Digital Audio Workspace

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-Case Model

# Use-Cases Identification

***Use case: Create pattern***

***Level: user-goal level***

***Primary actor: user***

***Main success scenario: The user will create a pattern which can then be edited, deleted or assigned to an instrument, then put in the main workspace area.***

***Extensions: No extension, since the user won’t be able to input notes that are outside of the available range.***

***Use case: Edit pattern***

***Level: user-goal level***

***Primary actor: user***

***Main success scenario: The user selects a pattern and will be able to edit it, being able to add or delete notes like in the “Create pattern” use case but without creating a new one and being able to work on a loaded one.***

***Extensions: The user didn’t select a pattern to edit or there are no pre-existing patters so a message will appear.***

***Use case: Delete Pattern***

***Level: user-goal level***

***Primary actor: user***

***Main success scenario: Delete an existing pattern, permanently removing it.***

***Extensions: The user didn’t select a pattern to edit or there are no pre-existing patters so a message will appear.***

***Use case: Assign instrument***

***Level: user-goal level***

***Primary actor: user***

***Main success scenario: Assign an instrument to a pattern, having the pattern played by that specific instrument.***

***Extensions: The user didn’t select a pattern to edit or there are no pre-existing patters so a message will appear.***

***Use case: Edit Workspace***

***Level: user-goal level***

***Primary actor: user***

***Main success scenario: May arrange patterns, using a drag-and-drop approach.***

***Extensions: None.***

***Use case: Export***

***Level: user-goal level***

***Primary actor: user***

***Main success scenario: Generates an .wav file which can then be played.***

***Extensions: The main workspace is empty, in which case a message will appear.***

# UML Use-Case Diagrams

