Sociometric Simulator

Use-Case Model

Version <1.0>

Revision History

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| 18/03/20 | 1.0 | First iteration | Horea |
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Use-Case Model

# Use-Cases Identification

\*Keeping the first instance/example for future use\*

[Identify actors, scenarios and use cases. Describe the three most important use-cases according to the following format:

***Use case: <use case goal>***

***Level: <one of: summary level, user-goal level, sub-function>***

***Primary actor: <a role name for the actor who initiates the use case>***

***Main success scenario: <the steps of the main success scenario from trigger to goal deliverye following format:>***

***Extensions: <alternate scenarios of success or failure>***

]

***Use case: Adding a random case(person)(1)***

***Level: User-goal level / Sub-function***

***Primary actor: The User***

***Main success scenario: Succesfull addition to the set(coherent case)***

***Extensions: Invalid data input, Invalid behaviour(incoherent case)***

***Use case: Adding a specific case(person)(2)***

***Level: User-goal level / Sub-function***

***Primary actor: The User***

***Main success scenario: Succesfull addition to the set(coherent case)***

***Extensions: Invalid data input, Invalid behaviour(incoherent case)***

*\*(1) and (2) will most likely work together, will edit as the development advances*

***Use case: Visualize / Simulate***

***Level: User-goal level***

***Primary actor: The User***

***Main success scenario: Meaningful simulation***

***Extensions: Chaotic / meaningless simulation***

]

UML Use-Case Diagrams

Will add diagrams when usage of all buttons is clear – as a simplistic view of what a user can do, everything boils down to adding data for a case and simulating the set.