use case outlines the ability of the user to access their drinking history. The user shall be able to:

1. monitor drinking session length
2. monitor number of glasses drank
3. monitor blood alcohol content (BAC)
4. view time until sobriety

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to access and view the details associated with their drinking history

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

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1. The user shall have a drinking history.

**Postconditions:**

1. The system shall redirect the user to the screen containing drinking history details

**Trigger:**

The user shall click on the "Drinking History" button

**Workflow:**

1. The user shall be at the selection screen
2. The user shall click the "Drinking History" button
3. The system shall redirect the user to the Drinking History screen
4. The user shall have access to Drinking Session Length, BAC, and Time Until Sobriety

**Alternate Paths:**

N/A

**Options:**

N/A

---

### Use Case #23: "View Drinking Session Details" [DH2]

---

**Description:**

This use case outlines the ability of the user to monitor the details associated with their current and past drinking sessions. These details include:

1. viewing drinking session length
2. viewing number of glasses drank
3. viewing blood alcohol content (BAC)

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to view the lengths of all of their drinking sessions, the amount of wine consumed in each drinking session, and their BAC in each drinking session.

**Dependant Use Cases:**

LA2 – Log in

DH1 – Access drinking history

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Planning

**Test Phase Status:**

Planned

**Preconditions:**

1. The user shall have started a drinking session.

**Postconditions:**

1. The system shall display the session length, the amount of wine consumed (in mL), and the BAC for the selected drinking session

**Trigger:**

The user shall select a drinking session

**Workflow:**

1. The user shall select a past drinking session
2. The system shall display the session length, the amount of wine consumed (in mL), and the BAC for that drinking session

**Alternate Paths:**

N/A

**Options:**

The user shall be able to sort their drinking history by order of session length (increasing/decreasing), vintage date, and varietal of wine

## Use Case #24: "Enable Drinking Session" [DS1]

---

**Description:**

This use case outlines the ability of the user to enable a drinking session. The user shall be able to view details including:

The length of the current drinking session

The amount of wine consumed (in mL)

The user's current blood alcohol content (BAC)

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to view the length of the user's current drinking session, how much wine the user has consumed thus far in that session, and the user's current BAC. In addition, the user shall be able to view an estimate for their time until sobriety.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

N/A

**Postconditions:**

1. The system shall display the details regarding the current drinking session

**Trigger:**

The user shall select a drinking session

**Workflow:**

1. From the main page, user will click on "plus" button on drinking session card to indicate drinking another glass.
2. System will display Toast message with Blood Alcohol Content.

**Alternate Paths:**

1. The user has "BAC" option in drawer in swiped-based menu.

**Options:**

1. The user shall be able to sort their drinking history by order of session length (increasing/decreasing), vintage date, and varietal of wine

## Use Case #25: "Access user profile" [SET1]

---

**Description:**

This use case outlines the ability for the user to access their user profile on the application. The user will be able to view their history of wine notes, basic profile information, user rating, and photo.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to access their user profile and view their data.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Designing

**Test Phase Status:**

Planned

**Preconditions:**

1. The user shall have valid credentials and shall have a valid account in User Database.

**Postconditions:**

1. The system shall redirect the user to their user profile.

**Trigger:**

The user shall click on the "View Profile" on the swiped-based menu.

**Workflow:**

1. The user shall view the swiped-based main menu.
2. The user shall select the "View Profile" button.
3. The system shall redirect the user to their user profile screen.

**Alternate Paths:**

N/A

**Options:**

N/A



## Use Case #26: "Edit user profile" [SET2]

---

**Description:**

This use case outlines the ability for the user to edit their user profile on the application. The user will be able to choose to edit details pertaining to their profile such as view restrictions, their history of wine notes, basic profile information, user rating, and photo.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to access their user profile and modify their data.

**Dependant Use Cases:**

LA2 – Log in

SET2 – View user profile

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Designing

**Test Phase Status:**

Planned

**Preconditions:**

1. The system shall redirect the user to their editable profile screen.

**Postconditions:**

1. The system shall redirect the user to their editable profile screen..

**Trigger:**

The user shall click on "Edit Profile" button on the "View Profile" screen.

**Workflow:**

1. The user shall view the swiped-based main menu.
2. The user shall select the "View Profile" button.
3. The system shall redirect the user to their user profile screen.
4. The user shall select the "Edit Profile" button.
5. The system shall redirect the user to their edit profile screen.
6. The system shall load the user's details into the corresponding fields (Username, Password, Email) preparing for the user to edit.
7. The user shall make any changes desired by selecting the desired fields.
8. The user shall press the "Confirm" button to save changes made.
9. The system shall verify that details entered are valid.
10. The system shall return the user back to the main screen.

**Alternate Paths:**

N/A

**Options:**

N/A

## Use Case #27: "Settings" [SET3]

---

**Description:**

This use case outlines the ability for the user to change various settings of the app. The user will be able to edit general settings of the application, such as modifying view restrictions, options on the main menu and changing the background.

**Actors:**

The Application User.

**Desired Outcome:**

The user shall be able to change various settings of the application.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 1

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

1. The system shall redirect the user to the settings screen.

**Postconditions:**

1. The user shall click on "Settings" on the swiped-based menu.

**Trigger:**

The user shall click on "Edit Profile" button on the "View Profile" screen.

**Workflow:**

1. The user shall view the swiped-based main menu.
2. The user shall select the "Settings" button.
3. The system shall redirect the user to the settings screen.
4. The system shall load the user's personal application settings into the corresponding fields (Background, notifications) preparing for the user to edit.
5. The user shall make any changes desired by selecting the desired fields.
6. The user shall press the "Confirm" button to save changes made.
7. The system shall verify that details entered are valid.
8. The system shall return the user back to the main screen.

**Alternate Paths:**

N/A

**Options:**

N/A

## Use Case #28: "Fizz Game" [POP1]

---

**Description:**

This use case outlines the ability of the user to play a game hidden within the app

**Actors:**

The Application User.

**Desired Outcome:**

The user shall have fun.

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: -99

Status: Completed

**Test Phase Status:**

Complete

**Preconditions:**

N/A

**Postconditions:**

1. The system shall redirect the user to a screen in which the user will be able to play the game

**Trigger:**

Undecided

**Workflow:**

1. The user shall enter a series of button taps
2. The system shall redirect the user to the game screen
3. The system shall display fizzy, bubbly bubbles
4. The user shall tap these bubbles to pop them
5. The user shall have fun

**Alternate Paths:**

N/A

**Options:**

N/A

### Use Case #19: "Display popular wines" [PW1]

---

**Description:**

This use case outlines the ability of the user to see Snooth's

**Actors:**

The Application User.

**Desired Outcome:**

The phone user can see the top 5 popular wines as specified on Snooth

**Dependant Use Cases:**

LA2 – Log in

**Involved Requirements:**

N/A

**Details:**

Priority: 3

Status: Complete

**Test Phase Status:**

Completed

**Preconditions:**

N/A

**Postconditions:**

1. User is able to see the top 5 popular wines as determined on Snooth.

**Trigger:**

Undecided.

**Workflow:**

1. User shall log in to the application
2. User shall click on "Popular Wines" on swipe-based menu.
3. User shall be redirected to "Popular Wines" screen
4. System shall display list wine cards of top five popular wines as determined by Snooth.

**Alternate Paths:**

N/A

**Options:**

N/A