(Format (for copy & paste):

Use case ID:

Use case name:

Associated Requirement IDs:

Actors:

Description:

Pre-conditions:

Post-conditions:

Main Success scenario:

Alternative scenarios:

)

Use case ID: #1

Use case name: **Viewing a reading text**

Associated Requirement IDs: #1

Actors: Pupil, Teacher

Description:

Available reading texts could be viewed by the users.

Pre-conditions:

User is Logged in to the system.

Main Success scenario:

1. The User chooses a text to be displayed.
2. The system loads the text and it is displayed to the user.

Alternative scenarios:

2.1) Some error regarding the loading of the text occurs, an appropriate message is displayed to the User.

Use case ID: #2

Use case name: **Hearing a text being read out loud**

Associated Requirement IDs: #2

Actors: Pupil, Teacher

Description:

Any reading text could be Listened to by the reader of the text.

Pre-conditions:

User is viewing a reading text.

Post-conditions:

Appropriate audio file is being played.

Main Success scenario:

1. The user is reading a text, clicks a button to play the text out loud.
2. The system loads the audio and plays it to the user.

Alternative scenarios:

2.1) Some error regarding the loading of the audio occurs, an appropriate message is displayed to the User.

Use case ID: #3

Use case name: **Hearing a selected subtext being read out loud**

Associated Requirement IDs: #3

Actors: Pupil, Teacher

Description:

Any selected sub-text in a reading text could be Listened to by the reader of the text.

Pre-conditions:

User is viewing a reading text.

Post-conditions:

Appropriate audio is being played.

Main Success scenario:

1. The user is reading a text, selects some subtext of the whole reading text.
2. The user clicks a button to play the selected text out loud.
3. The system loads the audio and plays it to the user.

Alternative scenarios:

3.1) Some error regarding the loading of the audio occurs, an appropriate message is displayed to the User.

Use case ID: #4

Use case name: **Seeing the definition of a selected word or phrase**

Associated Requirement IDs: #4

Actors: Pupil, Teacher

Description:

Upon selecting a difficult word or phrase in a text, the definition of that word or phrase could be displayed to the user.

Pre-conditions:

User is viewing a reading text.

Post-conditions:

Appropriate definition is displayed.

Main Success scenario:

1. The user is reading a text, selects some word or phrase.
2. The user clicks a button to show the definition of that word or phrase.
3. The system loads the definition and displays it to the user.

Alternative scenarios:

3.1) A definition for the selected word/phrase was not found.

3.2) The selected text is not a word/phrase.

3.X.1) An appropriate error message is displayed to the User.

Use case ID: #5

Use case name: **Answering questions regarding a reading text**

Associated Requirement IDs: #5

Actors: Pupil

Description:

After a Pupil finishes reading a text, he proceeds to answer questions regarding that text.

Pre-conditions:

Pupil is viewing a reading text.

Post-conditions:

The answers are submitted to the system, to be checked automatically/by the teacher.

Main Success scenario:

1. The pupil is finished reading a text, chooses to go to Questions Phase.
2. All questions regarding the text are displayed to the Pupil for answering.

Alternative scenarios:

2.1) Some error regarding the loading of the questions occurs, appropriate error message is displayed.

Use case ID: #6

Use case name: **Receiving feedback for the number of words in an answer**

Associated Requirement IDs: #6

Actors: Pupil

Description:

After a Pupil finishes answering a question and chooses to "Check" the answer, he receives feedback for the amount of words in the answer (too many words/too little words).

Pre-conditions:

Pupil is answering a question.

Main Success scenario:

1. The pupil is writing an answer to a question after reading a text.
2. The pupil clicks a button to check his answer after he is done.
3. Feedback for the amount of words in his answer is displayed to him.

Alternative scenarios:

3.1) Some error regarding the processing of the answer occurs, appropriate error message is displayed.

Use case ID: #7

Use case name: **Amount of words in an answer is limitable**

Associated Requirement IDs: #7

Actors: Pupil

Description:

While answering a question, the Pupil can see the lower and upper bounds of the amount of words needed to submit that answer.

Pre-conditions:

Pupil is answering a question.

Main Success scenario:

1. The pupil is writing an answer to a question after reading a text.
2. The limit for the amount of words in his answer is displayed to him, while he is writing the answer.

