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| |  | | --- | | **DRAFT** | | Mobile Application  Use cases for  Online Course  Macintosh HD:Users:yikexue:Desktop:Screen Shot 2015-07-06 at 12.16.28 PM.png | |
| **By: Yike Xue** |
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# Introduction

Mobile Applications are developed in support of worker productivity; an important aspect of application life cycle development is – rapid development, modularized coding, efficient and secure distribution, control and management of mobile applications to facilitate that applications meet quality standards, are secure and that corporate change management and governance policies are adhered to.

To provide an understanding of the implementation and how it would be used, the team developed few use cases to define how the process would work.

# Use Cases Survey

# Customer Mobile application

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| No. | Use Case Name | Description | Benefits |
| 1 | Company Information | * Company information of Rams Head group * Company information of Software Merchant Inc. | Before using the app, the customers could have a basic knowledge about the app-related companies. It’s easy to click “continue” button to skip this page. |
| 2 | User Register | * Let customers input email and password to register an account * Show alert window indicating if registration succeed or not | Customers would know if their email is used as an existing account or they would be navigated to the next page with the new account. |
| 3 | User Login | * Let customers input email and password to register an account * Show alert window indicating if login succeed or not | If the customers successfully login with the valid email and password, they would be automatically navigated to next page. |
| 4 | Forget/Reset Password | When customers forgot their password, they could reset it. | Great feature for forgettable users. |
| 5 | Show Chapter/Section list | * A long video was segmented into pieces * Show a list of video names according to Chapter name * Click one of them and play it in the main screen   Data is stored in Core Data | Users could select which chapter they most interested in or last time where they were to continue the training(video watching) |
| 6 | Display video | The video will display in a box occupied the most area of screen | Users could watch the video while acknowledging the information of this piece of video |
| 7 | Answer questions | After users finished watching a clip of video, there would be a pop out input window and let the users input their answers | Keep track of the learning schedule and let the users note down what they learned |
| 8 | Journal | Showing all the questions the user has answered | Help users know their process and progress in the training |

# Suggestions or future uses (market trends, for both apps)

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| No. | Use Case Name | Description | Benefits |
| 1 |  |  |  |
| 2 |  |  |  |
| 3 |  |  |  |
| 4 |  |  |  |
| 5 |  |  |  |