

Software Engineering (14:332:452)

Group 3

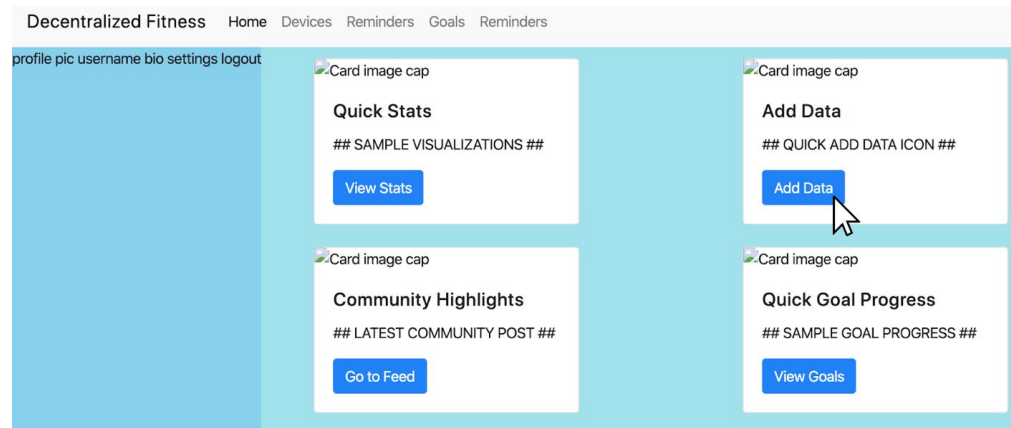
**Programming Project: Blockchain-Based Safe Sharing of Population
Descriptors**

Submission Date: November 5, 2019

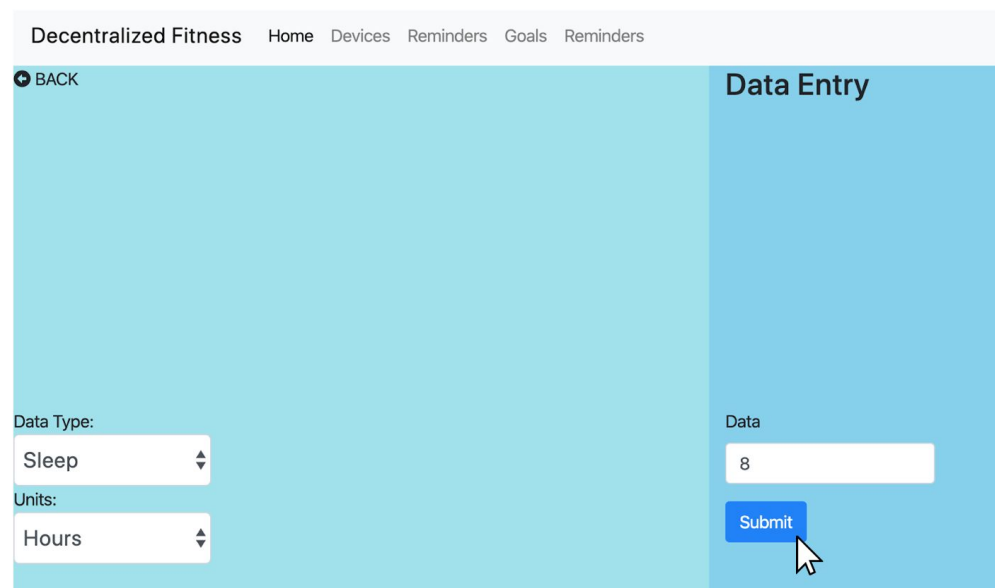
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Sean Kearns**

