

SENG1031 Phase 4

Use case by: Eibiel Sardjanto

1. Use Case Name	Hovering over username to view information
2. Brief Description	This use case demonstrates the implementation of features for all users to check another user's information by hovering cursor on usernames found anywhere on the platform.
3. Actors	
3.1 Primary Actor/s	Brands or Influencers
3.2 Secondary Actor/s	Nil
4. Flow of Events	
4.1 Main Flow	
4.1.1	USER HOVERS MOUSE OVER USERNAME The use case begins when the use is on a webpage where they can see another user's username. The user can then move their mouse cursor over the target user's username to begin loading information about that user.
4.1.2	A SMALL WINDOW APPEARS A small window will appear directly above the mouse cursor and will persist as long as the user's mouse cursor is positioned over the target user's name or the window. A loading icon as in SF 4.3.1 will appear in the middle of the window to signify that information about the user is being loaded.
4.1.3	INFORMATION ABOUT THE USER IS DISPLAYED IN THE WINDOW After a time period of less than a second, the loading icon will disappear. The window will then become populated with information about the user, i.e. their reputation score, the number of collaborations they've had, the size of their social media following, a list of categories that they're under and a hyperlink to their personal profile page. The reputation score

	consists of an integer from -100 to 100 whilst the number of collaborations and following size are positive integers. Each individual category in the list of categories is separated from the others by a comma.
4.1.4	<p>USER CLOSES THE WINDOW</p> <p>When the user moves their cursor to a position that is not on the window of the target user's name, the window will disappear. The use case ends here.</p>
4.2 Alternate Flows	
4.2.1	<p>INFORMATION CANNOT BE LOADED</p> <p>At MF 4.1.3 or AF 4.2.2 or AF 4.2.3 if the system fails to load information about the target user due to network failure or a similar issue, then the system will display an error message in the information window stating "We were unable to load information about the user at this time". The use case ends here.</p>
4.2.2	<p>USER CLICKS ON REPUTATION SCORE</p> <p>At MF 4.1.3 if the user clicks on the target user's reputation score, then a small window will appear to the right of the current window with a loading icon as in SF 4.3.1. This window will contain a breakdown of the user's reputation score by listing the individual ratings for their communication, amiability and contribution, and also the number of votes they've received. The window will persist as long as the user's cursor is positioned over this new window, the main window or the user's name. The use case ends here.</p>
4.2.3	<p>USER CLICKS ON SOCIAL MEDIA FOLLOWING SIZE</p> <p>At MF 4.1.3 if the user clicks on the target user's following size, then a small window will appear to the right of the current window with a loading icon as in SF 4.3.1. This window will contain a breakdown of the user's social media following by listing the individual following sizes on each of the target user's social media accounts. The window will persist as long as the user's cursor is positioned over this new window, the main window or the user's name. The use case ends here.</p>
4.2.4	<p>USER CLICKS ON HYPERLINK</p> <p>At MF 4.1.3 if the user clicks on the hyperlink to the target user's profile page, then the user will be redirected to that</p>

	profile page. The use case ends here.
4.2.5	<p>USER CLOSES WINDOW WHEN ALTERNATE WINDOW IS OPEN</p> <p>At MF 4.1.4, if the user has also opened a window to the right of the main window as in AF 4.2.2 AND 4.2.3, then this window will also be closed when the user moves their mouse cursor to an area that is not the main window, the alternate window or the target user's name. The use case ends here.</p>
4.2.6	<p>USER HAS ALREADY OPENED A SEPARATE WINDOW</p> <p>At AF 4.2.2 or 4.2.3 if the user has already opened a window to the right of the main window, then the information in the alternate window will be replaced with the information in the relevant alternate flow. The use case ends here.</p>
4.3 Sub Flows	
4.3.1	<p>LOADING ICON</p> <p>A loading icon which consists of a series of animated circles organised in a circular fashion. Each circle has a different level of transparency. The icon will rotate to simulate the loading process.</p>
5. Special requirements	
5.1 Business Rules	User is registered as a brand or influencer and logged in.
6. Pre-conditions	User is signed in and on any page where they are able to see another user's username.
7. Post-conditions	The user was able to view the target user's reputation score, the number of collaborations they've had, the size of their social media following and a hyperlink to their personal profile, and remains on the same page OR the user was able to view the above information and has navigated to the target user's profile page OR the user was unable to view the above information due to an error.