Alternative scenarios:

2.1) Some error regarding the processing of the answer occurs, appropriate error message is displayed.

Use case ID: #8

Use case name: **Receiving feedback for the number of connectors in an answer**

Associated Requirement IDs: #8

Actors: Pupil

Description:

After a Pupil finishes answering a question and chooses to "Check" the answer, he receives feedback for the number of connectors in the answer (too many/too little).

Pre-conditions:

Pupil is answering a question.

Main Success scenario:

1. The pupil is writing an answer to a question after reading a text.
2. The pupil clicks a button to check his answer after he is done.
3. Feedback for the number of connectors in his answer is displayed to him.

Alternative scenarios:

3.1) Some error regarding the processing of the answer occurs, appropriate error message is displayed.

Use case ID: #9

Use case name: **Receiving suggestions for key sentences to start an answer**

Associated Requirement IDs: #9

Actors: Pupil

Description:

While answering a question, the Pupil can get a suggestion for an opening sentence for his answer.

Pre-conditions:

Pupil is answering a question.

Main Success scenario:

1. The pupil is writing an answer to a question after reading a text.
2. The pupil clicks a button to receive suggestions for an opening sentence for his answer.
3. Some suggestions for an opening sentence are displayed to him.

Alternative scenarios:

2.1) Some error occurs, appropriate error message is displayed.

Use case ID: #10

Use case name: **Receiving feedback for repeated words in an answer**

Associated Requirement IDs: #10

Actors: Pupil

Description:

After a Pupil finishes answering a question and chooses to "Check" the answer, he receives feedback for repeated words in his answer, if there are any such.

Pre-conditions:

Pupil is answering a question.

Main Success scenario:

1. The pupil is writing an answer to a question after reading a text.
2. The pupil clicks a button to check his answer after he is done.
3. Feedback for repeated words in his answer, if there are any, is displayed.

Alternative scenarios:

3.1) Some error regarding the processing of the answer occurs, appropriate error message is displayed.

Use case ID: #10.1

Use case name: **Receiving suggestions for alternatives for repeated words in an answer**

Associated Requirement IDs: #11

Actors: Pupil

Description:

After a Pupil receives feedback for repeated words in his answer, he also receives suggestions for some alternatives for repeated words in his answer

Pre-conditions:

Pupil is checking his answer.

Main Success scenario:

1. Feedback for repeated words in an answer, if there are any, is displayed.
2. Suggestions for alternate words to be used instead of the repeated words are displayed.

Alternative scenarios:

2.1) Some error regarding the processing of the answer occurs, appropriate error message is displayed.

Use case ID: #11

Use case name: **Exploring relates online games via Hyperlinks**

Associated Requirement IDs: #12

Actors: Pupil, Teacher

Description:

Users can be referred to related online games through hyperlinks available in the system.

Pre-conditions:

User is logged in.

Post-conditions:

The selected online game is loaded for the user.

Main Success scenario:

1. The user selects an external online game from a list of available games.
2. The user clicks the related Hyperlink, is directed to the game.

Alternative scenarios:

2.1) link is broken or URL is not found, appropriate error message is displayed.

Use case ID: #12

Use case name: **Viewing accumulated scores in the assorted online games**

Associated Requirement IDs: #13

Actors: Pupil

Description:

Pupils can view their scores in the online games available.

Pre-conditions:

Pupil is logged in.

Main Success scenario:

1. The pupil selects an external online game from a list of available games.
2. The accumulated score of the selected game is displayed.

Use case ID: #13

Use case name: **Tracking progress in the assorted online games**

Associated Requirement IDs: #14

Actors: Pupil

Description:

Pupils can track their progress over time in the online games.

Pre-conditions:

Pupil is logged in.

Main Success scenario:

1. The user selects an external online game from a list of available games.
2. The pupil clicks on a button to track his progress
3. A graph for the pupil's progress in the game is displayed

Alternative scenarios:

2.1) Some error occurs, appropriate error message is displayed.

Use case ID: #14

Use case name: **Tracking progress of tasks**

Associated Requirement IDs: #15

Actors: Pupil, Teacher

Description:

Users can track their progress in their current active tasks.

Pre-conditions:

User is logged in.

Main Success scenario:

1. The user selects a task to track.
2. Progress in that task is displayed through a graph and the number of remaining questions to be answered.