



KING FAHD UNIVERSITY OF PETROLEUM & MINERALS

**College of Computer Sciences
and Engineering**



Software Requirements Specification

SWE417-Term(171)

Group 3

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Introduction

Purpose

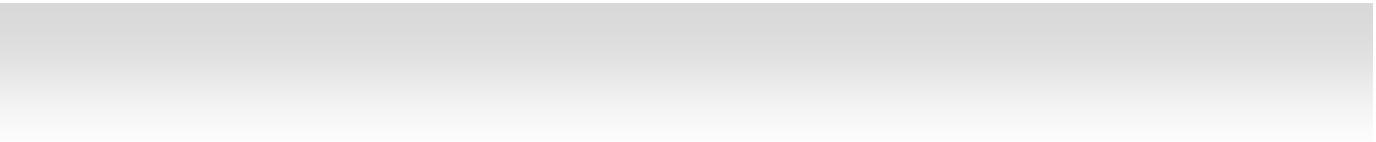
The project aims to introduce an online interactive smart room to provide an effective and modern means of communication. The project will create a learning platform in ways that will save time and make education more attractive. The project will help in engaging more people to the learning process.

Objective

The project will help in improving the classrooms, training sessions, short courses and workshops. Also, the project can be of use for any group of individuals who wants a unified channel of communication. The project will ease the process of brainstorming and scheduling future meetings, offer smart ways for group generations, and different activities to allow for more engagement among users. The goal is to qualify the application as a good option for corporates and education institutions to reduce the complexity of traditional work and increase productivity and quality of work.

Impact

The project will enhance and enrich the education by providing a better communication between teachers and students. Also, the project will provide better results in business meetings and workshops through managing the meeting before, during and after. Furthermore, people can be engaged in activities that will get them involved in a more interactive atmosphere. The project will be used by teachers, students, trainers, managers and employees.



Product Description

Overview

The project introduces a mobile application that serves as an interactive room where the admin and participants can communicate in a more productive way. The mobile application lets the admin create a room and add the participants names. Those attended will be able to participate in different activities initiated and managed by the admin. The activities can be anything that can take place inside a real room. Examples include quizzes, contests and brainstorming. The application offers the admin the option to create groups of participants either randomly or based on past performance. Furthermore, the application presents scheduling options that will ease meetings and appointments between the admin and participants.

Functional Requirement

1. **Brainstorming:** The objective in brainstorming is to compile as large a list as possible of potential examples for a given topic
 - Users can participate in a brainstorming session that involves real-time sharing of ideas and thoughts.
 - The contributions should be displayed in a list-like view. Every view should have a *like* button to reflect which contributions have made the best impression.
 - Chat section should be available to discuss any related matters to the current brainstorming session.
2. **Group Generation:** the objective is to share authentic discussion, and create common products.
 - Groups of participants shall be generated either randomly or by given inputs
 - Given inputs are based on participants information. This information can be their cities, languages or scores done in other activities.
3. **Timings Organizer:** Future meetings and appointments can be arranged using time slots to lead to the least conflicted timing among the participants.
 - Admin can set a schedule of his/her available time slots, and participants can reserve one to have an appointment with the admin.
 - Also, a technique to have a group meeting will be offered to arrange for a day where all participants are free to meet.

4. **Individual Selector:** A room admin shall be able to choose a random participant or a group using a visual representation such as the spinner.
5. **Quizzes:** the admin can prepare a quiz to be post in a specific time and the quiz could be:
 - a. **Ungraded:** Questions can be sent to participants, with statistics over their answers. And the questions' answers shall be anonymous and without marks.
 - b. **Graded:** the quiz shall have a name of the participants and at the end of the quiz, the marks of the quiz shall be provided depending on the answers of the participant.
6. **Game Based Activity:** Different games and competitions will be available to engage participants in a virtual activity inside the room.
 - a. **Pass the pen:** groups can prepare a set of questions with answers. Then, a group can choose another group to answer their question.
 - b. **Weighted questions:** admin shall prepare a set of question and assigns each question a specific weight, then participants can choose a question to answer and get the weight of the question if they answer it correctly.
 - c. **Fast answer race:** Room Admin shall be able to post a question, and the fastest participant will be given the right to answer.
7. **Attendance:** Criteria restricted attendance taking process. The criteria can be:
 - a. Participants shall be given the option to mark themselves present based on time restricted and a password.
 - b. Room Admin shall be able to take the attendance of participants individually.
8. **Room History:** Each participant will have history detailing their past records.
9. **Room Message Broadcasting:** An admin can send a message to all room's participants.

Constraints

The following constraints shall be satisfied by the solution to be developed:

- Performance:
Response time shall be as little as possible, to reflect best user experience while using the application.
- Scalability:
Application shall be flexible enough to accommodate new features.
- Modifiability:
Application shall accept changes to existing requirements in relatively easy way.
- Responsiveness:
Application shall be ready to receive react to any input from the user no matter what the application is doing.
- Storage:
Application shall store as less date as possible on the client side.
- Testability
Application shall not be complicated where testing components is far reaching.
- Usability:
Application shall be consistent with Material Design by Google to assure better UI usage.

User characteristics

Room Admin: Can be an instructor, trainer or a manager moderating some users.

Room Participant: Can be a student, trainee or employee.

Capabilities

[CP-01] - Room Management

Capability ID:	CP-01.
Name:	Room Management.
Use case #:	[UC 01 -01], [UC 01 -02], [UC 01 -03], [UC 01 -04], [UC 01 -05], [UC 01 -06], [UC 01 -07], [UC 01 -08], [UC 01 -09], [UC 01 -10], [UC 01 -11], [UC 01 -12], [UC 01 -13].
Description:	Class management that offers Attendance taker, room history records for each participant, and room message broadcaster.
Rationale:	The feature represents the basic core of the system.
Source:	Team.

