Iterations 4-5 - Requirements Proposal

Team ID/Name: SB5 - Stars

Within your team, each use case needs to be different and independent:
There should be **NO overlaps or dependencies between use cases**.
Make sure that your new use case do not rely on the internet or cellular network.

CLONE THIS DOCUMENT FOR YOUR TEAM IN THE STUDENT DELIVERABLES FOLDER FOR SE PROJECT - ITERATION 4-5

Team	Iteration 5 Proposal	Approved
	Step 1: User Story Motivation: **As** a citizen, **I want to** be able to send pictures and videos in public wall, **so that** I could better explain my situation in a disaster using pictures and videos.	Y/N Value:
	Faculty/TA Comments:	
	Step 2: UI Mockups Link: https://www.fluidui.com/editor/live/preview/p_iW60kdZlEw1xRhcBZVz1JJWtUpZNkKon.1447114573474	Y/N Value*:
	Faculty/TA Comments:	
	Step 3: Elaboration - User Story with Acceptance Criteria See below	Y/N Value*:
	Faculty/TA Comments:	

*Value point might be revisited as the target user has a better understanding of the functionality.

User Story with Acceptance Criteria
(Gherkin notation: Given/When/Then with And as needed)

- **Upload Photo/Video Message Criteria**
  Given a Citizen is logged into the system
  And the Citizen decides to post a new photo/video on the public wall
  When the Citizen click the camera icon
  Then the system asks the Citizen to choose the **Source of New Post** rule

- **Source of New Post Option Selection**
  Given a logged in Citizen has decided to select a source of new post option

When the two source of new post options are displayed
Then the Citizen select one option

- **Take A New One Option**
  Given a logged in Citizen has decided to select the “take a new one” option
  And the source of new post option has been displayed
  When the Citizen selects “take a new one”
  Then the system will load the camera of the phone

- **Take A New One Cancel Option**
  Given a logged in Citizen has selected the “take a new one option”
  And the system has loaded the camera of the phone
  But the Citizen has not taken a photo/video
  And the Citizen does not want to upload a photo/video
  When the Citizen click on cancel button
  Then the system will cancel the process and go back to public wall page

- **Take A New One Validation Option**
  Given a logged in Citizen has selected the “take a new one option”
  And the Citizen has taken a photo/video
  When the system displayed the photo/video
  Then the Citizen can choose to retake a photo/video or upload the newly taken photo/video

- **Upload One From Gallery Option**
  Given a logged in Citizen has decided to select the “upload one from gallery” option
  And the source of new post option has been displayed
  When the Citizen selects “upload one from gallery”
  Then the system will load the photo gallery of the phone

- **Upload One From Gallery Cancel Option**
  Given a logged in Citizen has decided to select the “upload one from gallery” option
  And the system has loaded the photo gallery of the phone
  When the Citizen elects to cancel the process
  Then the system will cancel the process and go back to the public wall

- **Upload One From Gallery Validation Option**
  Given a logged in Citizen has decided to select the “upload one from gallery” option
  And the system has loaded the photo gallery of the phone
  When the Citizen select a specific photo/video to send
  Then the system will upload the chosen photo/video and go back to the public wall

Business Rules

- **Photo Upload Rule** - Citizen can only choose one photo each time.
- **Video Upload Rule** - Citizen can only choose file no more than 5m.
- **Source of New Post Rule** - “Take a new one” option and “upload one from gallery” option.

Check the following pages for the template for each use case and student...

Student 1	Proposal	Approved
Name: Valliammai Chellappan	**Step 1:** Use Case Name: Group chat based on citizen's skill set Use Case Brief Description: This use case is introducing a new feature of group chat based on the citizen's skill set so that people who need help or in emergency can contact the particular group for specific advice / help. Users can add two skills (one primary and one secondary) to their profile while registering. Skills to be provided : CERT, Red Cross, General Medical, First-Aid, CPR, Fire, Law Enforcement, Plumbing, Construction, Search & Rescue, Other (specify). It will be displayed as specific icons as per the skill set along with the citizen names in the directory, so that it is easily visible to everyone. They can be reached for help by anyone either by private chat or also by group chat.	Y Value: 3
	Faculty/TA Comments: Good. HE: why don't you generalize to skills/training: CERT, Red Cross, General Medical, First-Aid, CPR, Fire, Law Enforcement, Plumbing, Construction, Search & Rescue, Other (specify) - 2 skills, primary and secondary	
	Step 2: UI Mockups Link: https://www.fluidui.com/editor/live/preview/p_RhMvwsZW8lPUbfuEzak3p11gIOLpJGQs.1447375527803	Y Value*: 3
	Faculty/TA Comments: HE: Just update the mockup wrt to changes above. HE: this does not appear to be clickable. FIXED. Additional comments.	
	Step 3: Elaboration - Use Case Specification See below	Y Value*: 3
	Faculty/TA Comments: HE approved.	

