sQuire: A Web Based Collaborative Editor
Homework 2 Individual Work
Group 4

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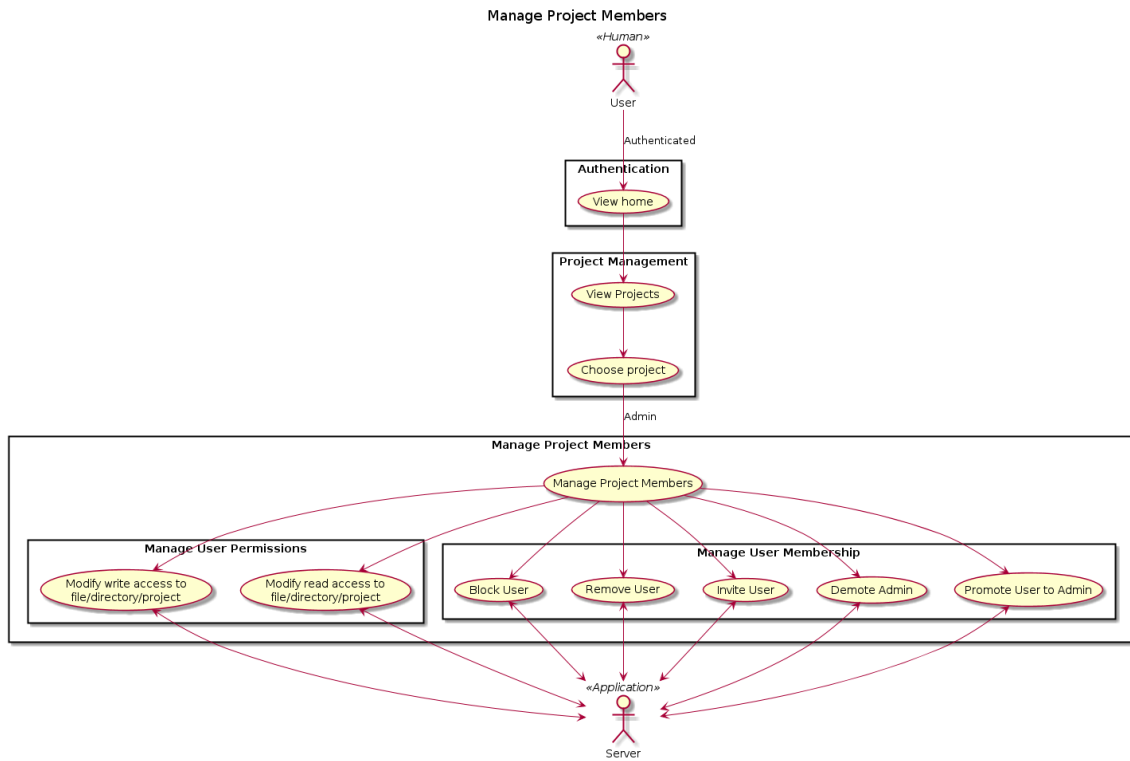
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Contents

1 Use Case Diagram

1.1 Project User Management (boss2849)

Use case diagram depicting Project User Management features for sQuire.

2 Use Case Descriptions

2.1 Project User Management (boss2849)

2.1.1 Modify read/write access (boss2849)

Actors: User

Goals: Modify a userś permissions.

Pre-conditions: User is signed in and holds Admin rights for the currently selected Project

Summary: User modifies another Userś read/write permissions to portions of the project.

Related use cases: None.

Steps:

1. User clicks Permissions Management

2. System displays permissions management window

3. User selects a file, multiple files, directory or entirety of project and grants/revokes read/write access

4. System modifes the target Userś permissions and notifies them.

Alternatives: 3. User selects cancel, System discards changes.

Post-conditions: None.

2.1.2 Remove User (boss2849)

Actors: User

Goals: Remove a user from project.

Pre-conditions: User is signed in, in project with Admin rights, and is on User Management page

Summary: User removes a selected user from the Project

Related use cases: Invite User, Modify Read/Write Access

Steps:

1. User clicks Remove User button.

2. System displays list of active users for project.

3. User selects one or more other users from the list and presses Remove.

4. System prompts User for verification.

5. User presses Confirm.

6. System removes the selected users from the project.

7. System revokes read and write access from the selected users.

8. System notifies selected users that they have been removed from the project.

Alternatives: User presses Cancel in steps 3 or 5, System returns user to User Management page

Post-conditions: None.

2.1.3   Invite User to Project (boss2849)

Actors:	User
Goals:	Invite user(s) to project
Pre-conditions:	User is signed in, in project with Admin rights, and is on User Management page
Summary:	User invites user(s) to the current project.
Related use cases:	Remove User, Join Project
Steps:	

1. User clicks Invite Users button

2. System prompts user to enter username(s)/email(s)

3. User enters username(s)/email(s) of the user(s) to invite and presses Ok.

4. System looks up the specified user(s) and notifies them of invitation to the Project

Alternatives:

1. User presses cancel in step 3, System returns User to User Management page

2. In step 4, username(s)/email(s) dont́ match any users, System notifies User of failed invitiations.

Post-conditions:	None.

2.1.4 Promote User to Admin (boss2849)

Actors: User

Goals: Promote a specified User to Admin

Pre-conditions: User is signed in, in project with Admin rights, and is on User Management page

Summary: User selects another User to be given Admin rights for the project.

Related use cases: Demote Admin

Steps:

1. User selects Promote to Admin.

2. System displays a list of non-Admin active users.

3. User selects user(s) and presses Submit.

4. System prompts user for confirmation.

5. User selects Confirm.

6. System grants Admin permissions to the selected user(s).

Alternatives: User presses cancel in steps 3 or 5, no action taken.

Post-conditions: None.

2.1.5   Demote Admin (boss2849)

Actors:	User
Goals:	Demote Admin to user
Pre-conditions:	User is signed in, in project with Admin rights, and is on User Management page
Summary:	User demotes selected Admins to normal Users for the project.
Related use cases:	Promote User to Admin

Steps:

1. User selects Demote Admin
2. System displays list of Admins
3. User selects Admin(s) to demote and presses Submit.
4. System prompts User for confirmation.
5. User presses Confirm.
6. System revokes Admin rights from selected User(s)

Alternatives:

1. User presses cancel in steps 3 or 5, no action taken
2. User attempts to demote Admin that is the Owner of the project, System rejects request and notifies User.

Post-conditions:	None.

2.1.6 Block User (boss2849)

Actors: User

Goals: Block a user from the project

Pre-conditions: User is signed in, in project with Admin rights, and is on User Management page

Summary: User blocks a user from the project, making them unable to view the project.

Related use cases: Demote Admin

Steps:

1. User clicks Block User.

2. System displays a list of active users.

3. User selects other user(s) to block and presses Submit.

4. System prompts User for confirmation.

5. User presses Confirm.

6. System blocks selected user(s) from the project, revoking read/write access, and revoking Admin status as necessary.

Alternatives: User presses cancel in steps 3 or 5.

Post-conditions: None.