Fit Criteria:

1. Room is the main place that holds all the interactions between users.
2. Users are either one of two types: Admin or Participant.
3. Users can create an account. The following information should be filled:
 - a. First Name (Compulsory)
 - b. Last Name (Compulsory)
 - c. Email (Compulsory)
 - d. Password (Compulsory)
 - e. Country (Optional)
 - f. City (Optional)
 - g. Language (Optional)
4. User can create a room. The following information about the room should be filled:
 - a. Room Name
 - b. Room Category. Category can be one of the following:
 - i. Academic
 - ii. Corporate
 - iii. Training
 - iv. Other

5. Each room created must have a generated ID. The ID is composed of randomly generated numbers.
6. The admin can later add the following information about the room:
 - Start Time
 - Location
7. Room creator (Admin) can enroll other users (Participants) to the room via their emails.
8. Participants can enter in a room through its ID.
9. The following activities should be present in the room for the admin to choose from:
 - a. Brainstorming [refer to CP-03].
 - b. Groups management [refer to CP-02].
 - c. Games & Quizzes [refer to CP-05].
 - d. Scheduler [refer to CP-04].
 - e. Attendance.
10. Admin can take the attendance in two ways:
 - a. Participants shall be given the option to mark themselves present based on time restricted and a password.
 - b. Room Admin shall be able to take the attendance of participants himself.
11. Room admin can see the list of room's participants names and their records. The following records should be present:
 - a. Attendance History.
 - b. Games & Quizzes scores [refer to CP-05].
12. Admin can send a broadcast message for all room's participants. The message should have a title and body.
13. Participants shall see the broadcast message.

Dependencies: Games and Quizzes [Co5]

Conflicts: none.

Supporting Materials: Traditional Attendance sheets.

History: Created on 20-10-2017

Priority: 4

Risk: 3

Effort: 5

Approval: approved.

[CP-02] - Groups Generation

Capability ID:	CP-02.
Name:	Groups Generation.
Use case #:	[UC 03 -01], [UC 03 -02].
Description:	Admin can generate groups of participants based on different criteria.
Rationale:	It is an essential part of the system, as other features depend on it.
Source:	- https://flipquiz.me/grouper - Customized features from the team.

Fit Criteria:

1. Every room created by the admin must have a Groups Generation Option.
2. The admin shall be able to specify the number of groups or number of participants per group.
3. The participants selection for each group can be done with either one of the following options:
 - a. City-based: members will be distributed to groups so that most members of a group will have the same city
 - b. Language-based: members will be distributed to groups so that most members of a group will have the same language
 - c. Average Score-based: members will be distributed to groups so that every group has the same average score of its members. "Score" refers to the total average points obtained by the member in other activities.
 - d. Randomly.
 - e. Manually.
4. The generated groups shall have a number that indicates the ID of the group.
5. The room admin shall be able to see the groups generated, along with all members per group.
6. The room admin can modify the generated groups. Modification options are as follows:
 - a. Delete a group
 - b. Remove a member in a group
 - c. Transfer a member into another group.
 - d. Merge two groups into one group.

7. Every participant can see the group he was put in, and his fellow members.

Dependencies: Room Management [CP-01]

Conflicts: None.

Supporting Materials: RandomNamePicker for selecting a name from spinner-like wheel.

<https://www.classtools.net/random-name-picker/>

History: Created on 21-10-2017

Priority: 5

Risk: 5

Effort: 4

Approval: approved.

[CP-03] - Brainstorming

Capability ID:	CP-03
Name:	Brainstorming
Use case #:	[UC o4 -01], [UC o4 -02], [UC o4 -03], [UC o4 -04], [UC o4 -05].
Description:	It creates a brainstorming session managed by the admin and contributed to by the participants.
Rationale:	An essential part of the system.
Source:	<ul style="list-style-type: none"> - Team customized features. - https://stormboard.com

Fit Criteria:

1. Every room created by the admin must have a brainstorming session option.
2. Admin can create a brainstorming session. The following information should be filled:
 - a. Session title.
 - b. Session Type. Type can be: individual or group based.
3. The brainstorming session is initially disabled. The admin can enable it or disable it.
4. When the brainstorming session is enabled, participants shall be able to enter the session.
5. The participants shall be able to do the following:
 - a. Type text and send it.
 - b. Every participant shall be able to see all texts sent by other participants.
 - c. Every participant shall be able to upvote or like a text.
 - d. Every text shall have a counting number that indicates the number of likes given by other participants to it.
6. Admin and participants can see the summary of the brainstorming session. The summary consists of the all texts contributed by the participants.

Dependencies: Room Management [CP-01]
Groups Generation [CP-02].

Conflicts: None.

Supporting Materials: IOS *StormBoard* Application.

History: Created on 21-10-2017

Priority: 5

Risk: 5

Effort: 5

Approval: approved

[CP-04] - Timings Scheduler

Capability ID:	CP-04.
Name:	Timings Scheduler.
Use case #:	[UC 02 -01], [UC 02 -02], [UC 02 -03], [UC 02 -04], [UC 02 -05], [UC 02 -06], [UC 02 -07].
Description:	Presents an easy approach for organizing future appointments and meetings.
Rationale:	The feature is an essential part of the system.
Source:	<ul style="list-style-type: none">- http://doodle.com/- Team customized features.
Fit Criteria:	<ol style="list-style-type: none">1. Timing Scheduler has two main types:<ol style="list-style-type: none">a. Appointments<ol style="list-style-type: none">i. The admin can create a schedule that illustrates timing slots where he is available at.ii. For each day in the week, the admin can add one or more-time slot to it.iii. Each time slot has a start time and end time.iv. Admin can select the type of time slot. There are two types:<ol style="list-style-type: none">1. for groups of participants.2. for single participant.v. Admin schedule shall be shown to participants. The schedule should show the time slots added by the admin.vi. Reserved slots will be blacked out to tell the participant that this time slot has been reserved to avoid conflicts.vii. A participant or group members can select one of the available time slots.viii. If the appointment is for a group, a member should add his/her fellow members names.

- ix. A Participant or a group member can request to cancel their reserved time slot.
 - x. The admin can make changes on the previously created schedule by either:
 - 1. Deleting the canceled reservation by some participant for some reason.
 - 2. Modifying his availability times
 - xi. If any change is made on the schedule, participants shall be notified.
 - xii. The admin can receive cancellation requests, and shall be able to approve them.
- b. Meetings
- i. Meetings may be an exam or help session ...etc.
 - ii. The admin can specify a date range in which the meeting should take place.
 - iii. A day-based schedule shall appear to the participants.
 - iv. Participants shall be able to select their busy hours.
 - v. The Admin can see the resulted available time slots.
 - vi. The admin shall be able to choose one or more of the time slots.
 - vii. The admin can type a description over the selected time slot(s).
2. Participants shall be able to see a list of the reserved time slots of appointments and meetings.