Use case by: Ryan Barry

1. Use Case Name	Finding Influencers
2. Brief Description	This feature will present brands with a list of influencers on their campus and allow them to sort this list by alphabetical order, their social media following size, their reputation and their relevancy to the brand.
3. Actors	
3.1 Primary Actor/s	Brands
3.2 Secondary Actor/s	Nil
4. Flow of Events	
4.1 Main Flow	
4.1.1	USER CLICKS BUTTON ON NAVIGATION TOOLBAR The use case begins when the system receives a click from the user on the Find Influencers button on the vertical navigation toolbar, which is located on the left side of the screen on every page.
4.1.2	USER REDIRECTED TO FIND INFLUENCERS PAGE The user is redirected to the Find Influencers page where they will see four columns titled Name, Reputation, Following Size and Relevancy, and a space below where the list of influencers will be loaded.
4.1.3	THE LIST OF INFLUENCERS BEGINS LOADING A loading icon as in SF 4.3.1 appears in the space below the column headings to signify that the list of influencers is being loaded. The list of available campus influencers is then sorted according to alphabetical order.
4.1.4	A LIST OF INFLUENCERS IS DISPLAYED ON SCREEN The first 20 influencers by alphabetical order in the sorted list are displayed on the screen within a second of the loading icon appearing, with data about each influencer sorted into columns by their name, their reputation, their social media following size and their relevancy to the brand. The loading icon disappears.

4.1.5	<p>USER SORTS THE LIST OF INFLUENCERS</p> <p>The user can click on the heading above each column to sort the list of influencers based on the influencer's name, their reputation, their social media following size and their relevancy to the brand.</p>
4.1.6	<p>LOAD MORE INFLUENCERS TO THE LIST</p> <p>When the user scrolls down to the bottom of the page, a loading icon will appear as in 5.1.1 to notify the user that more influencers are being loaded. The next 20 influencers from the sorted list of influencers will then be appended to the visible list in less than a second and the page will be extended to accommodate. The loading icon will then disappear. The use case ends here.</p>
4.2 Alternate Flows	
4.2.1	<p>SORT BY ALPHABETICAL ORDER</p> <p>At MF 4.1.5 if the system registers a click on the Name heading above the left most column, then the list of influencers will be sorted within a second and updated to display the 20 campus influencers who appear first in alphabetical order. The use case ends here.</p>
4.2.2	<p>SORT BY REPUTATION</p> <p>At MF 4.1.5 if the system registers a click on the Reputation heading above the second left column, then the list of influencers will be sorted within a second and updated to display the 20 campus influencers who have the highest reputation. The use case ends here.</p>
4.2.3	<p>SORT BY SOCIAL MEDIA SIZE</p> <p>At MF 4.1.5 if the system registers a click on the Following Size heading above the second right column, then the list of influencers will be sorted within a second and updated to display the 20 campus influencers who have the largest accumulative social media following. The use case ends here.</p>
4.2.4	<p>SORT BY RELEVANCY</p> <p>At MF 4.1.5 if the system registers a click on the Relevancy heading above the right most column, then the list of influencers will be sorted within a second and updated to display the 20 campus influencers who share the most</p>

