

Name:	Startup (Administrator)
Summary:	Launches the app and portrays the home screen to the user
Version:	1.0
Preconditions:	System has normal homescreen with a School icon on it
Triggers:	User selects the School icon
Main Success Scenario:	N/A
Alternative Success Scenario:	N/A
Postconditions:	1) System displays School icon 2) System displays Add Customer button 3) System displays Update Customer button 4) System displays Log out button
Business Rules:	N/A
Notes:	If no players are on the team, step two will be omitted.
Author:	Talon Pitchforth
Date:	4/6/2017

Name:	Add Customer
Summary:	Portrays fields to allow customer update
Version:	1.0
Preconditions:	System displays Administrator home screen with Add Customer button and Update Customer button
Triggers:	User selects the Add Customer button.
Main Success Scenario:	1) System Displays Customer name field 2) System Displays Customer Address field 3) System displays Customer Phone Number field 4) System displays Purchase entry field
Alternative Success Scenario:	N/A
Postconditions:	System displays customer info on screen System displays Accept Customer Button
Business Rules:	All fields must be filled in to select Accept Customer Button
Notes:	N/A
Author:	Talon Pitchforth
Date:	4/6/2017

Name:	Update Customer
Summary:	Allows Administrator to update Customer info
Version:	1.0
Preconditions:	System displays "Which customer would you like to update?" System displays customers "Talon Pitchforth" and "Tyler Johanson"
Triggers:	Client selects Talon Pitchforth

Main Success Scenario:	1) System displays "Talon Pitchforth for editing 2) System displays "4074 E 126th Avenue" field for editing 3) System displays "7203885095" field for editing 4) System displays field to add purchase
Alternative Success Scenario:	N/A
Postconditions:	System displays "Confirm changes" button
Business Rules:	Must have customers added in order to update them
Notes:	N/A
Author:	Talon Pitchforth
Date:	4/6/2017

Name:	Startup (Customer)
Summary:	Launches the app and portrays the home screen to the user
Version:	1.0
Preconditions:	System has normal homescreen with a School icon on it
Triggers:	User selects the School icon
Main Success Scenario:	N/A
Alternative Success Scenario:	N/A
Postconditions:	1) System displays School icon 2) System displays Interactive Learning button 3) System displays Practice Tests Button 4) System displays Reading Button 5) System displays Log out Button
Business Rules:	N/A
Notes:	Must be a current customer to access this screen
Author:	Talon Pitchforth
Date:	4/6/2017

Name:	Startup (Customer)
Summary:	Launches the app and portrays the home screen to the user
Version:	1.0
Preconditions:	System has normal homescreen with a School icon on it
Triggers:	User selects the School icon
Main Success Scenario:	N/A
Alternative Success Scenario:	N/A
Postconditions:	1) System displays School icon 2) System displays Interactive Learning button 3) System displays Practice Tests Button 4) System displays Reading Button 5) System displays Log out Button
Business Rules:	N/A
Notes:	Must be a current customer to access this screen

Author:	Talon Pitchforth
Date:	4/6/2017

Name:	Interactive Learning
Summary:	Provides access to Learning Module
Version:	1.0
Preconditions:	System displays Customer Startup Screen (explained above)
Triggers:	Customer selects Interactive Learning
Main Success Scenario:	<ol style="list-style-type: none"> 1) System displays Lesson: Time Management 2) System runs training video on Time Management 3) System displays How can keeping a planner improve your success 4) System displays "It helps you track priorities" 5) System displays "It helps you set goals" 6) System displays "It helps you know when you are free" 7) System displays next lesson button
Alternative Success Scenario:	N/A
Postconditions:	Instructional video begins on the topic the Customer selected
Business Rules:	N/A
Notes:	N/A
Author:	Talon Pitchforth
Date:	4/6/2017

Name:	Practice Test
Summary:	Provides User with a practice test on prior material
Version:	1.0
Preconditions:	System displays completed lesson: Time Management
Triggers:	User selects Time Management
Main Success Scenario:	<ol style="list-style-type: none"> 1) System displays "It is time to review your progress" 2) System displays "How many hours have you spent planning this last week?" with field for response. 3) System displays "When do you have a couple of minutes free to plan?" with field for response. 4) System displays "What is one thing you wish you had gotten done this week that, had you planned, you would have?" with field. 5) System displays "Submit answers" button.
Alternative Success Scenario:	N/A
Postconditions:	System displays "Lesson Complete" System displays Customer Main screen
Business Rules:	N/A
Notes:	N/A

Author:	Talon Pitchforth
Date:	4/6/2017

Name:	Reading
Summary:	System reads Time management chapter to customer
Version:	1.0
Preconditions:	1) System displays "Welcome, Talon Pitchforth" 2) Below that system displays Interactive Learning Button 3) Below that system displays Practice tests Button 4) Below that system displays Reading Button 5) Below that system displays Log out button
Triggers:	Customer selects Reading button
Main Success Scenario:	1) System displays last chapter 2) System plays audiobook on Time Management
Alternative Success Scenario:	N/A
Postconditions:	1) System displays "Would you like to listen to the next book on Managing Finances?"
Business Rules:	Must be a customer to obtain access
Notes:	N/A
Author:	Talon Pitchforth
Date:	4/6/2017