Dependencies: Room Management [CP-01].

Groups Generation [CP-02]

Conflicts: none.

Supporting Materials: IOS *Doodle* Application.

History: Created on 20-10-2017

Priority: 4

Risk: 3

Effort: 5

Approval: approved.

[CP-05] - Games & Quizzes

Capability ID: CP-05.**Name:** Games and Quizzes.**Use case #:** [UC 05 -01], [UC 05 -02], [UC 05 -03], [UC 05 -04], [UC 05 -05], [UC 05 -06], [UC 05 -07], [UC 05 -08], [UC 05 -09], [UC 05 -10], [UC 05 -11], [UC 05 -12], [UC 05 -13], [UC 05 -14], [UC 05 -15].**Description:** Games with different styles are presented. Also, Quizzes can be posted.**Rationale:** It is an essential part of the system.**Source:** - Team customized features.- Technology in class: <http://www.teachhub.com/>.**Fit Criteria:**

1. The Room Admin shall be able to create a game. Three types of games are available:
 - a. Pass the Pin:
 - i. The Room Admin shall set the number of tries each team has. The try represents the number of times of incorrectly answering the question without leaving the game.
 - ii. The teams shall prepare a set of questions with the answers. The question can belong to one of the following type:
 1. True or False Questions. The answer here is given as true or false.
 2. Fill-in the blank Questions. The answer is here being given as a set of words/sentences.
 3. Multiple-choice Questions. The answer here is one of the choices.
 4. Essay Questions. The answer here is given as a text or number
 - iii. Each question shall have a category, such as Math, physics, history...etc.
 - iv. The first starting team shall be chosen randomly.
 - v. The first team shall choose another team to answer a question from the set of questions they have prepared earlier.
 - vi. The chosen question shall be sent to the chosen team.
 - vii. The answer shall depend on the question type. That is, for each type of question, the correctness of the given answer will be compared against the type of the question stated above at (ii).
 - viii. If the chosen team answers the question correctly, they get to choose another team and ask them a question.
 - ix. If a team answers wrongly they will leave the game if they don't have more tries. If they still have more tries, their tries will be decremented.
 - x. The last team that stays in the game will be declared as the winner.

- b. Fast Answer Race:
 - i. The Room Admin shall be able to post a question. The question type follows those mentioned above at (2-ii).
 - ii. The posted question and a buzzer shall be shown in each participant's device.
 - iii. Once a participant who first clicks the buzzer, the buzzer in all other participants' buzzer shall be disabled.
 - iv. The participant's name with the buzzer shall be shown in the screen of each other participant.
 - v. This participant shall be able to answer the question posted. The answer can either be selected if the question type is True-False or Multiple-choice. Otherwise the participant writes down the answer then submits it.
 - vi. The correctness of question will be determined immediately if the question type is True-False or Multiple choice.
 - vii. If the question is essay-question or fill-in blank type, then the answer will be sent back to the admin. The admin shall see the participant's answer
 - viii. Right or Wrong buttons shall be shown in the Room Admin screen.
 - ix. The Admin shall choose one button depending on the participant's answer.
 - x. The score of the participant/team shall increase only if the answer is marked correct.
- c. Weighted Questions:
 - i. The Room Admin shall prepare questions and assign weight to each one.
 - ii. The questions types shall follow what's mentioned above at (a-ii).
 - iii. The room admin shall be able to generate groups of students. Refer to [CP-01].
 - iv. The questions shall appear to the participants in a weight-based order. Such that each weight has a list of questions below it. Only the number of question is shown.
 - v. The Room Admin shall choose the order of the teams playing the game. Otherwise the order will be chosen randomly.
 - vi. The first team shall choose the weight of the question and the number of the question. Then the question text shall up to the team.
 - vii. Any member in the team can send the answer.
 - viii. If the team answers correctly, the weight of the question shall be added to their score.
 - ix. If the team answers wrongly, the weight of the question shall be deducted from their score.
 - x. The admin shall specify how many rounds the game should continue. The number of questions should be many enough for the rounds.
 - xi. When all rounds are over, the winner is the team with the highest score. The team group name should be displayed. If two or more groups have the same final score, one more round shall be presented.

2. The Group Generation feature shall be available in the games.
3. A Bank of questions shall be available.
4. Games shall be able to use the Question Bank.
5. The Room Admin shall be able to write questions and add them to the Question Bank.
6. The Question Bank shall require subscription with a specific amount of money to access.
7. The Room Admin shall be able to use the Question Bank only if he/she had subscribed or he/she had added a valid question.
8. The question's levels are the levels of school and college.
9. The result of the game shall be recorded in the Room History.
10. The Room Admin shall be able to post quizzes.
11. The quiz can be graded or ungraded.
12. The quiz questions follow what's mentioned above at (2-a-ii).
13. The quiz can store the questions in quiz-question-bank for later use.
14. The admin can set a period for the quiz.
15. participants shall take the quiz and get their scores based on their answers.
16. Admin can allow to show the statistics of how many correct or incorrect answers.
17. The quiz final score shall be sent to the Room History.
18. A randomizer selector of participants shall be available to the Room Admin.
19. The randomizer shall iterate over the names of participants.
20. When the randomizer finishes selecting a participant, the name selected shall be displayed.

Dependencies: Group Generation [CP-02].

Room Management [CP-01].

Conflicts: None.

Supporting Materials: - *RandomNamePicker* for selecting a name from spinner-like-wheel.

<https://www.classtools.net/random-name-picker/>

- *SyncBuzzer* Android App for fastest buzzer click via same WIFI.