	categories in common with the user. The use case ends here.
4.2.5	<p>BETWEEN 1 AND 19 INFLUENCERS AVAILABLE</p> <p>At MF 4.1.4 or 4.1.5 if there are less than 20 but more than 0 registered influencers for the specific campus that can be loaded to the visible list of influencers, the system will load the exact number of remaining influencers and append them to the list. The use case ends here.</p>
4.2.6	<p>NO AVAILABLE INFLUENCERS</p> <p>At MF 4.1.4 or 4.1.5 if there are no influencers that can be added to the list, then the system will display a message at the end of the current list or in the space where the list would be if there are no influencers in the list. The message will read “There are no more influencers available”. The use case ends here.</p>
4.2.7	<p>SORT FAILS</p> <p>At MF 4.1.4 or AF 4.2.1 to 4.2.4 if the sort algorithm fails, then the system will display an error message in place of the list which says “We encountered an error while trying to find influencers, please try again” and a retry button will appear below the message. When the user clicks the retry button, the system will try to resort the list in the same manner as the previous sort operation. The use case ends here.</p>
4.3 Sub Flows	
4.3.1	<p>LOADING ICON</p> <p>A loading icon which consists of a series of animated circles organised in a horizontal line. The circles will increase and decrease their size to symbolize a loading sequence.</p>
5 Special requirements	
6.1 Business Rules	Access to the Find Influencers page is available only to registered brands. The Find Influencers button on the navigation toolbar is also only visible to registered brands.
6 Pre-conditions	The user is logged in as a brand and anywhere on the website
7 Post-conditions	The system will display a list of campus influencers which is sorted based on the user’s preferred sorting method (i.e. alphabetical order, reputation, following size, relevancy) OR no influencers are displayed and an appropriate error message appears.

Use case by: Daniel Wu

1. Use Case Name	Instant Messaging
2. Brief Description	Allows users to send and receive instant messages to and from collaborating partners. Users can also view their message history of sent and received messages.
3. Actors	
3.1 Primary Actor/s	Brands or Influencers
3.2 Secondary Actor/s	Nil
4. Flow of Events	
4.1 Main Flow	
4.1.1	USER CLICKS THE MESSENGER TAB BUTTON The use case starts when the system receives a click on the Messenger tab from the user. The messenger tab is located in the bottom right corner of any page.
4.1.2	MESSENGER WINDOW POPS UP The messenger window appears in a separate rectangular window in place of the messenger tab. The tab includes a heading bar at the top and a scroll bar along the right side of the window.
4.1.3	A LIST OF COLLABORATING USERS IS DISPLAYED A list of rectangles containing the names of brands/influencers the user is collaborating with is displayed in the messenger tab. Each rectangle contains the brand/influencer's name and an online status indicator as in SF 4.3.1. The user can click and drag the scroll bar or use their mouse wheel to scroll through the list of users.
4.1.4	USER CLICKS ON A SPECIFIC USER When the user clicks on the target user, the list of users will disappear and be replaced with a list of past messages between the user and the target user. The past messages will be sorted in chronological order, with each message including a date and time stamp titled "Sent on DATE at TIME" above them. A dialogue box is located at the bottom

	<p>of the page beneath the message history with the words “Type a message here” in the box. The window heading will include the user’s name and an online status indicator as in SF 4.3.1.</p>
4.1.5	<p>USER TYPES AND SENDS A MESSAGE</p> <p>When the user clicks on the dialogue box and begins typing their message, the “Type a message here” text will disappear. When the user presses enter, the message will be sent within a second to the specified user and the sent message will be appended to the list of previous messages.</p>
4.2 Alternate Flows	
4.2.1	<p>USER EXITS THE MESSENGER</p> <p>At any point in the Main Flow after MF 4.1.2 if the user clicks on the cross located in the top right corner of the window on the heading bar, the messenger window will close. The use case ends here.</p>
4.2.2	<p>INSTANT MESSAGE FAILED TO SEND</p> <p>At MF 4.1.5 if the case that the user has gone offline, the system loses connection or another technical error prevents the message from being sent after the user clicks enter, the system will attempt to reconnect and send the message. If the system was unable to send the message after 5 seconds, the message will still be appended to the list of previous messages but will display the message “Failed to send the following message” in red where the timestamp would be. The use case ends here.</p>
4.2.3	<p>CHARACTER LIMIT REACHED</p> <p>At MF 4.1.5 if the user enters more than 500 characters, then the system will prevent the user from being able to enter any additional characters. The system will also play a ‘ding’ sound to notify the user that they have exceeded the character limit. The use case ends.</p>
4.2.4	<p>USER SENDS AN ATTACHMENT</p> <p>At MF 4.1.5 if the user drags a file from their computer into the dialogue box, then the file will be sent as an attachment to the target user automatically and will be appended to the list of past messages and given a timestamp. The target user can then click the file to download the attachment. The use case ends here.</p>

