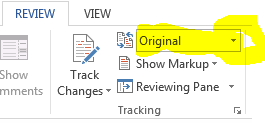
***Notes to the Team***

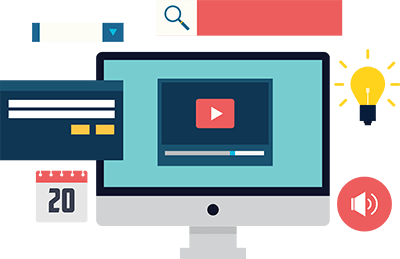
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3. Turn off Tracking. Go to the Review tab; make sure Display for Review is set to “Original”.



1. Before submission of this document, delete this instruction section “Notes to the Team”.



Stats and Stacks

Elaboration Document

BucketList

Team Members:

|  |
| --- |
| 217143512, Bernard McDonald  217198392, Mu’Minah Daniels  213348292, Tiffany de Vos |

Document Due Date: 20 June 2019

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# FUNCTIONAL REQUIREMENTS

## Analysis Use Case Model

[Replace this text with the Analysis Use Case diagram – this must be drawn in Visio.]

## Use Case Glossary and Responsibilities

|  |  |
| --- | --- |
| **Team Member Responsible: Mu’Minah** | |
| **Use Case Id** | **Use Case Name** |
| B0100 | Login/Logout |
| B0200 | Sign up |
| B0300 | Maintain account |
| B0400 | View profile |
| A0100 | Create challenge |
| A0200 | Approve/Reject suggested challenge |
| A0300 | Maintain challenge |
| **Queries/Reports** | |
| A0400 | View established challenges |
| A0500 | View suggested challenges |

|  |  |
| --- | --- |
| **Team Member Responsible: Bernard** | |
| **Use Case Id** | **Use Case Name** |
| A0600 | Add challenge to own list |
| A0700 | Suggest challenge |
| A0800 | Mark challenge as completed |
| A0900 | Upload photo |
| A1000 | View ratings/reviews |
| A1100 | Rate challenge |
| A1200 | Send challenge invite |
| **Queries/Reports** | |
| A1300 | View own challenges |
| A1400 | View new challenges |

|  |  |
| --- | --- |
| **Team Member Responsible: Tiffany** | |
| **Use Case Id** | **Use Case Name** |
| C0100 | Send friend request |
| C0200 | Accept/Reject friend request |
| C0300 | Remove friend |
| C0400 | View friend’s profile |
| C0500 | Accept/Reject challenge invite |
| C0600 | Verify friend’s challenge completion |
| C0700 | Calculate points |
| C0800 | Check Achievements |
| **Queries/Reports** | |
| C0900 | View friends’ activity |
| C1000 | View friend list |

# UI Prototypes

## Team UI Guidelines

## UI Designs & Updated Analysis Use Case Narratives

### Designed by Mu’Minah

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| B0100 | Login/Logout | |
| **Primary Business Actors** | | **Other participating Actors** |
| Admin, User | |  |
| **Description** | The admin/user can log into their account using their credentials or log out of their account. | |
| **Pre-Conditions** | The admin/user must have created an account. | |
| **Triggers** | Admin/User selects the “login”/”log out” option or user has just signed up. | |
| **Post-Conditions** | The admin/user is logged into or logged out of their account. | |
| **Basic Flow of Events** | 1. Admin/User selects “login” in option on sign up page 2. Admin/User enters account credentials 3. Admin/User is logged in | |
| **Alternate Flow** | * 1. Admin/User selects “log out” option on sign up page   2. Admin/User is logged out   3. User signs up (B0200). Return to step 3. | |
| **Initial UI design** |  | |