*Value point might be revisited as the target user has a better understanding of the functionality.

Use Case Specification: ???

Participating Actors

The use case is initiated by a citizen.

Brief Description

This use case allows citizen who need help or in emergency to contact another citizen for specific advice/help based on his / her skill set either by private chat or by group chat. Any citizen can add two skills (one primary and one secondary) to their profile while registering. Skills to be provided : CERT, Red Cross, General Medical, First-Aid, CPR, Fire, Law Enforcement, Plumbing, Construction, Search & Rescue, Other (specify). It will be displayed as specific icons as per the skill set along with the citizen names in the directory, so that it is easily visible to everyone. Anyone can start private chat with the skilled citizen. And citizens with the similar skill sets would be placed in one group so that any citizen can contact that group for specific help and the group members can also chat among themselves.

Assumption

The citizen is willing to select his/her skill set while registering. If it is not in the list provided, he/she would specify it under Others.

Flow of Events

Basic Flow

1. The use case starts when the citizen C1 registers and joins into the community.
2. The system displays two lists of skill sets to the citizen C1 in the Join Community page while registering and provides a space under Others to specify other skill set.
3. The citizen C1 selects his/her primary and secondary skills from the two lists displayed or also specify other if there is any and registers into the community.
4. The system saves the citizen C1's skill set into the database and directs C1 into the chatroom page with the contact list.
5. The system displays two icons specific to the skill set selected along the C1's name in the contact list.
6. The system adds citizen C1 to the particular group chat after registering.
7. The citizen C1 who needs help or in emergency starts private chat with another citizen C2 in the contact list with another skill set.

8.The citizen C1 starts group chat with the particular group G1 available for any specific advice/help by clicking the group name.

9. The system displays the chat message (together with sender name, timestamp, status at the time the message was sent, and location if available) to Citizen C1 and other group members.

10. The citizen C1 clicks the other tabs (chat publicly, post announcement, share status, search info) for going back to the other functionalities,clicks citizen C2 again for checking private conversation and clicks the group G1 again for checking the group conversation.

Alternative Flows

- A1 in step 2, if the citizen C1 is returning to the community and logging in back, he/she would not be asked to select skill set again.
- A2 in step 3, if the citizen C1 has not provided two skills either by selecting from the list or specifying under 'Other',the system would throw validation 'Please select one primary and secondary skill. If there is not one is in the list, please specify it under Other'.
- A3 in step 5, if the citizen C1 has selected others in one of his skill sets and provided as text, it would be displayed as text along the citizen C1 name instead of an icon.
- A4 in step 6, if the citizen has selected 'Other' for any of the skill sets, there are no groups for it.

- A5 in step 8, if the citizen C1 wanted to talk to citizen C2 about his specific skill set provided under others,he /she should do only private chat.

Rules

- Skill sets are predefined : CERT, Red Cross, General Medical, First-Aid, CPR, Fire, Law Enforcement, Plumbing, Construction, Search & Rescue,Others (Specify)
- Citizen is allowed to have maximum of 2 skill sets including others (one primary & one secondary) and will be in maximum of 2 groups.
- Each skill set has a specific icon to be displayed along with the citizen name.
- If the citizen has specified a different skill set under others, it would be displayed as text along the citizen name.
- Citizens with the similar skills sets are automatically added to the specific group after registering.
- There are predefined group chats for the particular skill sets displayed. And there are no group chats for the specific skill provided by the citizen.