• Google Play App Link:

<https://play.google.com/store/apps/details?id=com.SAXapp.SAXBuzzer&hl=en>

• YouTube Video Demonstration:

https://youtu.be/uaoCKJLvl_s

- Further Reading about teaching ideas and academic articles

- <http://iteslj.org> - <http://busytteacher.org>

History: Created at 10/20/2017

Priority: 5

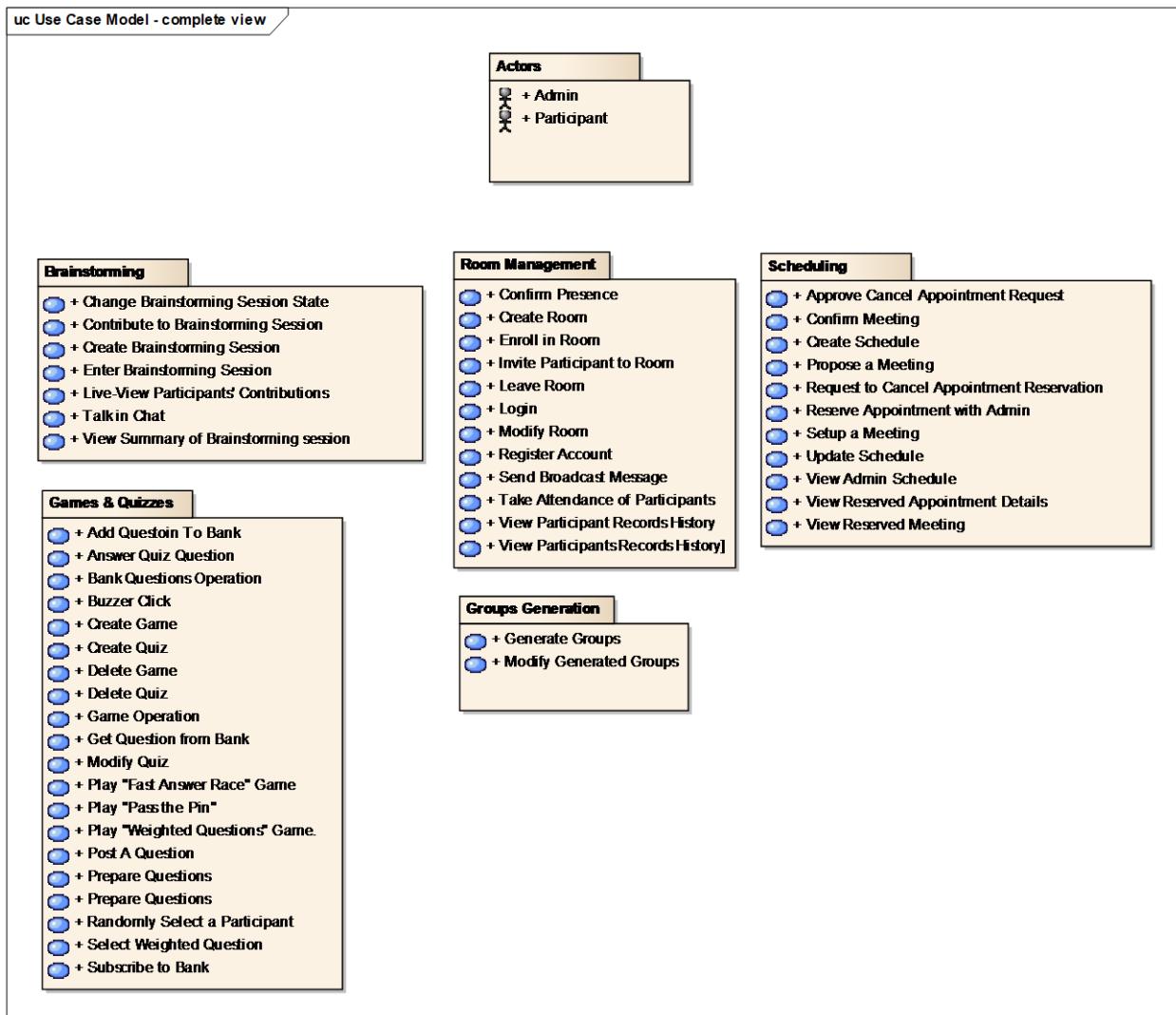
Risk: 2

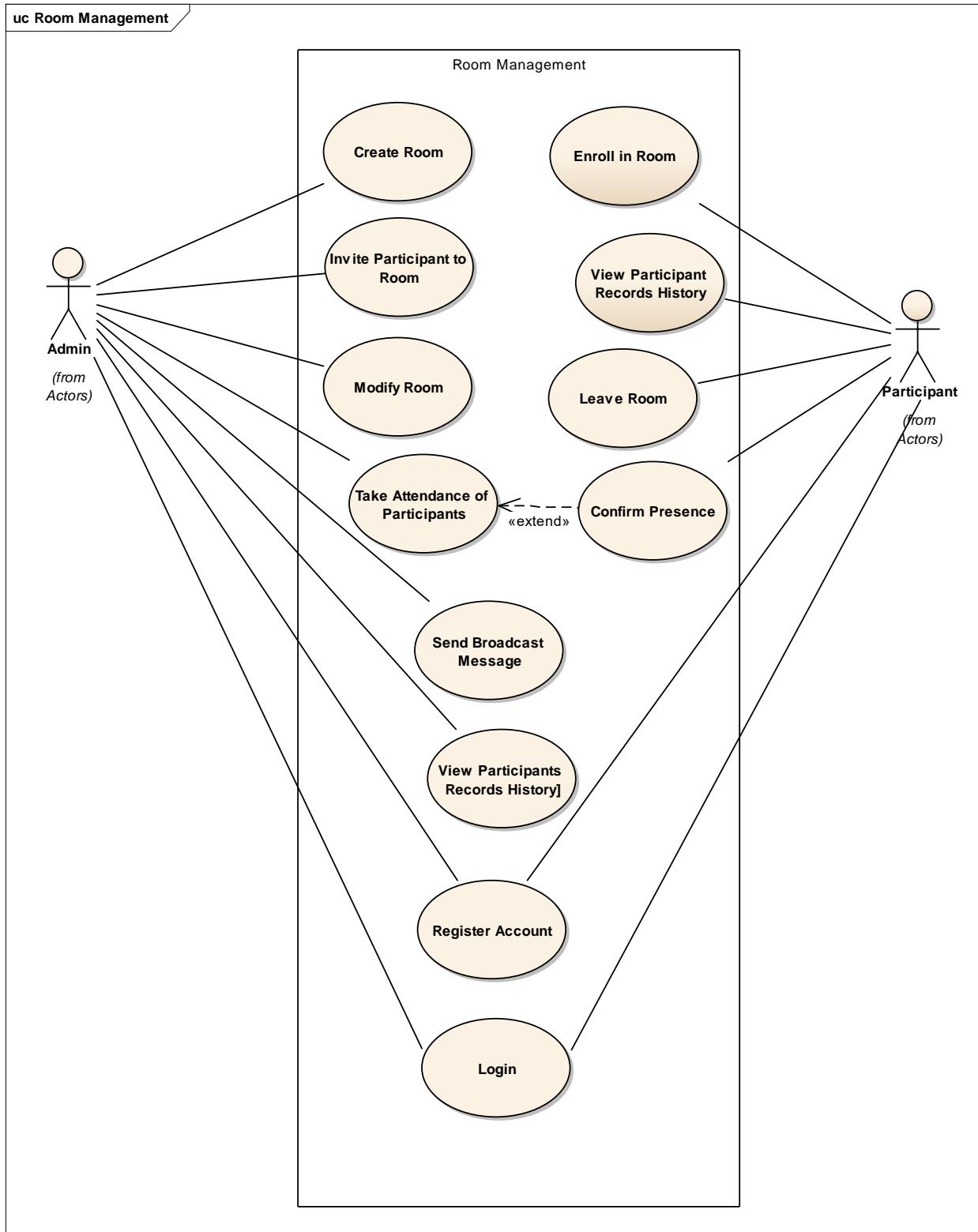
Effort: 4

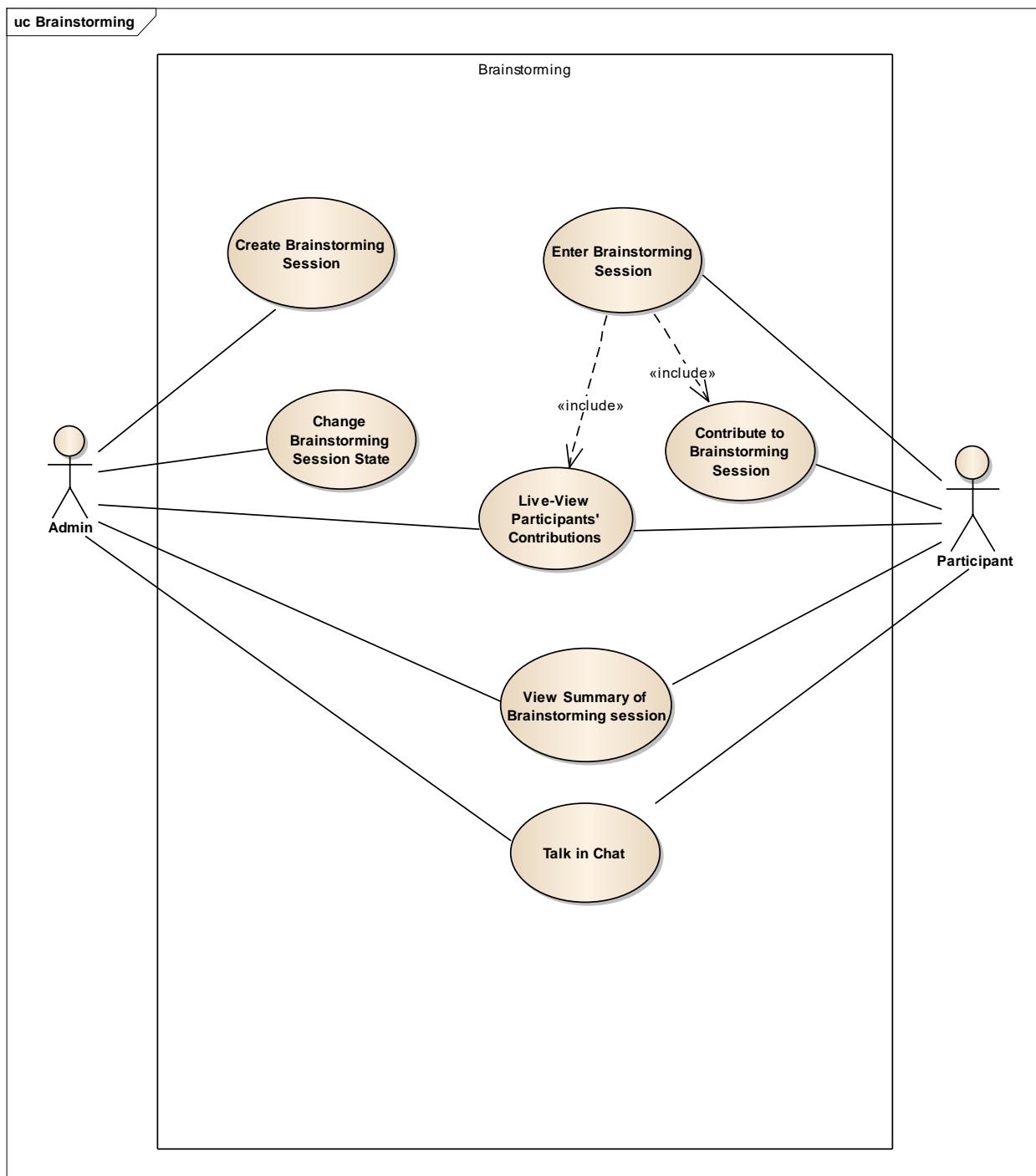
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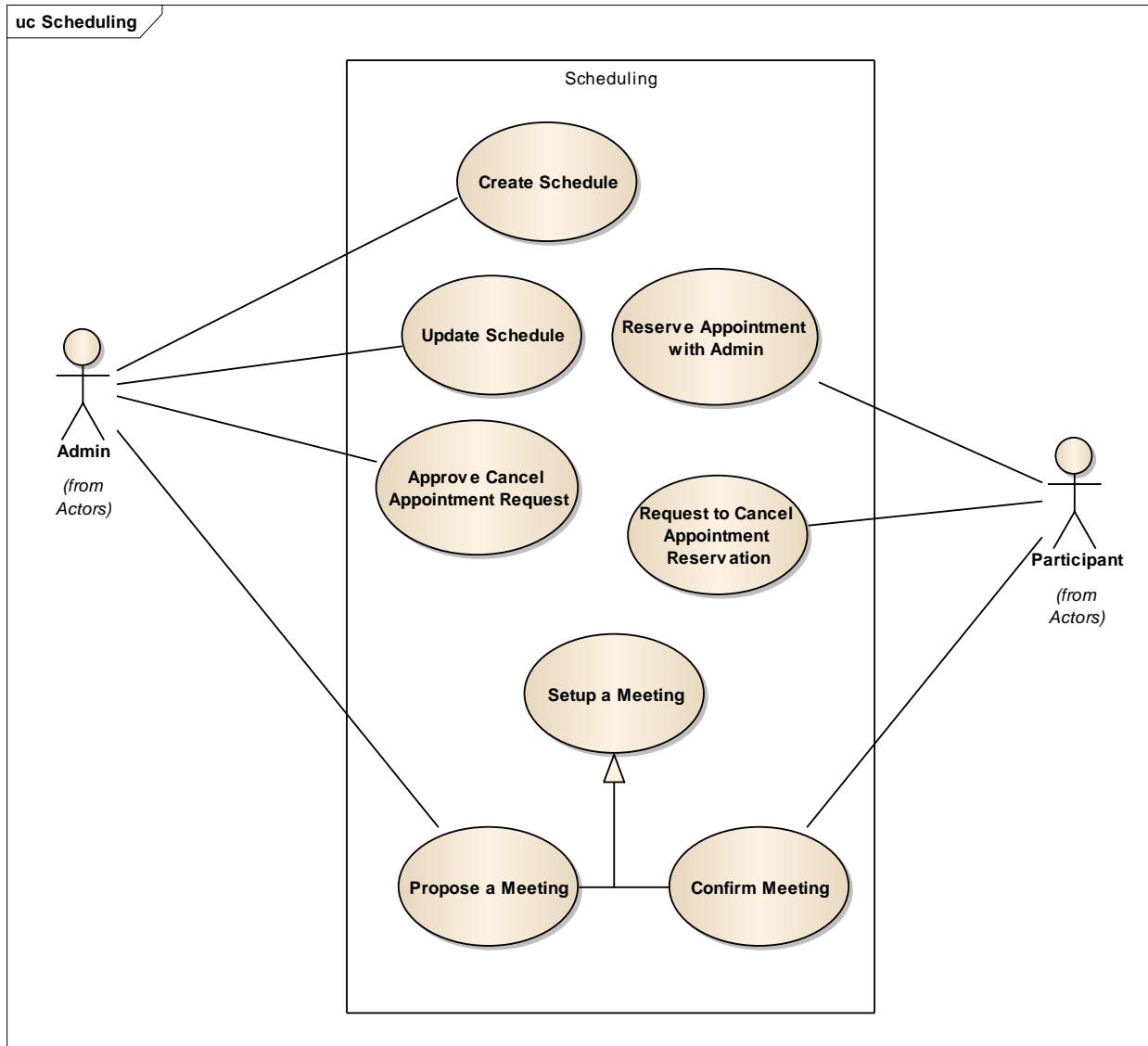
Specific Requirement

