

## HW4: Use Cases

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# Chapter 1

## Application Domain Specification

### 1.1 Use Case Descriptions

#### 1.1.1 Create Project (Created by bolt1003)

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*Actors:* Users of sQuire.

*Goals:* Create a Project.

*Pre-conditions:* The user is logged in and at the dashboard.

*Summary:* The user creates a project.

*Related use cases:* None.

*Steps:*

1. User selects the "+" icon and a wizard appears.
2. A name is chosen for the project.
3. Language is selected from a drop down menu.
4. User clicks finish.

*Alternatives:* Create project from the editor.

*Post-conditions:* The user assigns permissions to access the project.

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### 1.1.2 Open a project (Created by bolt1003)

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*Actors:* Users of sQuire.

*Goals:* Choose the desired project and open it.

*Pre-conditions:* One or more projects are available, the user is logged in and at the dashboard.

*Summary:* User looks through a list of projects and selects the desired project.

*Related use cases:* None.

*Steps:*

1. User clicks on projects in the menu bar.
2. A list of projects appears and the user clicks on the desired project.

*Alternatives:* Open a project from recent projects.

*Post-conditions:* User closes sQuire.

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### 1.1.3 Join Project (Created by sass8427, Revised by bolt1003)

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*Actors:* Users of sQuire.

*Goals:* Join an existing project.

*Pre-conditions:* Must be registered, logged in and have permission to join a project.

*Summary:* The user logs in, chooses a project, and joins the project.

*Related use cases:* Invite user to project, Accept user invite.

*Steps:*

1. The user selects a project.
2. The user chooses the "Join".
3. The project is added to the users projects bar.
4. The user selects the project and selects "open".

*Alternatives:* User may decline an invitation to join a project.

*Post-conditions:* None

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#### 1.1.4 Leave project (Created by sass8427, Revised by bolt1003)

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*Actors:* User

*Goals:* Remove member status from project.

*Pre-conditions:* Logged in, member of the respective project, not project owner.

*Summary:* A member of a project can unjoin that project at any time as long as they are not the project owner. To prevent mistakenly unjoining a project, the user is asked to confirm their decision.

*Related use cases:*

*Steps:*

1. User selects a project.
2. User clicks "Unjoin".
3. User is prompted to confirm their decision
4. User clicks "Confirm".
5. User is removed from project member list.

*Alternatives:* User clicks "Cancel" at step 4, in which case the task is ends at that point.

*Post-conditions:* None.

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### 1.1.5 Delete Project(Created by mora5651, Revised by bolt1003)

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*Actors:* Users of sQuire.

*Goals:* Delete an existing project.

*Pre-conditions:* The user has the appropriate permissions to delete project.

*Summary:* A user deletes a project from the project workspace.

*Related use cases:* Create a project.

*Steps:*

1. The user selects a project.
2. The user clicks on the "Delete project" button.
3. A dialog is displayed.
4. User select "delete" to delete the project.

*Alternatives:* User may choose not to delete the project in the confirmation display.

*Post-conditions:* None.

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### 1.1.6 Export Project(Created by knic1468, Revised by bolt1003)

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*Actors:* User of sQuire.

*Goals:* Export a workspace to a local file.

*Pre-conditions:* The user needs permission to export the project.

*Summary:* User saves a file containing the project settings and files to a local machine.

*Related use cases:* Importing a project, Creating a new project.

*Steps:*

1. The user clicks on the "Export File" button.
2. System prompts the user to select a location and filename.
3. User selects a file location.
4. The user enters a file name.
5. The user selects "export".

*Alternatives:* The user cancels the export, The system prompts that a file already exists with the same name.

*Post-conditions:* None.

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### 1.1.7 Accept Invite to Project (Created by carl7595, Revised by bolt1003)

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*Actors:* User who received the invite.

*Goals:* Gain access to a Project.

*Pre-conditions:* User has a valid email address.

*Summary:* Access is granted to a project using an invitation email.

*Related use cases:* Create an account.

*Steps:*

1. Invitee clicks on the link received by email.
2. The link opens in a browser.
3. Dialog appear welcoming them to the project.
4. The project is added to their Projects list.

*Alternatives:* The user ignores the invite.

*Post-conditions:* Email link is deactivated.

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### 1.1.1.8 Remove User from Project (Created by carl7595, Revised by bolt1003)

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*Actors:* User of sQuire

*Goals:* Revoke access to the Project for a single or multiple users.

*Pre-conditions:* The user has permission to edit the Project access list.

*Summary:* One or more user accounts are removed from the access list for a project.

*Related use cases:* Add users to a project.

*Steps:*

1. The user selects the access list for the project.
2. The user selects an account.
3. The user selects "Remove from Project".
4. The user is prompted for confirmation
5. The user selects 'Yes'.

*Alternatives:* The user selects 'No' and the access list is not modified.

*Post-conditions:*

- The user that was removed is notified of the change.
- The user is prevented from accessing files.

### 1.1.9 Edit Project Permissions (Created by benz5834, Revised by bolt1003)

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*Actors:* User of sQuire

*Goals:* Edit the permissions for a project

*Pre-conditions:* The user is logged in.

*Summary:* User opens up the settings menu and navigates to permissions, adds (or removes) users individual access rights to the project.

*Related use cases:* Add user to project, Remove user from project.

*Steps:*

1. The user selects a project.
2. The user selects settings.
3. The user selects permissions.
4. The user selects user from list of users.
5. The user adds read or write permissions to user.
6. The user selects save to save changes.
7. The user exits settings.

*Alternatives:* User can remove read or write permission instead in step 6. User can discard changes instead in step 7.

*Post-conditions:* None.

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