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| B0200 | Sign up | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user can create an account of their own. | |
| **Pre-Conditions** |  | |
| **Triggers** | The user clicks on a link to BucketList signup | |
| **Post-Conditions** | A new user account is created. | |
| **Basic Flow of Events** | 1. User clicks on a link to BucketList signup 2. System displays new account form 3. User fills in form containing all information regarding account 4. Account is created 5. System calls B0100 (Login) | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| B0300 | Maintain account | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user can make changes to their account. | |
| **Pre-Conditions** | The user must be logged in. | |
| **Triggers** | The user selects the “Account” option. | |
| **Post-Conditions** | The changes to the account are saved. | |
| **Basic Flow of Events** | 1. User selects “Account” option 2. System displays edit account form 3. User edits form containing all information regarding account 4. User selects “Save” option 5. Changes are saved | |
| **Alternate Flow of events** | * 1. User selects “Cancel” option   2. Changes are cancelled | |
| **Initial UI design** |  | |

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| B0400 | View own profile | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user can view his/her points and achievements | |
| **Pre-Conditions** | The user must be logged in. | |
| **Triggers** | The user selects his/name username | |
| **Post-Conditions** | The user’s points and achievements are displayed | |
| **Basic Flow of Events** | 1. User selects his/her username 2. The system displays user’s achievements and points | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| A0100 | Create challenge | |
| **Primary Business Actors** | | **Other participating Actors** |
| Admin | | User |
| **Description** | The admin creates a challenge that is made available to users to add to their bucket list. | |
| **Pre-Conditions** | The admin must be logged in. | |
| **Triggers** | The admin selects the “Create Challenge” option on either the “Maintain Challenges” tab or the “Review Challenges” tab | |
| **Post-Conditions** | A challenge is created and saved. | |
| **Basic Flow of Events** | 1. Admin views the established challenges (A0400) 2. Admin selects “Create Challenge” option 3. System displays new challenge form 4. Admin fills in form containing all information regarding challenge 5. Admin selects “Save” option 6. Challenge is saved | |
| **Alternate Flow of events** | * 1. Admin views the suggested challenges (A0500). Return to step 2   2. Admin selects “Cancel” option   3. Challenge is cancelled | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| A0200 | Approve/Reject suggested challenge | |
| **Primary Business Actors** | | **Other participating Actors** |
| Admin | | User |
| **Description** | The admin approves or rejects a challenge that has been suggested by a user. The admin can edit the challenge before approving it. | |
| **Pre-Conditions** | The admin must be logged in and a challenge must be suggested by a user. | |
| **Triggers** | A challenge is suggested by a user (A0700) and the admin selects the “Review Challenges” tab. | |
| **Post-Conditions** | The challenge is either approved, saved and made available to users for use or rejected and discarded. | |
| **Basic Flow of Events** | 1. Admin views the suggested challenges (A0400) 2. If admin wants to approve a challenge, admin selects “Approve” option for that challenge and the challenge is saved | |
| **Alternate Flow** | * 1. If the Admin wants to first edit the challenge before approving, Admin selects “Edit” option for that challenge   2. Maintain challenge (A0300) is called   3. If admin wants to reject a challenge, admin selects “Reject” option for that challenge and the challenge is discarded | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| A0300 | Maintain challenge | |
| **Primary Business Actors** | | **Other participating Actors** |
| Admin | |  |
| **Description** | The admin makes changes to an existing or suggested challenge. | |
| **Pre-Conditions** | The admin must be logged in and the challenge must already exist (created, approved or suggested). | |
| **Triggers** | The admin selects the “Edit” option. | |
| **Post-Conditions** | The changes to the challenge are saved. | |
| **Basic Flow of Events** | 1. Admin views the established challenges (A0400) 2. Admin selects “Edit” option for the challenge he/she wishes to edit 3. System displays edit challenge form 4. Admin edits form containing all information regarding challenge 5. Admin selects “Save” option 6. Changes are saved | |
| **Alternate Flow of events** | * 1. Admin views the suggested challenges (A0400). Return to step 2.   2. Admin selects “Cancel” option   3. Changes are cancelled | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
|  |  | |
| **Primary Business Actors** | | **Other participating Actors** |
|  | |  |
| **Description** |  | |
| **Pre-Conditions** |  | |
| **Triggers** |  | |
| **Post-Conditions** |  | |
| **Basic Flow of Events** |  | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
|  |  | |
| **Primary Business Actors** | | **Other participating Actors** |
|  | |  |
| **Description** |  | |
| **Pre-Conditions** |  | |
| **Triggers** |  | |
| **Post-Conditions** |  | |
| **Basic Flow of Events** |  | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
|  |  | |
| **Primary Business Actors** | | **Other participating Actors** |
|  | |  |
| **Description** |  | |
| **Pre-Conditions** |  | |
| **Triggers** |  | |
| **Post-Conditions** |  | |
| **Basic Flow of Events** |  | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

