Use Cases - Short Sounds
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Since the product's selling points are centered around creating, manipulating, consuming, and sharing audio files which persist in users' memory, we focused our use cases on that functionality. Creating and manipulating functionality is covered by use cases 1, 3 and 4. Consuming (i.e. listening to) content is covered by cases 2 and 4. Sharing is covered by use case 7 and file persistence is covered by use cases 5 and 6. We feel that this comprises the full breadth of usage that any given consumer would need to experience the core content of our application.

<u>1) User Creates New Recording</u>

Goal: User wants to create a new recording to manipulate and mix.
Actors: User
Preconditions: None
Triggers: User indicates that they want to record

1. User indicates that they want to record
2. System provides "start recording" option
3. User initiates recording
4. System begins capturing audio and provides "stop recording" option
5. User indicates that they want to stop recording
6. System notifies user that recording was completed without error. All effects are made available for application to this recording. A new recording slot becomes available to the user (unless the layer limit has been reached).

Success end condition: the new recording is available for playback and manipulation. Note that the recording is not yet part of a saved short sound.
Failure end conditions:

At step 6, recording is not saved successfully. Contingency plan: none, user has to re-record.

2) User Plays Sound

Goal: User wants to hear the currently chosen audio track.
Actors: User
Preconditions: There is at least one recording in the current mix
Triggers: User tells system to play

1. User tells system to play
2. System begins playback and makes pause option available
3. System finishes playback and makes pause option unavailable

Success end condition: System plays correct recording(s) from start to finish.
Failure end conditions:

System does not play correct recording(s) or ends prematurely. Contingency plan: user may try playing again.

Alternate flows:

1'. User may mute any and all recordings in the mix (may also occur at step 2)
2'. User requests pause during playback
-System halts playback at current time and makes play and seek functionality available
2". User demands change of volume for any track
-System alters output volume during playback

3) User Manipulates Recorded Sound

Goal: User wants to add an effect to the currently chosen track as well as to adjust the effect's parameters.
Actors: User
Preconditions: There is at least one recording in the current mix
Triggers: User indicates desire to add an effect

1. User indicates desire to add an effect to a particular recorded track
2. System shows user available effects
3. User selects an effect
4. System makes the option to remove this effect available and the effect can no longer be added to this recording. Adjustable parameters for this effect are displayed by the system.
5. User specifies values for given parameters
6. System applies the selected effect to recorded sound and indicates to user that effect was successfully added.

Success end condition: effect is audible during playback and in any shared or saved versions of this sound.
Failure end conditions:

the specified effect is not applied, or the wrong effect is applied, or the effect is not applied to the whole duration of the recording, or the effect is not applied in the correct degree and quality. Contingency plan: user is notified that effect failed and may remove effect.

Alternate flows:

5’. User tells system to remove an effect

-System makes the removed effect available for this recording once again, effect is no longer audible on this recording

4) User Adjusts Volume

Goal: User wants to adjust the volume of the current track.

Actors: User

Preconditions: There is at least one recording in the current mix

Triggers: User specifies a new volume level

1. User specifies a new volume level for any recorded track
2. System displays current volume settings to the user visually

Success end condition: System playback now reflects the user’s selected volume levels. Sharing and saving this sound also uses these volume settings.

Failure end conditions:

Volume is not adjusted at all. Contingency plan: none.

Volume is adjusted to the wrong level. Contingency plan: none.

5) User Renames Short Sound

Goal: User wants to change the name under which the currently selected Sound is stored in their library

Actors: User

Preconditions: There is a Sound loaded

Triggers: User requests to rename

1. User requests to rename
2. System asks user for a Sound name
3. User specifies a name and submits it
4. System changes name associated with this Sound in the User’s library

Success end condition: library contains this Sound, under the correct name

Failure end conditions:

Library does not contain file. Contingency plan: System notifies user that save failed and user may try again.

File is corrupted or otherwise nonfunctional. Contingency plan: user may delete file and try saving again.

File name specified by user is invalid. Contingency plan: user is shown file naming rules, file is not saved (user is still at step 3)

6) User Loads Short Sound

Goal: User wants to load a previously saved Short Sound to resume work on it or listen to it.

Actors: User
Preconditions: User’s library is not empty
Triggers: User indicates desire to load a sound

1. User indicates desire to load a sound
2. System displays list of all sounds previously saved by this user
3. User chooses a sound
4. System loads all individual tracks comprising the selected sounds

Success end condition: correct selected sound mix is loaded, volume levels and effect settings are all at the correct values.
Failure end conditions:

Wrong sound is loaded. Contingency plan: user may try loading the sound again
Sound cannot be loaded at all. Contingency plan: system displays error message.
Library cannot be loaded. Contingency plan: system displays error message.

7) User Shares Sound

Goal: User wants to share one of his/her final tracks with a contact.
Actors: User (Primary User), Android Sharing App
Preconditions: There is at least one recording in the current mix
Triggers: User indicates desire to share

1. User indicates desire to share
2. System delivers sound file consisting of the merged version of the current mix to the external sharing system, and that system is triggered to initiate share.

Success end conditions: sharing application receives the correct file
Failure end conditions:

Files cannot be merged. Contingency plan: system displays error message.
Sharing application cannot be contacted. Contingency plan: system displays error message.