Busy Bee

Use-Case Model

Version 1.0

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 22/03/2020 | 1.0 | Document inception. | Carla-Maria Rusu |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table of Contents

1. Use-Cases Identification 4

2. UML Use-Case Diagrams 4

Use-Case Model

# Use-Cases Identification

Use case: Create event

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

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