### Designed by Bernard

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| A0600 | Add challenge to own list | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user adds a challenge to their bucket list. | |
| **Pre-Conditions** | User must be logged in and the challenge must exist. | |
| **Triggers** | The user selects the “Add to BucketList” option when viewing new challenges | |
| **Post-Conditions** | The challenge is added to their bucket list. | |
| **Basic Flow of Events** | 1. User views the new challenges (A1400) 2. User selects “Add to BucketList” option for the challenge user wishes to add to own list. 3. Challenge is added to their bucket list | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| A0700 | Suggest challenge | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | | Admin |
| **Description** | The user creates a challenge suggestion which is either approved or declined by an admin. | |
| **Pre-Conditions** | The user must be logged in. | |
| **Triggers** | The user selects the create challenge suggestion option on the “New Challenges” tab. | |
| **Post-Conditions** | The suggested challenge is saved and made available to the admin for review (A0200). | |
| **Basic Flow of Events** | 1. User views the new challenges (A1400) 2. User selects the “Suggest Challenge” option 3. System displays new challenge form 4. User fills in form containing all information regarding challenge 5. User selects “Save” option 6. Challenge is saved | |
| **Alternate Flow of events** | 5.1) User selects “Cancel” option  5.2) Operation is cancelled | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| A0800 | Mark challenge as completed | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user marks a challenge as complete and it is made available for verification by friends. | |
| **Pre-Conditions** | The user must be logged in, the challenge must exist, and the challenge must have been added to their bucket list. | |
| **Triggers** | The user completes the challenge and selects the “Mark as Complete” option on the “My Challenges” tab | |
| **Post-Conditions** | The challenge is marked as complete and is made available for verification by friends. | |
| **Basic Flow of Events** | 1. User views his/her own challenges (A1400) 2. User selects “Mark as Complete” option for the desired challenge 3. Completed challenge is made available for verification by friends (C0600) 4. The option is given to rate/review challenge (A1100) | |
| **Alternate Flow** | * 1. If challenge requires photo, system calls A0900. Return to step 3 | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| A0900 | Upload photo | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user uploads a photo of them completing a challenge. | |
| **Pre-Conditions** | The user must be logged in, the challenge must exist, the challenge must have been added to their bucket list, and the user must have a photo of them completing the challenge. | |
| **Triggers** | The user completes the challenge (A0800) and selects the upload photo option (some challenges require a photo, others do not). | |
| **Post-Conditions** | The photo is uploaded, and the completed challenge is made available for verification by friends (C0500). | |
| **Basic Flow of Events** | 1. User marks a challenge as complete (A0800) 2. System displays a dialog box to select the photo to upload 3. User selects the photo 4. Photo is uploaded | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