4.2.5	<p>USER RECIEVES A MESSAGE</p> <p>If the user's collaborating partner messages the user while they are on the website, the system will play a 'ding' sound for the receiving user. At MF 4.1.3, the user who sent the message's name will be highlighted in red to notify the receiving user that they have an unread message from that user. The use case ends here.</p>
4.2.6	<p>USER RETURNS TO LIST OF USERS</p> <p>At MF 4.1.4 if the user wishes to return to the list of users they can send a message to, then they can click the return button located on the heading bar to the left of the cross. The list of influencers will then be displayed in place of the past messages and dialogue box. The use case ends here.</p>
4.2.7	<p>USER EXITS WITHOUT SENDING A MESSAGE</p> <p>At MF 4.1.5 if the user exits the messenger or closes the website without sending a typed message, then the message will be stored so that the user can continue writing later. When the user next accesses the messenger tab and navigates to the user who they were typing a message to, then the unfinished message will be displayed in the dialogue box. The use case ends here.</p>
4.3 Sub Flows	
4.3.1	<p>ONLINE STATUS INDICATOR</p> <p>A small circle to the right of their name coloured red if the user is offline or green if the user is online.</p>
5. Special requirements	
5.1 Business Rules	This feature is accessible only by registered users.
6. Pre-conditions	The user is a brand or influencer who is logged in and on any page of the website
7. Post-conditions	The user will have their instant message delivered in under a second to the target user and the user will also be able to view their past conversations with the target user OR the user will be unable to send their instant message to the target user.

Use case by: Will Watson

1. Use Case Name	Linking social media account to website
2. Brief Description	This use case depicts a feature which allows the user to link their social media accounts to the site to expand their social media connections.
3. Actors	
3.1 Primary Actor/s	Brands or Influencers
3.2 Secondary Actor/s	Supported external social media platforms such as Instagram
4. Flow of Events	
4.1 Main Flow	
4.1.1	USER CLICKS BUTTON TO ADD ACCOUNT The use case begins when the user is on their personal profile page. The user can scroll down to the section of their profile page titled Social Media and click the Add Accounts button, which is portrayed as a hollow circle with a plus-sign (+) in it and is located at the top of the social media section.
4.1.2	A BOX CONTAINING SUPPORTED SOCIAL MEDIA PLATFORMS POPS UP A large box will appear in the middle of the screen. The box contains square icons for all supported social media platforms which the user can then click on. The box also includes a close button, which is portrayed as a hollow circle with an 'X' in it, in the top right corner of the window.
4.1.3	A LOGIN WINDOW APPEARS When the user clicks on the icon for a specific social media platform, a login window for that platform will appear in the middle of the screen. The window consists of two textboxes titled username and password and a login button beneath them, with a close button (X) in the top right corner of the window. The user can click on the textboxes and enter their username and password for that specific social media platform.

4.1.4	<p>MEDIA SYNCHRONISATION</p> <p>When the user clicks on the Login button at the bottom of the login window, the social media account is now linked and content will be streamed to the social media section of the users profile page. The user can also use any other functions which require social media integration. The use case ends here.</p>
4.2 Alternate Flows	
4.2.1	<p>CLOSE THE INTERACTIVE BOX</p> <p>At MF 4.1.2 in the case where the user clicks outside of the interactive box (but still on the webpage) or on the X located at the top right corner of the window, the interactive box will automatically close for the user. The use case ends here.</p>
4.2.2	<p>USER QUILTS ADDING SOCIAL MEDIA ACCOUNT</p> <p>At MF 4.1.3 if the user clicks the close button in the top right corner of the window, the login window will close and the user will return to MF 4.1.2. The use case ends here.</p>
4.2.3	<p>USER TRIES TO LINK MORE THAN ONE ACCOUNT FOR A SOCIAL MEDIA PLATFORM</p> <p>At MF 4.1.3 if the user enters their social media account details but has already connected to the website with another account for the same platform, a small window with two buttons will appear in the centre of the screen. The window will prompt the user to choose one of the two buttons to a) log the current account out and connect with the new account or b) to leave the current account linked. When the user selects one of the options, the window disappears. The use case ends here.</p>
4.2.4	<p>USER'S SOCIAL MEDIA ACCOUNT IS NOT AUTHORIZED</p> <p>At MF4.1.3 if the social media platform determines that user login information is not correct or incomplete and sends an exception message. The user can then choose to create an account for the social media platform or if they have a pre-existing account they can re-enter their login details. The use case ends here.</p>

