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| *Scenario name* | EmployeeLogin |
| *Participating actor*  *instances* | bob:Employee |
| *Flow of events* | 1. Bob wants to perform some function related to his goals, so he opens a browser, navigates to the network resource hosting GoalManager, and logs in with his credentials.      1. GoalManager attempts to validate Bob’s credentials by hashing the provided password, querying its database for an entry matching Bob’s username, and comparing the associated hash value with the hashed password submitted by Bob. GoalManager serves the default webpage for validated Employees to Bob’s browser. 2. Bob is able to view his goals, set new goals for himself, and update progress on his goals. |

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| *Scenario name* | EmployeeInvalidLogin |
| *Participating actor*  *instances* | bob:Employee |
| *Flow of events* | 1. Bob wants to perform some function related to his goals, so he opens a browser, navigates to the network resource hosting GoalManager, but provides invalid credentials to the login webpage.      1. GoalManager attempts to validate Bob’s credentials by hashing the provided password, querying its database for an entry matching Bob’s username, and comparing the associated hash value with the hashed password submitted by Bob. GoalManager returns a password-mismatch error to the login webpage. 2. Bob receives an invalid login error on the login webpage. |

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| *Scenario name* | EmployeeViewGoals |
| *Participating actor*  *instances* | bob:Employee |
| *Flow of events* | 1. Bob wants to check on his progress towards his quarterly and yearly goals, so he opens a browser, navigates to the network resource hosting GoalManager, and logs in with his credentials.      1. GoalManager validates Bob’s credentials, presenting the default webpage for valid Employees. 2. Bob navigates to the button that activates the “Goal Progress Report” function. 3. GoalManager queries goal data from database and presents it to Bob through the “Goal Progress Report” webpage. 4. Bob is able to view the personal goals he set for himself, as well any goals assigned by his Supervisor. |

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| *Scenario name* | EmployeeSetGoal |
| *Participating actor*  *instances* | bob:Employee |
| *Flow of events* | 1. Bob wants to set a new goal for himself, so he opens a browser, navigates to the network resource hosting GoalManager, and logs in with his credentials.      1. GoalManager validates Bob’s credentials, presenting the default webpage for valid Employees. 2. Bob navigates to the button that activates the “Set New Goal” function. 3. GoalManager presents the webpage interface for setting new Employee goals to Bob. 4. Bob populates the goal’s title, time class, content, and category drop-down field in the webpage form. Bob submits the form by clicking the Submit button. 5. GoalManager performs form validation on entries. Bob’s submission is valid, and GoalManager writes new a new goal to the database. GoalManager returns Bob back to the Employee webpage. |

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| *Scenario name* | EmployeeUpdateGoal |
| *Participating actor*  *instances* | bob:Employee |
| *Flow of events* | 1. Bob wants to update his progress towards his quarterly and yearly goals, so he opens a browser, navigates to the network resource hosting GoalManager, and logs in with his credentials.      1. GoalManager validates Bob’s credentials, presenting the default webpage for valid Employees. 2. Bob navigates to the button that activates the “Goal Progress Report” function. 3. GoalManager queries goal data from database and presents it to Bob through the webpage. 4. Bob selects one of his personal or assigned goals to update from the Goal Progress Report webpage. 5. GoalManager serves dynamic content on the Goal Progress Report webpage with a form requesting updated progress information. 6. Bob enters |