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| **Use Case ID** | **Use Case Name** | |
| A1000 | View ratings/reviews | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user can view the reviews for any existing challenges | |
| **Pre-Conditions** | The user must be logged in, the challenge must exist | |
| **Triggers** | The user selects the “See more” option next to a challenge while viewing own challenges, new challenges or friends’ challenges. | |
| **Post-Conditions** | The system displays the reviews and rating for a selected challenge | |
| **Basic Flow of Events** | 1. User views the new challenges (A1400) 2. User selects “See more” next to the rating for the challenge the user wishes to see 3. System displays all ratings and reviews made by users for that challenge | |
| **Alternate Flow** | * 1. User views his/her own challenges (A1300). Return to step 2   2. User views friends’ challenges (C0900). Return to step 2 | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| A1100 | Rate challenge | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user can rate a challenge that they have completed. | |
| **Pre-Conditions** | The user must be logged in, the challenge must exist, and the user must have marked the challenge as complete (A0600). | |
| **Triggers** | The user selects the “Rate” option either when viewing a completed challenge in his/her challenges or upon completing a challenge. | |
| **Post-Conditions** | The challenge rating and review is saved. | |
| **Basic Flow of Events** | 1. User views his/her own challenges (A1300) 2. User selects “Rate” option for the completed challenge user wishes to rate 3. System displays rate challenge form 4. User fills in form containing all information regarding rating and reviewing challenge 5. Rating is saved | |
| **Alternate Flow** | * 1. User marks a challenge as complete (A0800)   2. User selects “Rate” option for challenge. Return to step 3. | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| A1200 | Send challenge invite to friend | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user can invite a friend to a group challenge. | |
| **Pre-Conditions** | The user must be logged in, the challenge must exist and be allowed to be a group challenge and the other user must be a friend. | |
| **Triggers** | The user selects the “Invite Friend” option when viewing own challenges | |
| **Post-Conditions** | The friend is added to the group challenge. | |
| **Basic Flow of Events** | 1. User views own challenges (A1300) 2. User selects “Invite Friend” option for the challenge they wish to invite a friend to 3. User selects friend from friends list 4. Challenge invite is sent to friend | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
|  |  | |
| **Primary Business Actors** | | **Other participating Actors** |
|  | |  |
| **Description** |  | |
| **Pre-Conditions** |  | |
| **Triggers** |  | |
| **Post-Conditions** |  | |
| **Basic Flow of Events** |  | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
|  |  | |
| **Primary Business Actors** | | **Other participating Actors** |
|  | |  |
| **Description** |  | |
| **Pre-Conditions** |  | |
| **Triggers** |  | |
| **Post-Conditions** |  | |
| **Basic Flow of Events** |  | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

### Designed by Tiffany

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| C0100 | Send friend request | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user can attempt to add another user to their friends list by sending a friend request. | |
| **Pre-Conditions** | The user must be logged in, the other user must exist, and the user must know the other user’s username or name and surname | |
| **Triggers** | The user selects the “Add/Remove Friend” option on the Friends’ Challenges tab | |
| **Post-Conditions** | The other user is added to the user’s friends list. | |
| **Basic Flow of Events** | 1. User view his/her friends’ activities (C0800) 2. User selects “Add/Remove Friend” option and list of friends is displayed(C0100) 3. User searches for the user by username or name and surname 4. System displays search results 5. User selects friend from results 6. User selects “Send Friend Request” option 7. Friend request is sent | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| C0200 | Accept/Reject friend request | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user accepts or rejects a friend request from another user. | |
| **Pre-Conditions** | The user must be logged in and must have received a friend request from another user. | |
| **Triggers** | The user receives a friend request and selects the “Notifications” option. | |
| **Post-Conditions** | If the friend request is accepted, the other user is added to the user’s friend list. If rejected, the friend request is discarded. | |
| **Basic Flow of Events** | 1. User selects “Notifications” option 2. System displays all invites (friend requests, challenge invites and group challenge updates) 3. If user wants to accept the friend request, user selects “Accept” option for that friend request and other user is added to their friends list | |
| **Alternate Flow** | * 1. If user wants to reject the friend request, user selects “Reject” option for that friend request and friend request is discarded | |
| **Initial UI design** |  | |

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| C0300 | Remove friend | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user can maintain their friends list by viewing and removing friends. | |
| **Pre-Conditions** | The user must be logged in and have another user added to their friends list. | |
| **Triggers** | The user selects the “maintain friends” option. | |
| **Post-Conditions** | Changes to the user’s friends list is saved. | |
| **Basic Flow of Events** | 1. User views his/her friends’ activities (C0800) 2. User selects “Add/Remove Friend” option and list of friends is displayed (C0100) 3. User selects “Remove” option for the friend he/she wishes to remove 4. That user is removed from the friends list | |
| **Alternate Flow** |  | |
| **Initial UI design** |  | |