Use Case 2

1. User is on the data entry page by clicking “Add Data.”

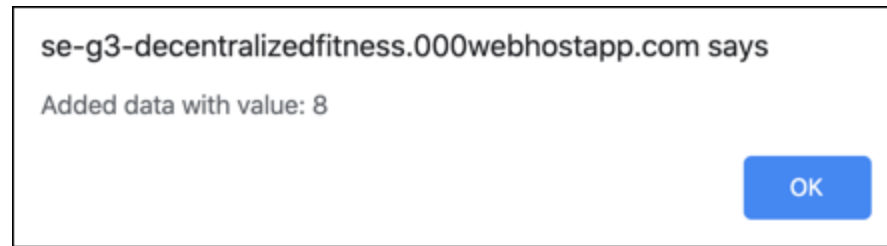


2. He will enter any relevant information that he may wish to add for the day to continue tracking his progress. He will enter information in the appropriate fields and then submit it by clicking the “Submit” button on the screen.



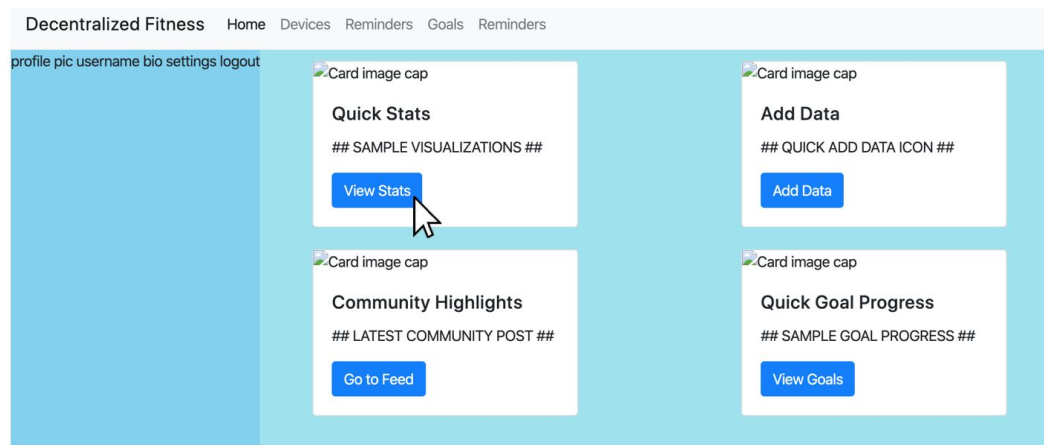
3. The data will be processed for validity and make sure that it is simply not skewed, spam, or invalid data. If the data is recognized as invalid, it will be rejected, and the user will be notified. The user will then be allowed to enter data again.

- Once valid data is entered, the database will add it internally and associate it with the primary key, the user. A confirmation notification will appear for the user.

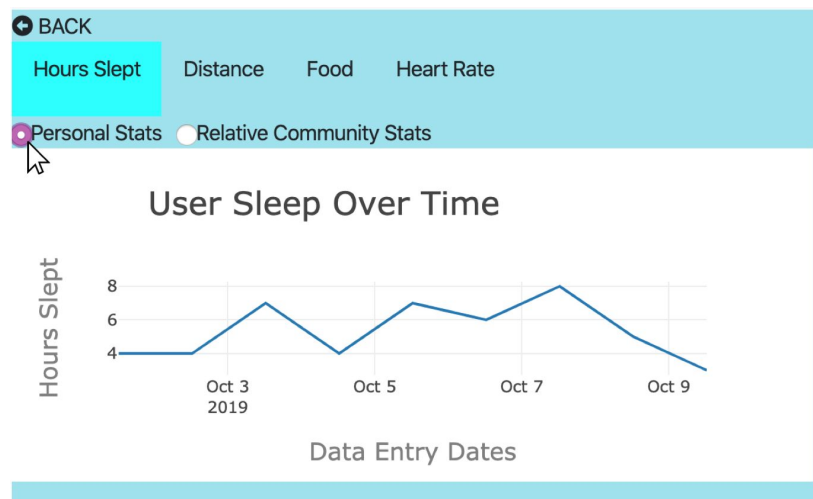


Use Case 4

- User will submit a request to visualize their performance. They will submit this request by pressing the “View Stats” button under “Quick Stats” on the home page. They will not necessarily need to input numerical data. Rather, they are inputting a binary action (button press).