4.2.5	<p>USER EXPERIENCES NETWORK FAILURE</p> <p>At MF 4.1.4 if the user experiences network failure and or the social media website the user is trying to connect to is offline, then the system will display an error message when the user clicks on the login button which tells the user that the system was unable to connect to the social media account. When the user or the external social media platform comes back online, the system will then correctly execute MF 4.1.4 when the user next clicks the login button. The use case ends here.</p>
5. Special requirements	
5.1 Business Rules	<p>Access is only given to registered users.</p> <p>Registered users may only link one account for each social media platform.</p>
5.2. Usability requirements	All pages/windows in this use case are navigable from a computer and require an internet connection.
5.3. Data Definition	User information such as their login details, and pre-existing social media accounts already linked by the user to their account.
6. Pre-conditions	The user is logged in as a brand or an influencer and is currently on their personal profile page.
7. Post-conditions	<p>(The user has linked their social media account to their profile on the site AND their social media content is streamed to their profile page AND can use any other functions which require social media integration)</p> <p>OR (the user has been unsuccessful in linking their account AND they create a new account for the social media platform AND their social media content is streamed to their profile page AND can use any other functions which require social media integration)</p> <p>OR (the user has been unsuccessful in linking their account AND they are unable to use any features which require social media integration).</p>

Use case by: Ryan Thai

1. Use Case Name	Feedback Form
2. Brief Description	This feature allows brands or influencers to provide feedback on their collaboration experience with another user.
3. Actors	
3.1 Primary Actor/s	Brands or Influencers
3.2 Secondary Actor/s	Nil
4. Flow of Events	
4.1 Main Flow	
4.1.1	FIND THE FEEDBACK SECTION The use case begins when the user scrolls down to the feedback section which is located on the target user's profile.
4.1.2	SELECT THE "LEAVE USER FEEDBACK" OPTION The user clicks on the Leave User Feedback button to the right of the Past Feedback heading.
4.1.3	A SIMPLE FEEDBACK FORM APPEARS A simple feedback form pops up in the centre of the screen. The box consists of three rating scales for communication, amiability and contribution, and a text box underneath the rating scales where the user can leave textual feedback. Each individual scale includes 5 circular boxes labelled from 1 to 5.
4.1.4	USER RATES THE TARGET USER The user is able to rate the target user's communication, amiability and contribution from 1 to 5 by selecting the corresponding box for each rating scale.
4.1.5	USER LEAVES WRITTEN FEEDBACK The user can write any additional feedback by clicking inside the text box below the rating scales. The user will then be able to write up to 1000 characters inside the text box.

