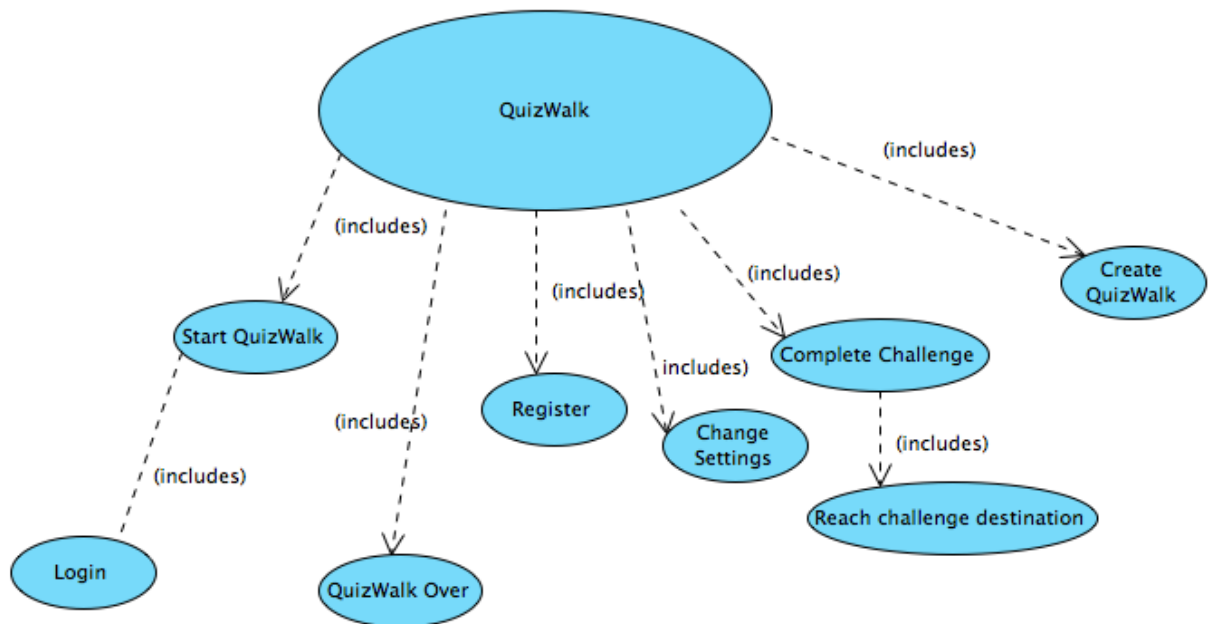# Use cases for QuizWalk

1. Use Cases: "Login"

Summary: This is what happens when you first start the app. Following UC will probably be Start quiz.

Priority: low
Extends: -
Includes: NA
Participators: Actual player

Normal flow of events

A successful login

	Actor	System
1	Starts app	
2		Prompts user for login credentials
3	Enters credentials	
4	Clicks "Login"	
5		Verifies authenticity of user credentials.
6		Let's user into the welcome-screen

Alternative flow of events

Flow 5.1 Unsuccessful login/wrong password or username

	Actor	System
5.1.1		Gives feedback to the user telling it that password/username is wrong
5.1.2	Enters Username and Password again	

1. Use Cases: "Register User"

Summary: Lets the user register into the database

Priority: low
Extends: -
Includes: NA
Participators: Actual player

Normal flow of events

A successful login

	Actor	System
1	Presses "Register"	
2		Prompts user for credentials
3	Enters credentials	
4	Clicks "Register"	
5		Verifies authenticity of user credentials.
		Stores credentials in database
6		Let's user into the login-screen

3. Use Case : Start QuizWalk

Summary: UC Start quiz is where the player joins a quiz walk and starts walking. This is followed by UC Complete Challenge.

Priority: high
Extends: -
Includes: UC: Login

Normal flow of events

Successful start of a quiz

● Start Game:

	Actor	System
1	(See Use Case: Login)...	
2		Show options: "Play QuizWalk", "Create QuizWalk", and "Settings"
3		Show player summary, such as user score and game history.
6	Presses "Play QuizWalk"	
7		Retrieves user GPS coordinates.
8		Shows a view of locally available quizzes.
9	Presses at one of the available Quizzes.	
10		Shows a **summary** of the quiz: description, locations & **reward**.
11		Shows options: "Start Quiz", "Exit" and "Save Quiz ".
12	Presses "Start Quiz"	
13		Application switches to the Game view.
14		(See Use Case "Game Started"

Alternative flow of events

Flow 6.1: No quizzes can be found in users geographical vicinity. GPS is working, but no Quizzes in close proximity can be found in the database.

