Use Cases

1. creating a room - done

Alisher Pazylbekov

1. joining a room
2. sharing room
3. kicking someone
4. viewing user account
5. changing hosts

Ian Crutcher

1. add song
2. removing a song
3. checking history of room
4. next song (host can skip song)i
5. moving songs, getting token back

Omid Anvar

1. searching for rooms
2. adding a friend
3. previewing a song
4. closing the room
5. Logging into website

**Use Case UC1: Creating a Room**

Primary Actor:

* User of website

Stakeholders and Interests:

* User wanting to create a room

Preconditions:

* User is logged in

Success Guarantee:

* Room is created with configuration specified by the user
* User has host privileges in the room

Main Success Scenario:

1. User clicks create room button
2. User prompted with configuration details
3. User selects desired configuration settings and accepts
4. System creates new room with user selected configurations
5. User is greeted with the room screen

Extensions:

3. User fails to give proper specifications

1. System notifies user about error
2. User fixes error

Special Requirements:

1. Room should be created within 2,000 ms

Technology and Data Variation: None

List Frequency of Occurrence: Whenever a user wants to create a room