4.1.6	<p>USER SUBMITS THE FORM</p> <p>When the user has filled out all the necessary details in the form, the user selects the 'Submit Feedback' button at the bottom right of the form. The feedback form will then disappear. The system will also display the feedback on that user's profile under the feedback section alongside other feedback. The use case ends here.</p>
4.2 Alternate Flows	
4.2.1	<p>CLOSE THE SUBMISSION FORM</p> <p>At MF 4.1.3 in the case where the user clicks outside of the feedback form (but still on the webpage) or on the X located at the top right corner of the window, the feedback form will automatically close for the user and any information filled out in the form will be discarded. The use case ends here.</p>
4.2.2	<p>USER SUBMITS FORM WITHOUT COMPLETING</p> <p>At MF 4.1.6 if the user tries to submit the feedback form without first giving the target user a rating for their communication, amiability and contribution, then the system will display an error message stating "Cannot submit feedback: ratings not specified". The use case ends here.</p>
4.2.3	<p>USER EXPERIENCES NETWORK FAILURE</p> <p>At MF 4.1.6 if the user experiences network failure or is unable to connect to the website, then the system will display an error message when the user clicks on the submit button and the feedback will not be posted. When the user or website comes back online, the system will then correctly submit the form when the user next clicks the submit button. The use case ends here.</p>
4.2.4	<p>USER NAVIGATES TO ANOTHER PAGE</p> <p>At MF 4.1.3 to 4.1.5 if the user redirects to another page before the system registers a click on the Submit Feedback button or if the user closes the feedback form, the information filled out in the form will be discarded and will not be posted to the target user's profile. The use case ends here.</p>
4.2.5	<p>USER NOT COLLABORATING WITH TARGET USER</p> <p>At MF 4.1.2 if the user leaving feedback has not collaborated on a recent project with the user of the profile page, and the</p>

	user clicks the Leave User Feedback button, an error message stating, “You cannot leave feedback as you have not collaborated with (user)” will appear above on screen. The use case ends here.
4.2.6	<p>CHARACTER LIMIT FOR TEXTUAL FEEDBACK</p> <p>At MF 4.1.5 if the user enters more than 500 characters, the system will prevent the user from being able to enter any additional characters. The system will also play a ‘ding’ sound to notify the user that they have exceeded the character limit. The use case ends here.</p>
5. Special requirements	
5.1 Business Rules	User is a registered brand or influencer and has collaborated with the target user.
6. Pre-conditions	The user is logged in as a brand or influencer and on the target user’s profile page.
7. Post-conditions	The system will post the user’s feedback to the target user’s profile under the feedback section OR the feedback will be discarded if the user fails to submit the feedback form.

Use case by: Jessie Robinson

1. Use Case Name	Registration
2. Brief Description	This use case allows the user to register an account for the website.
3. Actors	
3.1 Primary Actor/s	Brands or Influencers who have not yet created an account
3.2 Secondary Actor/s	Nil
4. Flow of Events	
4.1 Main Flow	
4.1.1	WEBSITE WELCOME SCREEN The use case starts when the user opens the website in their browser either for the first time or without having logged in.
4.1.2	TWO REGISTRATION BUTTONS APPEAR The use will see two buttons in the middle of the screen titled “Sign Up as Brand” and “Sign Up as Influencer”. The user can select either button based on whether they want to create an account as a brand or an influencer.
4.1.3	REGISTRATION SCREEN When the user clicks on a particular button, the user is taken to another page which displays the registration form. The user can then fill out the following details: First Name – A-Z, a-z, apostrophe, max 30 chars Surname– A-Z, a-z, apostrophe, max 30 chars Username – A-Z, a-z, 0-9, max 25 chars University – user picks one option from a drop down list of all available universities Categories – see SF 4.3.1 Email – in any supported email format such as username@example.com Password – A-Z, a-z, 0-9 min 8 chars, max 25 chars The user can then click register at the bottom of the page.
4.1.4.	USER IS TAKEN TO THE CONFIRMATION PAGE When the user has filled in their details and clicks on the

	<p>Register button at the bottom of the page, they will be redirected to the confirmation page. The page contains text that tells the user that a confirmation email has been sent to their email address. Below the text is a text box where users can input the code that they received in the confirmation email.</p>
4.1.5	<p>REGISTRATION COMPLETED</p> <p>When the user enters the confirmation code and clicks on the Register button below it, the user is now a registered brand or influencer for a specific campus and can continue to the home screen and use the website. The use case ends here.</p>
4.2. Alternate Flows	
4.2.1	<p>EMAIL IS OF INCORRECT FORMAT</p> <p>At MF 4.1.3 if the site determines that the email format is incorrect after the user clicks on the register button, then the user will stay on the registration form and the email section will be highlighted in red. The user will see text below the email textbox stating “The email format is incorrect, please re-enter your address”. The use case ends here.</p>
4.2.2	<p>USERNAME/FIRST NAME/SURNNAME CONTAINS INVALID CHARACTERS</p> <p>At MF 4.1.3 if the site determines that the user’s username, given name or surname contains invalid characters, then the user will stay on the registration form and the section which contains invalid characters will be highlighted in red. The user will see text below the relevant textbox stating “This name contains invalid characters, please re-enter your name”. The use case ends here.</p>
	<p>USER EXCEEDS CHARACTER LIMIT</p> <p>At MF 4.1.3 if the user exceeds the character limit for a given field, then the system will prevent the user from being able to enter any additional characters. The system will also play a ‘ding’ sound to notify the user that they have exceeded the character limit. The use case ends.</p>
4.2.3	<p>EMAIL OR USERNAME HAS ALREADY BEEN REGISTERED</p>