- User can see his personal information in a graph by clicking “Personal Stats”



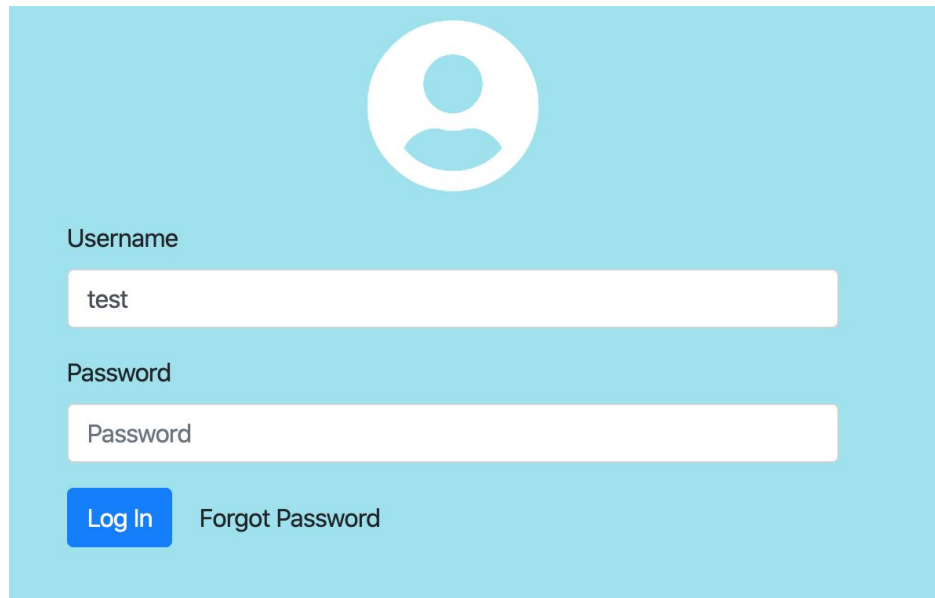
3. The user can his rankings and ratings in relation to other users or track his own progress over time by clicking on the “Relative Community Stats”



4. The DB will pull all relevant information and the visualization module will format it accordingly based on what information was requested, to whom the data is in relation, how much time is in the scope of the query, etc.
5. The visualization will be displayed on the screen, and the user can freely look through the pictorial representations or return to the other pages of the application at their discretion. The user may also be informed no relevant data exists if that is the case.