	Actor	System
6.1.1	(User attempts to list available quizzes)	Warns user that no locally available quizzes are present.
6.1.2		Gives user option to extend search, by listing other quizzes available.
6.1.3		Hints user that he or she can generate custom quizzes through menu option..

Flow 7: GPS is disabled on client device.

	Actor	System
7.1.1		Dialog displaying that GPS is disabled.
		Show instructions on how to enable the GPS Location Service.
		Return to start screen.

Flow 3.1.1: No connection to server could be established.

	Actor	System
8.1.1	(User attempts to list available quizzes)	Diagnose if connection issues persists locally (client has no connection to Internet) or if connection instability originates from Server (Server is unavailable).
		Prompt user to resolve issue if problem is believed to be local.

4. Use Case: Reach Challenge destination

Summary: This use case represents what happens after a user initiates a new Quiz (see use case: Start Quiz). It is presumed that the challenge will have a location linked to it.
This case will take into account a Quiz with two challenges at two different locations.
Every challenge has a Question and correct answer.

Priority: high
Extends: -
Includes: -
Participators: Actual player

Normal Flow

The user uses map

	Actor	System
3	(is in game)	
4		Shows **map** view
5		Marks on map: users current **location** and markers for all location-bound **challenges** in the current **Quiz**.
6	Using the map, and location markers - User physically navigates to a given location.	
7		Shows a Challenge associated with the current location.

5. Use Case: Complete Challenge

Summary: This is how a challenge will be presented and interacted with. Following UC Start quiz and Complete Challenge. Followed by quiz Over if this is the last question of the challenge

Priority: high
Extends: -
Includes: Reach challenge destination

Participators: Actual player

Normal Flow

The user answers the question correctly

	Actor	System
1	(UC Reach Challenge Destination)	
2		Displays a Question
3		Prompts user for answer to question.
4	Submits answer	
5	User clicks "submit"	
6		Displays "Correct Answer!" Message
7		Displays next question on the map

Alternate Flow

The user answers incorrectly

	Actor	System
4.1.1		Displays "Wrong Answer!"
4.1.2		The dot on the map turns red
4.1.3		Displays next question on the map

6. Use Case: Create Quiz

Summary: User can create a Challenge. Make questions and assign them to geographical locations. Will probably be followed by a "Create Quiz" button on Start Menu.

Priority: low
Extends: -
Includes: -

Participators: Actual player

Normal Flow

User is logged in and wants to create and new Quiz.

	Actor	System
1	Presses button "Create Quiz"	
2		(A guided wizard for creating user-defined Quizzes appears.)
3	Shows a map, prompts user to long click map to add challenge.	
4	long-presses map	
5		Shows field for the user to enter question and answers
6	Presses Create Question	
7		Shows a confirmation
	-- Keeps adding questions --	
6	Presses Create QuizWalk	
8		Asks User to name the QuizWalk
9	User clicks "Submit"	
10		Shows the Game-menu, with a confirmation of created QuizWalk
11		QuizWalk is stored on the database

Alternate Flow

User do not fill in question and answers.

	Actor	System
6.1		Prompts user to fill in all details

7. Use Case: QuizWalk Over

Summary: The Actor answers the last question of the quiz. Following Challenge Complete

Priority: high
Extends: -
Includes: -
Participators: Actual player

Normal Flow

User wants to return to the start menu

	Actor	System
1		Displays Number of correct answers
2		Displays Number of incorrect answers
4		Displays Start Menu button
5	Clicks the Start menu button	
6		Displays Start Menu

8. Use Case: Change Settings

Summary: The Actor accesses the Settings screen

Priority: low
Extends: -
Includes: -
Participators: Actual player

Normal Flow

User wants to return to the start menu

	Actor	System
1	Clicks Setting menu item	
2		Displays Logout options
3		Displays Notification options
4		Displays Email/Password Change options
5	Clicks "Logout"	
6		Returns to Login UC

Alternate Flow

Disable Notifications

	Actor	System
4.1	Clicks "Disable Notifications" option	
4.1.2		Disables notifications

Alternate Flow

Changes password or email

	Actor	System
4.1	Edits the Email or Password fields	
4.1.2		Displays a message explaining that the password and/or email has been changed