Student 2	Proposal	Approved
Ruhua Wu	**Step 1:** Use Case Name: Upload Pictures & Videos Use Case Brief Description: User can send pictures and videos in chat, user can either send something from photo gallery or by taking a new photo or video.	Y Value: 3
	Faculty/TA Comments:	
	Step 2: UI Mockups Link: https://www.fluidui.com/editor/live/preview/p_iW60kdZlEw1xRhcBZVz1JJWtUpZNkKon.1447114573474	Y/N Value*: 0.5
	Faculty/TA Comments: Good UI mockup	
	Step 3: Elaboration - Use Case Specification See below	Y/N Value*: 3
	Faculty/TA Comments: Clearly specified use case. Well done.	

*Value point might be revisited as the target user has a better understanding of the functionality.

Use Case Specification: ???

Participating Actors

Citizen

Brief Description

The use case allows the Citizen to post a photo or video on a public wall (Citizen can either upload photos and vedios from the phone's photo gallery or take new ones using the phone's camera)

Assumption

Citizen is logged into the system.

Citizen is using our application through mobile phone

Citizen's phone has camera

Flow of Events

Basic Flow

1. The use case starts when the Citizen click the camera icon and elects to post a new photo(vedio) on the public wall.
    2. The system asks citizen to choose the source of new post(“take a new one” or “upload one from gallery”).
3. If user choose to upload from gallery, the system will load the photo gallery of the phone
    4. When citizen click on specific photo or vedio in the gallery, this photo or vedio will be sent out.
5. The system stores and displays the photo/vedio (together with sender name, timestamp, status at the time of post if available, and location if available) so other online users can see it.

Alternative Flows

- A1. Whenever user refresh the webpage, all the history image or video message will be loaded.
- A2. In step 2, if citizen choose “take a new one”, the system will load the camera of the phone.
- A3. In step 2, after citizen takes a new photo or video, if he or she doesn’t want to upload it, he or she can click on the cancel button to cancel the upload.
- A4. In step 3, if citizen choose a video to upload, an image of video sign will be displayed on the screen, when user click on the sign, a new window will be loaded, citizen can view the video in the new window
- A5. In step 3, if citizen choose a picture to upload, the picture will be shown on the screen and when citizen click on the picture, the original sized picture will be loaded in a new window
- A6. In step 4, if citizen wants to send multiple photos, he/she can go back to step 1.

Rules

- Citizen can only choose one photo each time.
- Citizen can only choose file no more than 5m.

Student 3	Proposal	Approved
Sandeep	**Step 1:** Use Case Name: Measure performance enhancements Use Case Brief Description: Monitor can load profile in terms of these parameters -Duration of test in seconds -Synchronous/Asynchronous method -Request interval in case of asynchronous method Load shape of performance statistics based on chosen profile and test results	Y Value: 2
	Faculty/TA Comments: Good presentation of performance statistics could bring the value to 3.	
	Step 2: UI Mockups Link:https://www.fluidui.com/editor/live/preview/p_z09eU9Lr5weMii8c9HJa6cQ8xCh96dWN.1447273566480	Y Value*: 0.3
	Faculty/TA Comments: Not clear what benefits synchronous performance measurements gives. 1 image mock insufficient, display the mockup in a mobile window to reflect the real product. (Joao)	
	Step 3: Elaboration - Use Case Specification See below	Y/N Value*: 2
	Faculty/TA Comments: Use case is very clear and well elaborated. (DH)	

*Value point might be revisited as the target user has a better understanding of the functionality.

Use Case Specification:

Participating Actors
The Use Case is initiated by Monitor.

Brief Description
Monitor can load profile in terms of these parameters
-Duration of test in seconds
-Synchronous/Asynchronous method
-Request interval in case of asynchronous method
Load shape of performance statistics based on chosen profile and test results

Assumption
The Monitor is logged in to system. In current iteration, any Citizen can play the role of monitor.

Flow of Events

Basic Flow

1. The use case starts when Monitor elects to measure the system performance
2. The system provides the monitor with desired information performance measurement methods and requests the monitor specify measurement profile as per profile selection rules. The system knows which one is current measurement method.
3. The Monitor selects synchronous method for performance measurement.
4. The system requests that monitor to provide time duration in seconds and request interval in milliseconds.
5. The Monitor enters test duration, request interval and initiates the performance test case. (Refer Rules)
6. The system validates, records the test duration, request interval and Monitor issues series of requests to the test system. (Refer rules)
7. The system performs the test according to test duration and when the test is over, loads the performance measurement statistics shape for following values
   - Requests per sec
   - Error rate
   - Average response time
   - Peak response time
   - Uptime

Alternative Flows

- A1. In step2, if Monitor did not specify any measurement method, default measurement profile is as per Measurement Profile selection rule. The use case proceeds to Step4.
- A2. In step2, the Monitor can selects asynchronous method as performance measurement method. The use case proceeds to Step4.
- A5. At any time, Monitor can decide to stop measuring performance. The use case ends.
- A6. If test is too long, memory can become full or low, so system can terminate the test and informs Monitor in that case. See Post Request Limit rule.

