Use Case Diagrams:

Actors:
Primary:
- Residents
- Nurse

Secondary:
- Admin
- Cooks
- Wait staff

Sejal

Use Case	1. Resident_Messaging
Description	Resident wants to message another resident
Actors	Resident
Assumptions	Resident knows the first and last name of the Resident they want to message
Steps	1. Logs into system 2. Select the messaging icon 3. Select resident to message 4. Type out a message 5. Send the message
Variations	
Non-functional	Performance Mean: A message sent to another resident, should be sent to the other resident within 1 second
Issues	Should there be other mediums of messages a resident can send to another resident? (ie. images, audio, video, etc.)

Sejal

Use Case	2. Resident _Check_Event_Schedule
Description	Resident wants to check upcoming events for a specific time period
Actors	Resident
Assumptions	Resident knows the time period they want to check upcoming events for

Steps	1. Resident logs into system 2. Resident selects Event Calendar 3. Resident selects time period (day, week, month) to check events for
Variations	
Non-functional	
Issues	How can we create a simple and intuitive interface to allow seniors to effectively navigate the upcoming events for a certain time period?

Sam

Use Case	3. Nurse_checks_resident's_medical_information
Description	Nurse wants to check Resident's medical information
Actors	Nurse
Assumptions	The nurse has an account with the correct priveledges
Steps	1. Nurse logs in to their account 2. Nurse searches for resident 3. Nurse selects who's medical information they wish to check 4. Nurse selects dropdown for relevant medical information 5. Nurse reads relevant medical information
Variations	
Non-functional	
Issues	How can we make a simple resident search system to make finding information hassle-free

Sam

Use Case	4. Resident_Selects_Dinner_Option
Description	Resident wants to see what the dinner options are and selects the meal they want.
Actors	Resident

Assumptions	The cook has already added the daily meal plan

Steps	1. Resident turns on device
	2. Resident clicks daily meal plan
	3. Resident clicks dinner
	    a. Three options pop up on screen
	4. Resident clicks the dinner they are interested in
	    a. A short description of the meal pops
	    b. Allergy warnings pop up
	5. Resident goes back to the other meals
	6. Resident picks another meal
	7. Resident selects the "I want this" button
	8. Resident picks a time
	9. Resident clicks done

Variations	
Non-functional	
Issues	How can we make a simple but intuitive back button for the residents to see if they don't want a specific meal.

Jayna

Use Case	5. Add_Meals
Description	Cook wants to add daily meal options
Actors	Cook
Assumptions	Cook knows what meals are being offered

Steps	1. Cook logs into system
	2. Cook chooses Menu option on home screen
	3. REPEAT
	    a. Cook selects day they want to update
	    b. Cook selects which meal of the day to update
	    c. Cook adds up to 3 different options for that meal

	UNTIL Cook has imputed all menu options. 4. Cook saves menu 5. Cook logs out of system
Variations	**#3c**: cook adds menu options **or** cook updates existing options **or** cook deletes an existing option
Non-functional	
Issues	How do residents get notified when a menu option is updated? When is the deadline to finalize meal options before the meal is served?

Jayna

Use Case	6. Update_Schedule
Description	Admin wants to update schedule
Actors	Admin
Assumptions	Admin has the correct and updated schedule for the upcoming events

Steps	1. Admin logs on to system
	2. Admin selects calendar button on home screen
	3. Admin Chooses to add events to calendar
	4. REPEAT:
	   a. Admin Selects which day they want to update
	   b. Admin add events to that calendar day
	UNTIL admin has no more days they need to update
	5. Admin Saves the Changes
	6. Admin Logs out of the system

Variations	**#4b**: Admin can add event **or** Admin can update an existing event **or** Admin deletes existing event
Non-functional	
Issues	How do the residents get notified of an event

	being changed? How late can an event get updated before it is scheduled to occur?

Gavin

Use Case	7. Administrator_Add_Resident
Description	The administrator wants to add a resident to the system
Actors	Admin
Assumptions	Admin knows information for the resident they want to add to the system.
Steps	1. Admin logs on to system 2. Admin selects User Admin button on home screen 3. Admin chooses the create user button 4. Admin enters information for a new user 5. Admin presses "confirm" button 6. Admin saves the changes 7. Admin logs out of the system
Variations	
Non-functional	
Issues	What information should an admin have to enter to register a resident?

Gavin

Use Case	8. Administrator_Remove_Resident
Description	The administrator wants to add or remove residents from the system
Actors	Admin
Assumptions	Admin knows which resident they want to remove from the system.
Steps	1. Admin logs on to system 2. Admin selects User Admin button on home screen 3. Admin chooses the remove user button 4. Admin selects the user to remove 5. Admin presses "confirm" button

	6. Admin saves the changes 7. Admin logs out of the system
Variations	
Non-functional	
Issues	Should an admin require approval to remove a user?

Toby

Use Case	9. Administrator_Announcement
Description	Administrator wants to send an announcement/notification to all residents
Actors	Admin, Resident
Assumptions	Admin has an announcement to broadcast and the system is on
Steps	1. Admin logs into the system 2. Admin selects the Send Announcement Button 3. Admin inputs the announcement text 4. Admin selects Send 5. Admin confirms they want to send 6. System sends the announcement to all residents
Variations	4. Admin selects Cancel
Non-functional	None
Issues	Should the admin be able to target specific users?