Iteration 5:

Iteration 5 Proposal	Approved
Step 1: User Story Motivation: **As** a citizen in Emergency, **I want to** share the information about food and water, and dynamically update the foods and water info, besides other users can request for foods or water. **so that** other citizens who need food/water can see and info, update the info and request the info.	Y Value: 3
Faculty/TA Comments: This is a good use case that adds value to the project. I approve if I see dynamic updates in food and water info. For example, if a user has 50 units of food to share and another one requests 20 units, then the first users food supplies should drop to 30. I also want dynamic updates and notifications on any new food or water supplies that are being shared. Last point is to allow users to ask for supplies in addition to sharing, so it would be bidirectional, a user can share and ask for supplies.	
Step 2: UI Mockups Link:https://drive.google.com/file/d/0B9r2ONclpsvNbmU1Z01YQVFVcFk/view?usp=sharing	Y Value*: 0.75
Faculty/TA Comments: Mockups clearly describe the idea. All the recommendations I made were added.	
Step 3: Elaboration - User Story with Acceptance Criteria See below	Y Value*: 1
Faculty/TA Comments: Thoroughly described user story with complete acceptance criteria and business rules.	

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

User Story Motivation

As a citizen in Emergency,
I want to dynamically update the information about my food and water and share/request food or water to/from the public “warehouse”
so that other citizens can see my food and water information, as well as the food and water in the public “warehouse” and share/request to/from the public warehouse.

Explanation:
1. User’s info about the amount of water/foods is updated dynamically: If he/she shares some food or water to the public wall, his/her own amount of food/water will decrease; If he/she requests some water or food from the public “warehouse”, the amount will increase.
2. Each time when someone shared some food or water to the public “warehouse”, there will be a notification shown on the page so that everyone can know, similarly, if someone fetched some food or water from the public “warehouse”, there will also be a notification.
3. Each one’s food or water information is shown in the directory and updated automatically.
4. If some one’s food or water amount is below certain level, there will be a notification shown so the whole community will know.

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

- **Display individual's food/water information**
  Given a citizen is logged into the SSNoC community
  When the citizen selects to see the directory
  Then the directory shows the list of all the users in the community with food and water amount information
- **Editing individual's supply(food and water) page**
  Given a citizen is logged into the SSNoC community
  When he/she open the "supply info" page
  Then person's own supply information is shown, along with two options: "share to public" and "get from public"
- **Scenario: Select "share to public"**
  Given the citizen selects to share supply to public warehouse
  When he/she select the type(food/water) and type in the amount(units) and click submit
  Then the person's own supply amount will decrease and supply in the public warehouse will increase a same amount.
  And a notification will be posted to the community and everyone can see it
- **Scenario: Select "get from public"**
  Given the citizen selects to get supply from the public warehouse
  When he/she select the type(food/water) and type in the amount(units) and click submit
  Then the person's own supply amount will increase and supply in the public warehouse will decrease a same amount
  And a notification will be posted to the community and everyone can see it
- **Scenario: When one's supply is below certain level**
  Given the citizen is logged into the community
  When he/she share some food/water to the public warehouse and his/her food or water supply is below certain basic level
  Then a notification will posted to the community automatically to warn everyone.

<u>Business Rules</u>

- **One cannot get food or water from public warehouse if his/her food or water supply is above certain level.**
- **One cannot get food/water more than 5 units in one time.**
- **One cannot get food or water if there are not enough food or water left in the public warehouse**
- **If one's food or water is already below certain level, he/she cannot share food or water to the public warehouse anymore.**

Iteration 4 - Team X Requirements Proposal

Team ID/Name: SV7/ Warriors

TA Name: _____

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

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

Student 1	Proposal	Approved
Name Yichen Lin	**Step 1:** Use Case Name: Video Chat Use Case Brief Description:Users can launch video chat	Y Value:3
	Faculty/TA Comments: Approved. Be careful because depending on how you choose to implement it, it may be hard and time-consuming.	
	Step 2: UI Mockups Link: https://invis.io/MZ6QP7843	Y Value*: 0.75
	Faculty/TA Comments: ~~Not approved. It's not clear from your mockups how a user selects another one to video chat with. If they both have to enter the same roomID, then how do they know it? They discuss it first? This part is not clear. I think it's more intuitive to go the video chat page after you click on a username from the user list. Review your mockups.~~ [FIXED]. A user can select another user from the user list and start a video chat. However, you are not showing the part where users select to see the directory and then select a user. You are missing one part, according to what you've written in the specification. Also, the user that is being called needs to get a notification and then go to the video chat window after clicking on the notification.	
	Step 3: Elaboration - Use Case Specification See below	Y Value*: 1
	Faculty/TA Comments: The specification is not complete. You should send a notification to the user that is being called and then enter the video chat after clicking on the notification. See the comment on your mockups also.	

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

Use Case Specification: Video Chat

Participating Actors:

Two Users: User1 and User2

Brief Description

User can a user from the directory list to launch a video chat

Assumption

User logged into the system.

Flow of Events

Basic Flow

1. The use case starts when user1 click "show user directory"
2. The system will display the user directory along with the option to launch a video chat.
3. The user1 clicks the video chat button and the system display a video chat, only two screens in the window, One for each use.And one of them will display user1's video stream, and the other one screen will remain black/blank until user2 login. User1 wait for user2 to login in this video chat.