Rules

- Measurement Profile Selection Rule:

Measurement options available are

1. Synchronous Method
2. Asynchronous Method

The default measurement profile is “Synchronous Method”

The Monitor can select only one method at a time. For new measurement method selection, ongoing test has to stopped to make new selection.

· Test Elements Rule: Performance test should be done by issuing two kinds of requests: (1) Message posted by the Monitor to an empty public wall and (2) Requests by the Monitor to read the contents of a populated public wall. In synchronous method (1) and (2) has to be in sync i.e

second message is posted by monitor only when one (1)-(2) pair is done. In asynchronous method, a bunch of (1) followed by bunch of (2) can be done.

- Test Payload Rule : Each message post should be 20 characters long.
- Test Duration Tolerance Rule: The actual duration of the performance test should be within 5 seconds of the duration specified by the Monitor.
- Integrity Preservation Rule: Performance test should not touch, affect, or corrupt the main database. It should use test databases that are recreated afresh each time the use case is exercised, and test databases should be destroyed when the use case is over.
- Post Request Limit Rule: When the total number of post requests sent to the system exceeds a limit, say 10000 posts, any performance test messages stored should be deleted.
- Suspend Normal Operation Rule: When the Monitor is measuring performance, the system should not be usable by other actors (including Citizens and other Monitors) since the system is overloaded with test requests and normal operation is suspended. It becomes temporarily unavailable for regular operation.

Student 4	Proposal	Approved
Name Lychee Ding	**Step 1:** Use Case Name: Follow Your Friend Use Case Brief Description: Citizens will be able to follow their friends' (other citizens) changing of status. As a follower, the citizen will get an alert message whenever the people he/she followed has changed status. Also, a citizen will be able to make his/her friend's phone playing a sound alert so that he/she could follow the sound to trace that person.	Y Value: 3
	Faculty/TA Comments: Good	
	Step 2: UI Mockups Link: https://www.fluidui.com/editor/live/preview/p_WWokNdR9AvfHf21LyOJT2O1l7rzH7SQN	Y Value*: 3
	Faculty/TA Comments: Be aware of the emergency scenario, where multiple people play sounds (defeats of tracking)... You didn't show me the History mockup. Good mockups clear explanation of the problem (Joao) - HE: not clear how/when bell icon is displayed in UI mockup… If this is fixed, award full points for UI mockup.	
	Step 3: Elaboration - Use Case Specification See below	Y Value*: 3
	Faculty/TA Comments: HE: UC spec is very good. Differentiate between 2 citizens and represent also the actions of the selected citizen. Remove the status history aspect (not necessary for 3 pts, already complex enough). HE: better to call Citizen = Citizen 1, Selected Citizen = Citizen; otherwise it gets a bit confusing, since once you mention Selected Citizen, it's possible to refer to that citizen simply as The Citizen. Best to disambiguate clearly.	

*Value point might be revisited as the target user has a better understanding of the functionality.

Use Case Specification:

Participating Actors

The use cases is initiated by a Citizen.

Brief Description

The use case allows the Citizen to track status changing of selected citizens following selected citizens in the contact list (directory). Moreover, the Citizen is able to trigger sounds on the selected citizen's phone who have been followed by him/her.

Assumption

The Citizen is logged in to the system and is currently on the contact list (directory) page to start this use case.

Flow of Events

Basic Flow

1. The use case starts when the Citizen 1 access the “follow my friend” function using contact list page and elects to follow a Citizen.
2. The system will change the hollow star icon (next to the citizen’s name) to the solid star icon to reflect that the Citizen is now being followed.
3. The system will also display a bell icon below the solid star icon.

4. The Citizen 1 elects to trigger the bell icon to locate the Citizen.
5. The system will play a 20 seconds alert sound on the Citizen’s phone.
6. The Citizen will get an alert information identifying who has triggered a sound on the phone.

