Team: Blue Lions

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Github: https://github.com/tfmunat/Impromptu

User stories

1) As a soccer player, I want access to a platform where I can connect with other soccer players so that I can utilize my free time doing my favorite activity. [SIGN UP]
2) As a soccer player, I have free time and wish to create an impromptu game of soccer to play so that I can form a team and take part in the game [CREATE]
3) As a soccer player, I have free time and want to join someone who is also playing soccer right now so that I don't have to look elsewhere for participants [JOIN]

Use cases

Prepared with using this as a reference (1): http://openiaml.org/publications/use-cases.pdf

Actors:

User: Someone who has signed up on the platform (Authorized visitor)
Android App: Front end to the server
Server: Application server that caters to request

Use Cases:

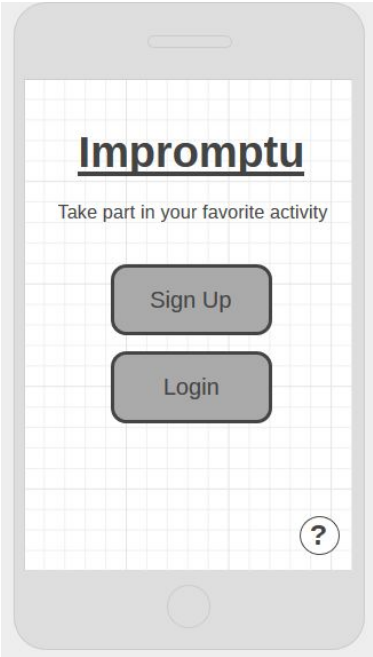
- Sign up:
    a. I would like to login with my social profile in a secure way
    b. I would like to choose what information the app can access
    c. I would like to tell the app what I am actually interested in
    d. If I am not able to login, the app should tell me exactly what the issue is

- **Sign-up User Story:**

Description	A user creates an account to use the platform. Account info is stored on the database.
Preconditions	User must have an existing social media account (eg. Facebook, Twitter) which is not already associated with the app.

Actors	User, Android App, Server
Normal Sequence	● User opens the app to login or sign up. ● User clicks the 'Sign Up' button to create an account. ● A new screen appears where the user selects a social media platform. ● The social media account loads to let the user grant permission to use the app. ● User confirms and starts using the app. ● If the user already has an account, s/he just clicks 'Login' and put the info to start using the app. ● User can also click '?' to display helpful messages.
Postconditions	● If user already has account, a message is displayed to login instead. ● If the user gets disconnected from the internet, an error message is displayed.
Comments	

Wireframe: https://wireframe.cc/Lb4ACF

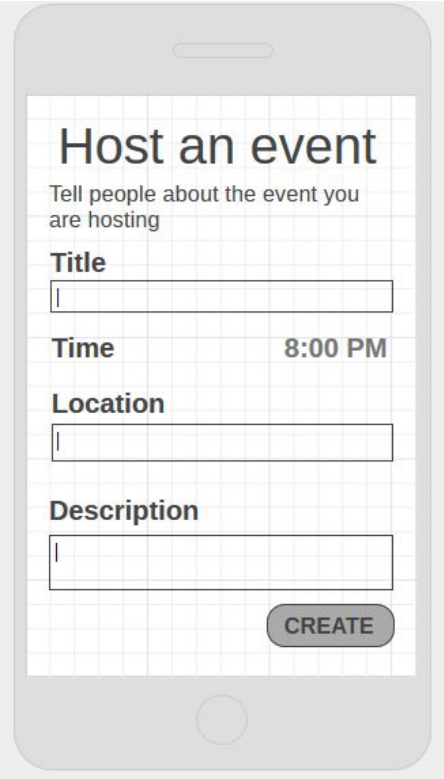


- **Create User Story**:
    1) Create an event

Description	A user can create an event on the application. Details are persistently stored on a database
Preconditions	User must be signed onto the platform (*User Authorization*)
Actors	User, Android App, Server
Normal Sequence	● User requests Android app to create an event ● Android app presents the page to do so ● User inputs details like title of event, time, location and a description ● User submits a create request through create button to Android app ● Android app communicates with server to store details ● Server stores details and returns with a success message ● Android app displays success message and show's home screen
Postconditions	● Details of the events have been stored & user sees a success message
Exceptions	● If user is blocked, error message is displayed ● Database cannot be accessed, display error message ● If the user gets disconnected from the internet, an error