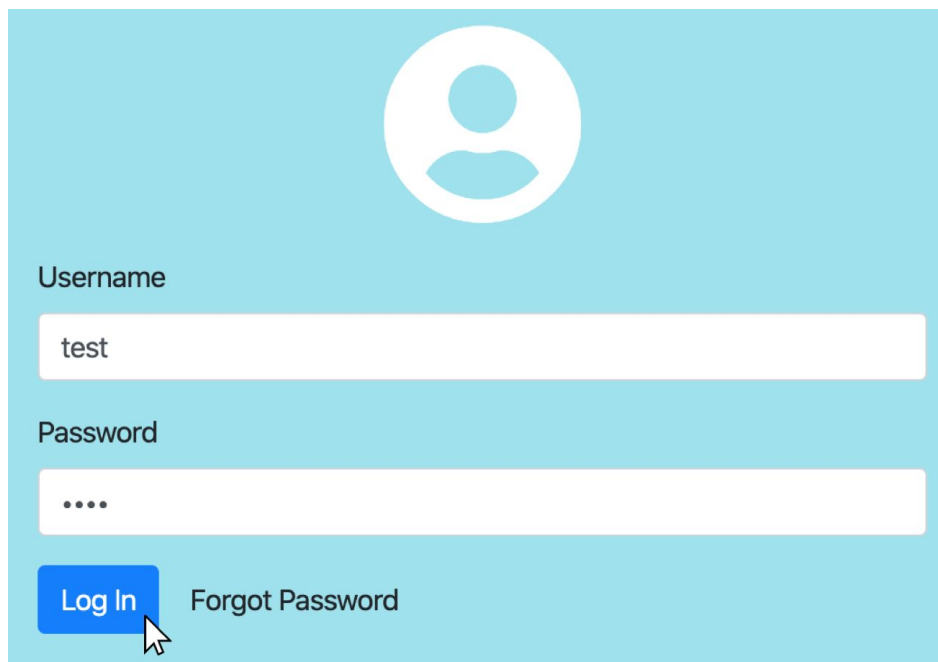
Use Case 8

1. User opens the application and enters his/her username in the “username” field.



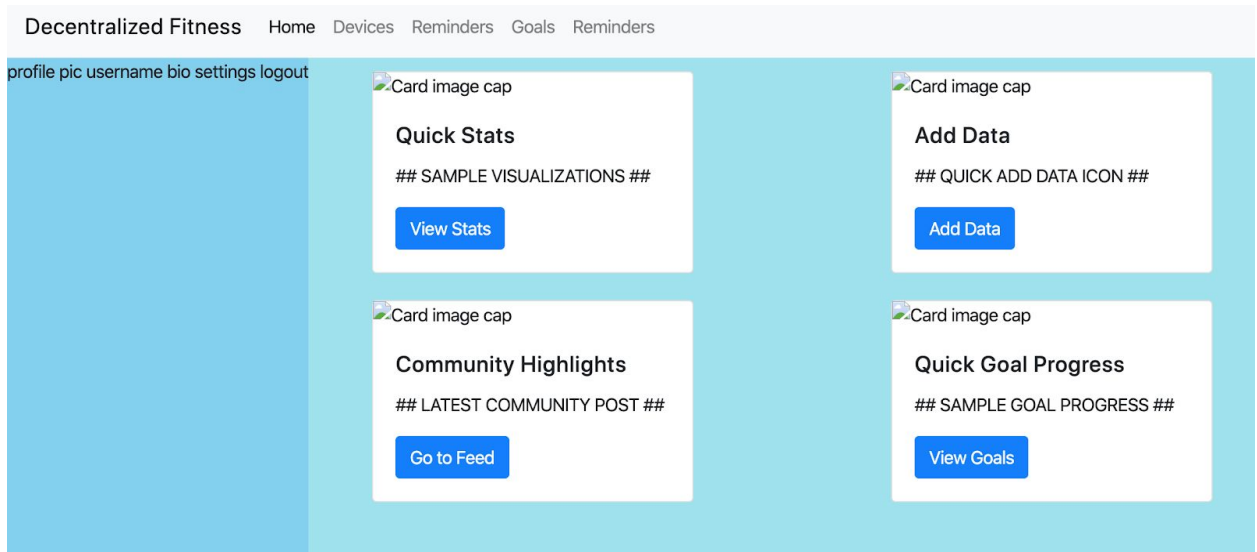
A login form on a light blue background. At the top center is a white circular icon containing a blue silhouette of a person's head and shoulders. Below the icon, the word "Username" is displayed in a small, dark font. Underneath is a white text input field with the text "test" inside. Below the username field, the word "Password" is displayed in a small, dark font. Underneath is a white text input field with the placeholder text "Password" inside. At the bottom left is a blue rectangular button with the text "Log In" in white. To the right of the button is a link labeled "Forgot Password" in a dark font.

2. He then enters the password associated with that username in the “password” field. He then presses the “Log In” button.



The same login form as above, but now the password field contains four dots "...." instead of the placeholder text. A white mouse cursor arrow is pointing at the blue "Log In" button. The "Forgot Password" link remains to the right of the button.

3. If the username exists and the password entered is the correct password associated with that account, the user is taken to the home screen of his application.



4. Otherwise, he is prompted that the entered username/password is incorrect. After 5 incorrect attempts, the forgot password is automatically prompted to the user. The user can also choose to select the “Forgot Password” button on the log in screen.