7. The Citizen 1 elects to access chat page.
8. The Citizen changed his/her status from contact list page.
9. The system will send an alert message to notify status change of the Citizen to Citizen 1.
10. The alert message will be displayed for 5 seconds then will be gone.
11. The system display the chat page.
12. The Citizen 1 elects to see the contact list.
13. The Citizen 1 elects to stop following a Citizen by deselecting the solid star icon.
14. The system will change the solid star icon to hollow star icon and the bell icon disappeared. The use case ends.

Alternative Flows

- A1. In Step 1, the Citizen 1 elects to follow a third citizen in the contact list. The system will alert a message according to Rule 1. The use case continues with Step 12.
- A2. In Step 4, the Citizen 1 elects to trigger the bell icon again within 20 seconds. The system will stop playing the alert sound immediately. The use case continues with Step 7.
- A3. In Step 6, the Citizen elects to stop the sound playing on his/her phone within in 20 seconds of initial triggering by Citizen 1. The system will stop playing the alert sound immediately. The use case continues with Step 7.
- A4. In Step 4, the Citizen 1 elects to trigger the bell icon of another Citizen within 20 seconds of triggering the bell icon of one Citizen. According to Rule 2, the system will stop sound playing on the first Citizen’s phone and start playing sound on second Citizen’s phone. The use case continues with Step 5.
- A5. In Step 4, the Citizen 2 elects to trigger the bell icon of someone who has already been triggered to play a sound by Citizen 1 within 20 seconds. The system will alert a message to the Citizen 2 according to Rule 3 and prevent the Citizen 2 from triggering the bell icon now.
- A6. In Step 10, the Citizen elect tos close the alert messages. The use case continues with Step 11.

Rules

- Rule 1: A citizen can only follow two people at a time.
- Rule 2: A citizen can only trigger one sound play at a time.
- Rule 3: A citizen’s bell icon can only be triggered by one citizen at a time.

Student 5	Proposal	Approved
Name Zhengang Wei	**Step 1:** Use Case Name: Voice Message Use Case Brief Description: User can send voice message, all the voice message is stored ~~in database~~, user can listen the voice message	Y Value: 2
	Faculty/TA Comments: CP: Avoid references to implementation in requirements	
	Step 2: UI Mockups Link: https://drive.google.com/drive/u/0/folders/0B1gr5Rcq4dqfTEtBaDlpTlR5MHM	Y Value*: 0.4
	Faculty/TA Comments: Simple presentation, should present in Mobile View, Overall good. Be aware of the complexity for voice recording and transmitting. (Joao)	
	Step 3: Elaboration - Use Case Specification See below	Y Value*:
	Faculty/TA Comments: Very well done use case and easy to understand. (DH)	

*Value point might be revisited as the target user has a better understanding of the functionality.

Use Case Specification: ???

Participating Actors
The use case is initiated by a Citizen.

Brief Description
The use case allows the Citizen to record and post a voice message on a public wall, private chat and announcement. Citizen can also search all the voice message in the search button.

Assumption
The citizen is logged into the system. The system has get the privilege of using microphone.

Flow of Events

Basic Flow

1. The use case starts when the Citizen elects to post a voice message on the public wall. The system will show a button called “Record”.
2. .When Citizen press the record button, the button changed to “Release”, the system begins to record and when they release button, the voice message are automatically sent to other people. There will be a time count of how long you have recorded.

3. The system stores and displays the voice message.(together with sender name, timestamp, status at the time the message was sent, and the total time of voice message)
4. When Citizen click the voice message in the chat page, the system will play the voice message.

Alternative Flows

- A1 Citizen can search all voice message when typing “- voice” for chat public, chat private and post announcement.
- A2 In step 2, if the voice has recorded more than 50s, the record time will be shown in red words
- A3 In step 2, if the voice has recorded more than 60s, the record will be stopped and sent automatically within 60s
- A4 In step 1, Citizen can choose to send a voice message to a specific user
- A5 In step 1, Citizen can choose to send a voice message as announcement
- A6 In step 3, If Citizen received a private voice message, there will be an alert to tell the Citizen that they have received a voice message.

Rules

- **The record time should be less than 60s**
- **The record time should be more than 1s**
- **An icon tell user to click**