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| C0400 | Accept/Reject challenge invite from friend | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user can accept an invite to a group challenge. | |
| **Pre-Conditions** | The user must be logged in, and the user must’ve received a challenge invite from a friend (A1200). | |
| **Triggers** | The user receives an invite to a group challenge from a friend and selects the “Notifications” option. | |
| **Post-Conditions** | If the challenge invite is accepted, the challenge is added to the user’s bucket list. If rejected, the challenge invite is discarded. | |
| **Basic Flow of Events** | 1. User selects “Notifications” option 2. System displays all notifications (friend requests, challenge invites and group challenge updates 3. If user wants to accept a challenge request, user selects “Accept” option for that request and challenge is added to user’s bucket list | |
| **Alternate Flow** | * 1. If user wants to reject a challenge request, user selects “Reject” option for that request and challenge request is discarded | |
| **Initial UI design** |  | |

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| C0500 | Verify friend’s challenge completion | |
| **Primary Business Actors** | | **Other participating Actors** |
| User | |  |
| **Description** | The user can verify that a friend has completed a challenge. | |
| **Pre-Conditions** | The user must be logged in, the other user must be added as a friend, and the friend must’ve marked the challenge as completed (A0800). | |
| **Triggers** | The user sees a friend has marked a challenge as completed and the user selects the “Verify” option on a challenge in the view Friends’ Challenges (C0900). | |
| **Post-Conditions** | The challenge completion is verified, and the friend receives points. | |
| **Basic Flow of Events** | 1. User views friends’ activities (C0900) 2. User selects “Verify” option next to the completed challenge user would like to verify 3. System calls C0600 | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| C0600 | Calculate points | |
| **Primary Business Actors** | | **Other participating Actors** |
| System | |  |
| **Description** | System allocates points to user for a verified completed challenge. | |
| **Pre-Conditions** | The user must’ve marked a challenge as complete and a friend must’ve selected the “Verify” option on the challenge (C0500). | |
| **Triggers** | A friend selects the “Verify” option on a challenge the user marked as complete (C0500). | |
| **Post-Conditions** | The system allocates points to the user. | |
| **Basic Flow of Events** | 1. Use case C0500 occurs 2. System calculates the amount of points that should be allocated to user 3. System allocates points to user 4. Changes are saved 5. Use case C0700 is called. | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
| C0700 | Check achievements | |
| **Primary Business Actors** | | **Other participating Actors** |
| System | |  |
| **Description** | System allocates earned achievements to user after a verified completed challenge. | |
| **Pre-Conditions** | The user must’ve marked a challenge as complete, a friend must’ve selected the “Verify” option on the challenge (C0500) and the system must have calculated the points (C0600). | |
| **Triggers** | A friend selects the “Verify” option on a challenge the user marked as complete (C0500) and system calculates the points (C0600). | |
| **Post-Conditions** | The system allocates any earned achievements to the user. | |
| **Basic Flow of Events** | 1. Use case C0500 occurs 2. Use case C0600 occurs 3. System checks whether any achievements should be allocated to user 4. System allocates earned achievements to user 5. Changes are saved | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

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| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
|  |  | |
| **Primary Business Actors** | | **Other participating Actors** |
|  | |  |
| **Description** |  | |
| **Pre-Conditions** |  | |
| **Triggers** |  | |
| **Post-Conditions** |  | |
| **Basic Flow of Events** |  | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

# DATA REQUIREMENTS

## 3.1 Domain Class Diagram

[Replace this text with the Domain Class diagram – this must be drawn in Visio.]

## Implementation Ready Class Diagram

[Replace this text with the implementation ready diagram – this must be drawn in Visio.]