	<p>At MF4.1.3 REGISTRATION SCREEN, in the case where the email or username the user has supplied is already linked to an account, the user is prompted to relocate to the login screen and provide their login details. The use case ends.</p>
4.2.4	<p>A REQUIRED FIELD HAS BEEN LEFT BLANK</p> <p>At MF4.1.3 if the user clicks the register button without completing all fields, the fields which have been left blank are highlighted in red and the user will receive a prompt below the field stating “Please fill in the required details”. The use case ends here.</p>
4.2.5	<p>USER QUILTS REGISTRATION</p> <p>At MF 4.1.3 if the user closes the page or redirects to another page before clicking on the register button, the registration details will be discarded and the user will have to restart at MF 4.1.1 the next time they access the website. The use case ends here.</p>
4.2.6	<p>USER PROVIDES THE INCORRECT CONFIRMATION CODE</p> <p>AT MF4.1.4 CONFIRMATION, the user types the confirmation code received in their email incorrectly and clicks confirm, the confirmation code box becomes red and the user is prompted to re-enter their confirmation code. The use case ends.</p>
	<p>USER EXPERIENCES NETWORK FAILURE</p> <p>At MF 4.1.3 if the user experiences network failure or is unable to connect to the website, then the system will display an error message when the user clicks on the Register button and the user’s account will not be created. When the user or website comes back online, the system will then correctly submit the form when the user next clicks the Register button. The use case ends here.</p>
4.3 Sub Flows	
4.3.1	<p>USER CATEGORIES</p> <p>When the user selects the Choose a Category button on the registration form, a small window with labelled check boxes for categories such as fitness, food or programming will appear in the middle of the screen. The use can check the boxes of any categories which they feel apply</p>

	to them or their audience.
5. Special Requirements	
5.1 Business rules	Access to the welcome page is given to anyone. Access past the registration screen is given only to a user with a university email address.
5.2 Usability requirements	All pages/windows in this use case are navigable from a browser and require an internet connection.
5.3 Data Definition	Email is provided by the user.
6. Pre-Conditions	User is logged in
7. Post Conditions	(The user has created their account AND can use any functions which require an account) OR (the user has been unsuccessful in creating their account AND they are unable to use any features of the website)

Eibiel

```
{
  "id": "User Info",
  "name": <string>,
  "reputation": <Number Integer>,
  "followingSize": <Number Integer>,
  "categories": [<string>],
  "profileURL": <string>,
  "errorMessage": <string>,
  "loadingAnimation": [<string>]
}

{
  "id": "Alternate Info",
  "ratings":{
    "communication": <Number Integer>,
    "amiability": <Number Integer>,
    "contribution": <Number Integer>
    "numVotes": <Number Integer>
  },
  "socialMedia": [{
    "platform": <string>,
    "followingSize": <Number Integer>
  }]
}
```

Ryan B

```
{
  "id": "Find Influencers",
  "columns": ["Name", "Reputation", "Following Size", "Relevancy"],
  "influencers": [{
    "name": <string>,
    "reputation": <Number Integer>,
    "followingSize": <Number Integer>,
    "relevancy": [<string>]
  }],
  "errorMessages": [<string>],
  "loadingAnimation": [<string>],
  "retryButton": <string>
}
```