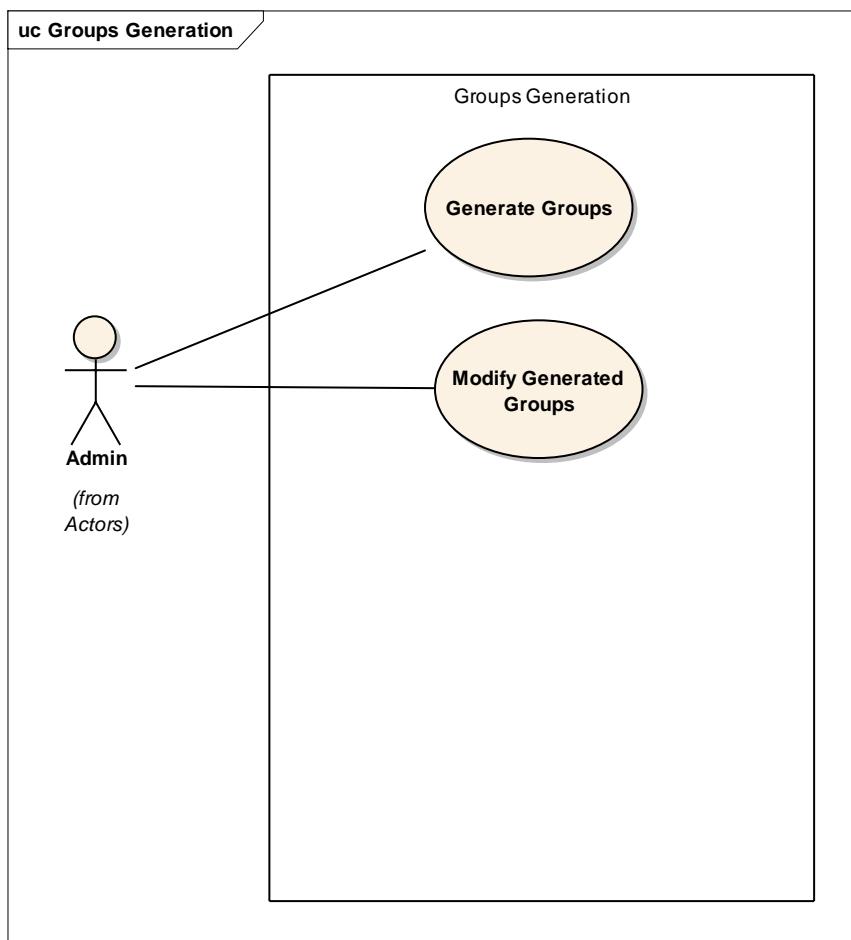
Use Case Diagrams

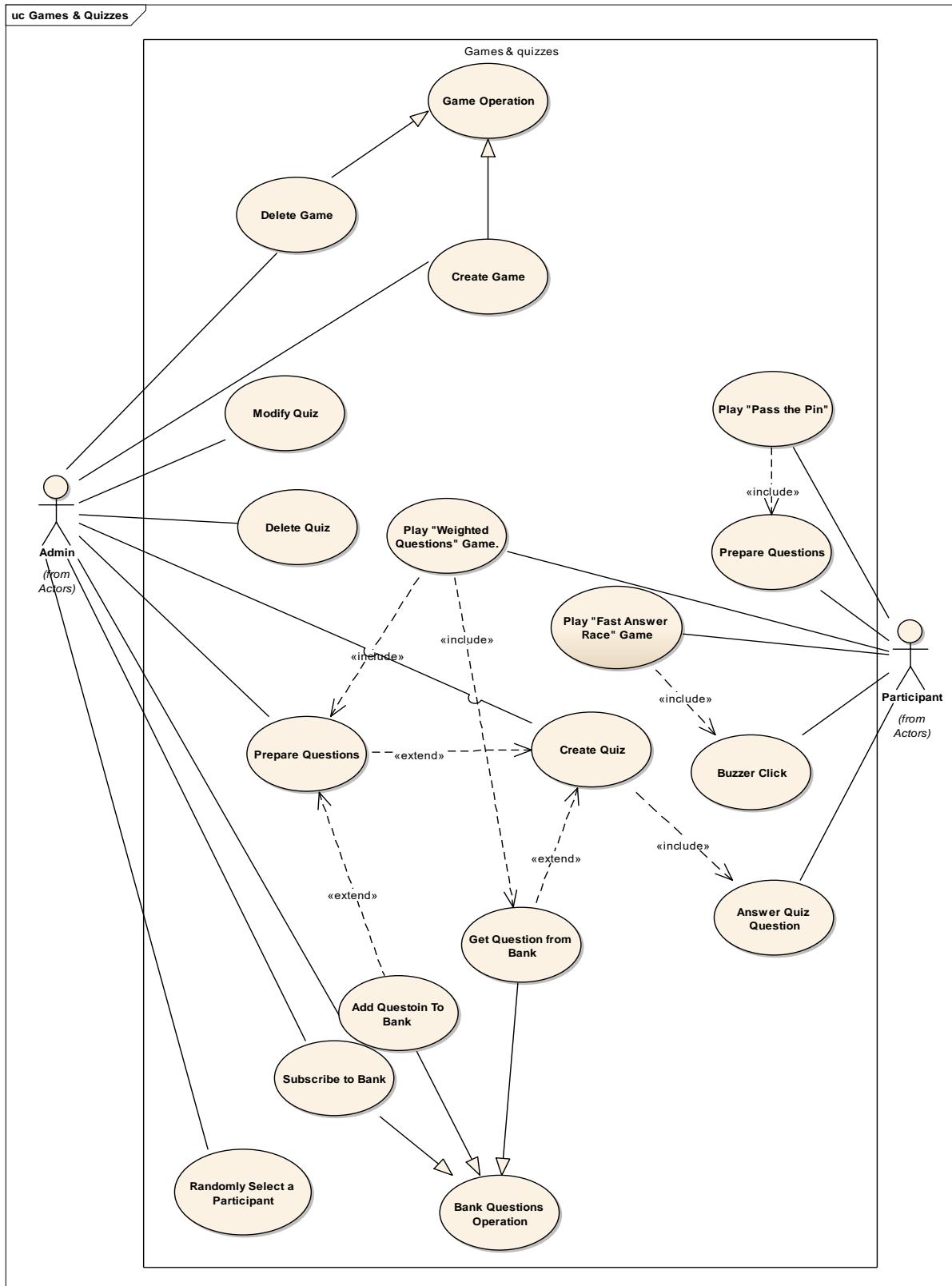












USE CASE DESCRIPTION

Use Case Description

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Room Management

[UC 01 -01] - [Login]

Author: Alnahdi

Date Created: 11/3/2017

Last Modified By: none.

Last Modified: none.

Actors

The Actor of this use case is the Admin and the participant

Description

The main objective of this use case is to allow the admin and the participant to login to the system.

Trigger

From the login screen, the actor selects to login.

Pre-Conditions

- The actor has a valid account

Normal Flow

1. The actor enters the email and the password
2. The actor selects login
3. The system shall show rolls screen and ask the user to select one

Alternative Flow

In case “email or password is not correct”.

- 3.1 The system shall show a massage “The email / password is not correct”

Business Rules

- The system should check the record of the exiting users.

Post Conditions

- Success:
 - The actor login successfully.
- fail:
 - the actor is not logged in and a message appears “email/password is not correct”

Related use cases

None.

[UC 01 -02] - [Register New account]

Author: Alnahdi

Date Created: 11/3/2017

Last Modified By: none.

Last Modified: none

Actors

The Actor of this use case is the participant and admin

Description

The main objective of this use case is to allow the user to register new account

Trigger

From the login page, the actor selects to sign up.

Pre-Conditions

- The actor is in the login page.

Normal Flow

1. The actor selects to sign up.

2. The system shall ask the user to enter his information
3. The user fills his information:
 - Name.
 - Email.
 - Password
 - Language
 - City
 - country
4. The user select create my account.
5. The system shall show a massage "your account has been crated"
6. The new account should be created.

Alternative Flow

In case "Duplicate email".