4. At the same time, the user being called(user2) will receive a message in the user directory page. And user2 enter the video chat window by clicking the “reply the video chat”.
5. The video chat window have two video screen filled now, each displays a user video screen.
6. Users can terminate the video chat by clicking “exit” to and return to the user directory page.

Alternative Flows

- A1. If a user1 doesn’t want to wait for the user2 any more, he can click “exit” to terminate the video chat and return to his/her user directory page;

Rules

- **One user can only chat with only one user simultaneously.**
- **A video chat window can only hold two users.**

Student 2	Proposal	Approved
Name Takuma Oda	**Step 1:** Use Case Name: Share Geolocation Use Case Brief Description: The use case allows citizens to share geolocation so that they can easily find other citizens who need help. Since the Internet is not available. the use case only provides information about distance and direction among citizens.	Y Value:3
	Faculty/TA Comments: Approved. You can also add a feature for a user to mark his/her position and ask for help. Then other users can use the geolocation to find him/her.	
	Step 2: UI Mockups Link: https://drive.google.com/a/west.cmu.edu/file/d/0BxoYw2DLB74uam1UYzB2SzNsUnM/view?usp=sharing	Y Value*: 0.75
	Faculty/TA Comments: Approved. Good job.	
	Step 3: Elaboration - Use Case Specification See below	Y Value*: 1
	Faculty/TA Comments:	

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

Use Case Specification: Share Geolocation

Participating Actors

The use case is initiated by a Citizen.

Brief Description

The use case allows citizens to share geolocation so that they can easily find other citizens who need help. Since the Internet is not available, the system only provides information about distance and direction among citizens.

Assumption

The Citizen is logged into the system with a GPS-enabled device

Flow of Events

Basic Flow

1. The use case starts when the Citizen elects to get GPS location
2. The system gets GPS signal and display the latitude and longitude of the Citizen's location

3. The Citizen submits the obtained GPS information
    4. The system stores the GPS information together with the Citizen's status

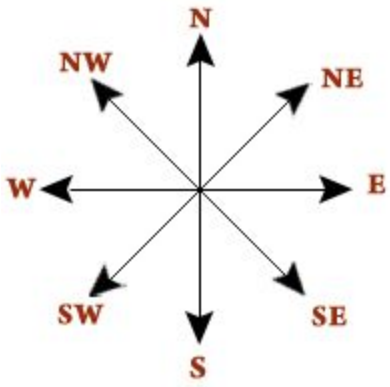
5. The Citizen elects to get other Citizens' locations
    6. The system compute distance and direction between the Citizen and other Citizens who have shared their location

Alternative Flows

- A1. In step 3, if the Citizen does not submit the obtained GPS information, the information is discarded. The use case returns to step 1.
- A2. In step 6, if there are no citizens who have shared their location, the system tells this to the Citizen

Rules

- **Direction Rule: The Categories of Direction are the following:**
  N: North, NE: Northeast, E: East, SE: Southeast
  S: South, SW: Southwest, W: West, NW: Northwest



Student 3	Proposal	Approved
Name Fei Xu	**Step 1:** Use Case Name: Send or share picture with location information Use Case Brief Description: This use case allows user to post a picture to the public wall or send certain picture to a specific person in the community with location information. The users with the small location will be notified and shall see the picture.	Y Value: 3
	Faculty/TA Comments: ~~This use case does not add too much value in an emergency application. Try to think of something more useful and explain how it can help users during a natural disaster.~~ Justified why share picture is useful in an emergency situation and added location info, so it could be more useful to find someone who needs help.	
	Step 2: UI Mockups Link: https://drive.google.com/open?id=0B9r2ONclpsvNeWNnN2kyMmEzUEk	Y Value*: 0.75
	Faculty/TA Comments: Approved. Good job.	
	Step 3: Elaboration - Use Case Specification See below	Y Value*: 1
	Faculty/TA Comments:	

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

Use Case Specification: Post picture according to locations or send picture to certain person

Participating Actors

The activity is initialized by a user who has already logged into the community.

Brief Description

This use case firstly allows the user to send a picture to another user privately with location information. This function is inserted into the private chat model and allows the user to share image information only to specific user. The second part of the function is to post the picture to the public wall. In this function, the location information is also posted in the same time. And the server will only post the picture to the users who are in the same location.

Assumption

The user logged into the system with a Camera-enabled device.

Flow of Events

Basic Flow

1. The use case starts when user click on directory button
    2. The system shows a list of users with their information shown

3. The user click on the picture button
    4. The system shows a list of pictures in the phone and also ask the user to type in the location.

5. The user selects a certain picture and type in the location and click on send button
    6. The system send the certain person the picture with location information

Alternative Flows

- A1. In step 1, if the user click on the post picture button, the system will go to step 4
- A2. In step 4, if the user choose to post picture and select a certain picture and type in a location, the system will automatically search the people who are in the same location and only send the picture to them.
- A3. In step 5, if the user did not type in a location and the user chose to post a picture, the system will take the user status' location by default.
- A4.In step 5, if user neither type in the location before sending picture nor have any location information in the user status data, the picture cannot be sent successfully. And a warning message will popup to notify the user

Rules

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