Busy Bee

Use-Case Model

Version 1.0

Revision History

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Table of Contents

1. Use-Cases Identification 4

2. UML Use-Case Diagrams 4

# Use-Cases Identification

Use case: Create event (board)

Level: user-goal level

Primary actor: event creator

Main success scenario: the user logs in, creates a new event, adds desired components (goals, tasks, deadlines, etc.)

Extensions: user cannot log in as he is not registered; user cannot log in due to Internet connection failure; user cannot log in due to server downtime

Use case: Edit event (board)

Level: user-goal level

Primary actor: event creator

Main success scenario: the user logs in, accesses existing event from an event list, edits desired components (goals, tasks, deadlines, etc.)

Extensions: user cannot log in as he is not registered; user cannot log in due to Internet connection failure; user cannot log in due to server downtime; user cannot modify components due to improper permission rights

Use case: Add members

Level: user-goal level

Primary actor: event creator

Main success scenario: the user logs in, accesses existing event from an event list, adds members to the current event, sets their access rights

Extensions: user cannot log in as he is not registered; user cannot log in due to Internet connection failure; user cannot log in due to server downtime; user cannot add members that do not exist in the database

# UML Use-Case Diagrams