- 1.1. The system shall prevent creating the account.
- 1.2. The system shall show massage "This email is used by another user"
- 1.3. The actor shall be given the choice to change the email address.
- 1.4. The actor changes the email address or cancel the process.

In case "Canceled"

- 2.1. The actor selects to cancel the creation of the account.
- 2.2. The system shall show a confirmation message.
- 2.3. The actor shall confirm the cancelation.

Business Rules

- The system should check the record of the exiting users.

Post Conditions

- Success:
 - The account is created.
- Canceled:
 - A message appears "Creating new account is canceled"

Related use cases**none**

[UC 01 -03] - [Create Room]

*Author: Yazied**Date Created: 11/3/2017**Last Modified By:**Last Modified: 11/3/2017***Actors**

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to create a new room. Each room shall include participants and allow them to communicate.

Trigger

From the home page, the actor selects to create a new room.

Pre-Conditions

- The actor is in the home page.
- The room does not exist in the created rooms.

Normal Flow

1. The actor selects to create a new room.
2. The system shall ask the actor to fill the room information
3. The actor fills the new room information:
 - Room Name.
 - Room Location.
 - Room Schedule.

- Room Category.
- 4. The actor select create new room.
- 5. The actor shall be given the option (by the system)to add participants to the new room.
[UC 01 -02] [Invite Participants to Room]
- 6. The system shall create the room.

Alternative Flow

In case “Duplicate Room”.

- 1.5. The system shall prevent creating the room.
- 1.6. The actor shall be given the choice to change the room’s information.
- 1.7. The actor changes the room’s information or cancel the process.

In case “Canceled”

- 2.4. The actor selects to cancel the creation of the new room.
- 2.5. The system shall show a confirmation message.
- 2.6. The actor shall confirm the cancelation.