	message is displayed.
Comments	

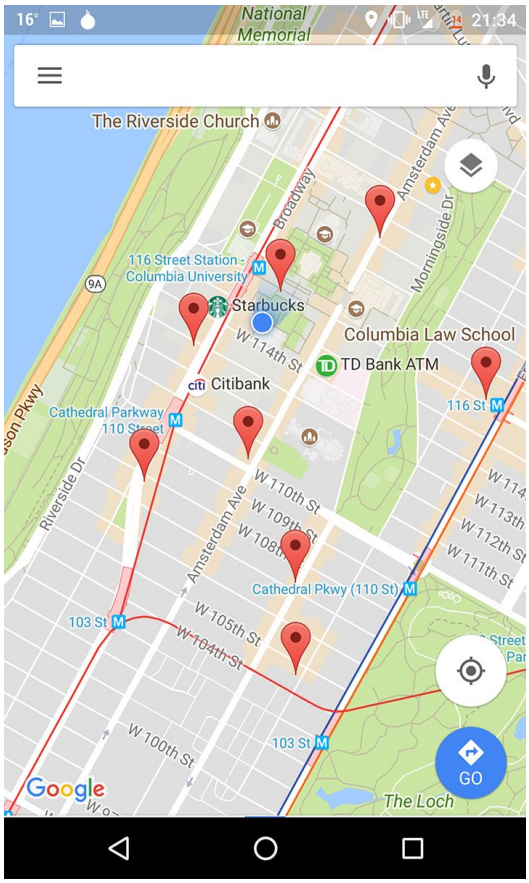
Wireframe: https://wireframe.cc/u1NINg



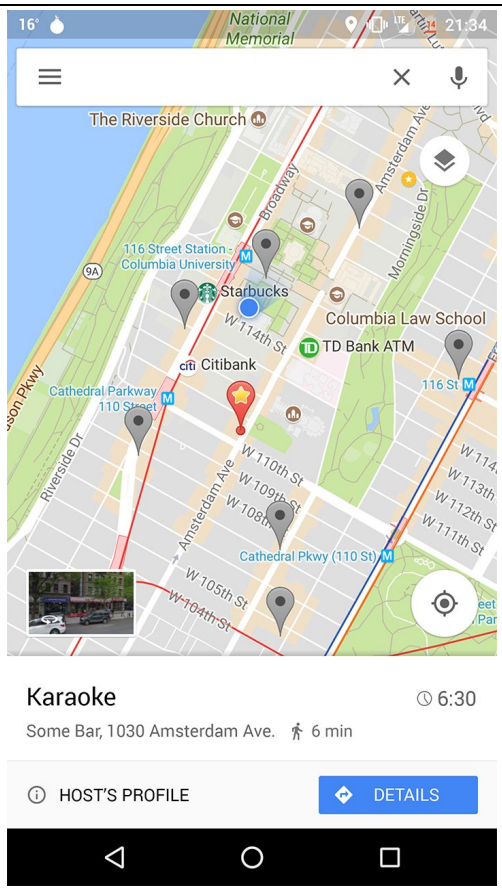
- **Find User Story:**
  Find an event nearby
  a. I would like to see what's happening near me
  b. I would like to identify an event that looks interesting among all the events

Description	A user can see events happening soon nearby, and request full details on one of them.
Preconditions	• The user is signed in. • The device knows the user's approximate location
Actors	User, Android App, Server
Normal Sequence	• The user opens the app • The app shows a map of the surrounding area • The app requests the list of nearby events from the server

	• The server responds with a list of events • The app puts pins on the map to show where events are • The user taps on a pin • The app displays a popup drawer from the bottom of the screen with some basic details like event type, time, and address • The user presses a button in the drawer for more details • The event detail screen is displayed (another story)
Postconditions	• The user has selected an event to learn more • The app has opened a new screen for event details
Exceptions	• If the device does not have internet, an error is displayed • If location is off, the app asks the user to enable it • If no events are nearby, a message is displayed
Comments	



The user sees all proposed activities nearby



Tapping a pin shows some info on the event Pressing DETAILS or HOST'S PROFILE

will

open another screen. Tapping another pin

refocuses on another event

1. Wright, Jevon M. and Jens Dietrich. *Use Cases for Rich Internet Applications*. Open Internet Application Modelling Language. April 15, 2009. Retrieved: October 12, 2017