Daniel

```
{
  "id": "Messenger",
  "user": [{
    "name": <string>,
    "status": <boolean>,
    "unreadMessage": <boolean>
  }],
  "button": {
    "id": "Exit",
    "icon": <string>
  },
  "statusIcons": [<string>]
}

{
  "id": "Chat Window",
  "sendTo": <string>,
  "buttons": [{
    "id": "Back",
    "icon": <string>
  }, {
    "id": "Exit",
    "icon": <string>
  }],
  "dialogueBox": [{
    "defaultText" : "Type a message here",
    "userText" : <string>
  }],
  "errorMessage": <string>
}
```

Ryan T

```
{
  "id": "Feedback Form",
  "ratings": {
    "communication": {
      "labels": [1, 2, 3, 4, 5],
      "1": <boolean>,
      "2": <boolean>,
      "3": <boolean>,
      "4": <boolean>,
      "5": <boolean>
    },
    "amiability": {
      "labels": [1, 2, 3, 4, 5],
      "1": <boolean>,
      "2": <boolean>,
      "3": <boolean>,
      "4": <boolean>,
      "5": <boolean>
    },
    "contribution": {
      "labels": [1, 2, 3, 4, 5],
      "1": <boolean>,
      "2": <boolean>,
      "3": <boolean>,
      "4": <boolean>,
      "5": <boolean>
    }
  },
  "textFeedback": [<string>],
  "buttons": [{
    "id": "Exit",
    "icon": <string>
  }, {
    "id": "Submit Feedback",
    "icon": <string>
  }],
  "errorMessages": [<string>]
}
```

Will

```
{
  "id": "Add Account",
  "user": <string>,
  "buttons": [{
    "id": "Close",
    "url": <string>
  }, {
    "socialMedia": [{
      "platform": <string>,
      "icon": <string>
    }],
  }]
}

{
  "id": "Login Window",
  "username": <string>,
  "password": <string>
  "buttons": [{
    "id": "Login",
    "url": <string>
  }, {
    "id": "Close",
    "url": <string>
  }]
}
```

Jessy

```
{
  "id": "Register an account"
  "fields": [{
    "firstName": <string>,
    "lastName": <string>,
    "username": <string>,
    "university": [<string>],
    "categories": [<string>],
    "email": <string>,
    "password": <string>,
  }],
  "button": {
    "id": "Register",
    "url": <string>
  },
  "errorMessage": <string>,
  "loadingAnimation": [<string>],
}
```

```

{
  "id": "Sign Up Page",
  "buttons": [{
    "id": "Sign Up as Brand",
    "url": <string>
  }, {
    "id": "Sign Up as Influencer",
    "url": <string>
  }]
}

{
  "id": "Sign Up Page",
  "confirmationCode" <Number Integer>,
  "button": {
    "id": "Register",
    "url": <string>
  },
  "errorMessage" <string>
}

```

General Domain Objects

```

{
  "id": "Navigation Toolbar",
  "buttons": [{
    "id": "My Profile",
    "url": <string>
  }, {
    "id": "Find Influencers",
    "url": <string>
    "isVisible": <boolean>,
  }, {
    "id": "View Requests",
    "url": <string>
    "isVisible": <boolean>,
  }, {
    "id": "Submit Content",
    "url": <string>
    "isVisible": <boolean>,
  }, {
    "id": "View Submissions",
    "url": <string>
    "isVisible": <boolean>,
  }, {
    "id": "Manage Collaborations",
    "url": <string>
  }]
}

```

```

{
  "id": "Profile Page",
  "user": <string>,
  "sections": [{
    "id": "Biography",
    "text": [<string>],
    "editButton": <string>
  }, {
    "id": "Social Media Stream",
    "platforms": [{
      "platform": <string>,
      "username": <string>,
      "url": <string>,
      "icon": <string>
    }],
    "addAccountButton": <string>
  }, {
    "id": "Past Feedback",
    "feedback": [{
      "user": <string>,
      "ratings": {
        "communication": <Number Integer>,
        "amiability": <Number Integer>,
        "contribution": <Number Integer>
      }
    }, {
      "text": [<string>],
    }],
    "leaveFeedbackButton": <string>
  }
}]
}

```