Business Rules

- The system should check the record of the exiting rooms.

Post Conditions

- Success:
 - The Room is created.
- Canceled:
 - A message appears “Creating new room is canceled”

Related use cases

[UC 01-02]- [Invite Participants to Room]

[UC 01 -04] - [Modify Room]

Author: Alnahdi

Date Created: 11/7/2017

Last Modified By:

Last Modified: 11/7/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to modify the information about room that he has created before like

- Room Name
- Room Category

Trigger

From the rooms page, the actor selects the room that he wants to modify.

Then select room management.

Then select modify room information

Pre-Conditions

- The room exists in the created rooms screen.
- The actor is in the room management screen.

Normal Flow

1. Then select modify room information
2. System shall ask the room admin to enter new information
3. room admin should enter the modified information or keep the old information as it was
4. Room admin clicks save

Alternative Flow

In case “admin makes some needed information blanks empty ”.

- 4.1 The system shall prevent making some mandatory blanks empty.

- 4.2 The system shall inform the admin that these blanks must be filled.

In case "Canceled"

- 5.1 The actor selects to cancel instead of save.
- 5.2 The system shall show a confirmation message.
- 5.3 The actor shall confirm the cancellation.
- 5.4 The system shall not modify the room information

Business Rules

- The system should check the blanks that must be filed before modifying the room information.

Post Conditions

- Success:
 - The Room is modified.
- Canceled:
 - A message appears "Modifying room information is canceled"

Related use cases

none

[UC 01 -05] - [Invite Participants to Room]

Author: Mansoor

Date Created: 11/3/2017

Last Modified By: Alnahdi

Last Modified: 11/9/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case to allow admin to invite new participants to a created room

Trigger

The admin will click on invite button on room management options

Pre-Conditions

- The room is created
- The admin is inside room management screen

Normal Flow

1. Admin clicks on invite new participants button
2. System shall ask the admin to enter participant email
3. Admin shall write the participant email
4. Admin clicks invite
5. System should add new participant to the room

Alternative Flow

In Case the participant email does not exist

- 6.1. System shows a message for the admin participant email is not correct
- 6.2. Admin can retype the email

Business Rules

- The system will check if the participant email is valid or not

Post Conditions

- Success:
 - The participants will be added to the room

Related use cases

None

[UC 01 -06] - [Enroll in Room]

Author: Mansoor

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is the participant

Description

The main objective of this use case to allow the participant to enroll himself to the room by room id

Trigger

The participant will click on register in a new room option from rooms screen

Pre-Conditions

- The room is created
- The participant is inside rooms screen

Normal Flow

1. The participant clicks on a Register in new room button
2. The system shall ask the participant to enter the room ID
3. participant enter room ID
4. System shall enroll the participant to that room

Alternative Flow

In Case "Room Id is not valid"

- 4.1. System shows a message for the participant " Room ID is not valid "
- 4.2. participant can reenter room Id or cancel the process

Business Rules

- The system will check if the room id is valid or not

Post Conditions

- Success:
 - The participants will be enrolled to the room

Related use cases

[UC 01-01]- Create room

[UC 01 -07] - [Leave Room]

Author: Alnahdi

Date Created: 11/7/2017

Last Modified By:

Last Modified: 11/7/2017

Actors

The Actor of this use case is the participant

Description

The main objective of this use case to allow the participant to leave the room

Trigger

The participant will click on leave room option

Pre-Conditions

- The room is created
- The participant is inside room options screen

Normal Flow

1. The participant clicks on a leave the room option
2. The system shall show a confirmation message "Are you sure that you want to leave the room"
3. The participant clicks on "I am sure"
4. The system shall delete the participant from this room
5. The system shall move the participant to the rooms screen

Alternative Flow

In Case the participant click "cancel" in the confirmation message

- 3.1. System shall return the participant to the room screen

Business Rules

- None

Post Conditions

- Success:
 - The participants will be removed from the room as a participant

Related use cases

[UC 01-01]- Create room

[UC 01 -08] - [Take Attendance of Participants]

*Author: Alnahdi**Date Created: 11/3/2017*

*Last Modified By:**Last Modified: 11/3/2017*

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to take the attendance of the participant who are involved in that room "Room that the admin owns and wants to take attendance of it"

Trigger

From the room management screen , the actor selects to take the attendance option

Pre-Conditions

- The actor is in the room management screen.
- The room exists .

Normal Flow

1. The actor selects take attendance manually option from take attendance screen.
2. The system shall show list of the participants names
3. The actor marks or not the participants names one by one
4. The actor selects save

Alternative Flow

In case "Actor select 'make participants attend themselves (open attendance session)'".

- 1.1 The system shall ask the actor to enter the password and the start and end time of opening attendance session
- 1.2 The actor enters the password and times

- 1.3 The actor click save
- 1.4 The participant shall confirm presence . **[UC 01 -10] – [Confirm Presence]**

In case “Actor selects cancel instead of save”

- 4.1 System shall return the actors to the room management screen

Business Rules

None

Post Conditions

- Success:
 - The attendance is taken.
- Canceled:
 - A message appears “Attendance is not recorded”

Related use cases

[UC 01-10]- [Confirm Presence]

[UC 01 -9] - [Confirm Presence]

Author: Alnahdi

Date Created: 11/8/2017

Last Modified By:

Last Modified: 11/8/2017

Actors

The Actor of this use case is the Participant

Description

The main objective of this use case is to allow the participant to attend them self as presence

Trigger

From the room options screen, the actor selects to confirm presence.

Pre-Conditions

- The room exists .
- The actor is in the confirm attendance screen.
- The admin opened attendance session for participants **[UC 01 -09] – [Take Attendance of Participants]**

Normal Flow

1. The actor enters the password for attendance session
2. The actor selects “I am Present”.
3. The system shall show massage “You have been presented successfully”

Alternative Flow

In case “password is not valid”.

- 1.1 The system shall show massage “Password is not valid”.
- 1.2 The actor reenters the password.

In case “attendance sessions does not start yet”

- 2.1 The system shall show massage “Attendance Session does not start yet !! ”

Business Rules

- The system should check the record of password and the time of the attendance session

Post Conditions

- Success:
 - The participant is stored as present.

- fail:
 - The participant is not stored as present.

Related use cases

- [UC 01 -09] – [Take Attendance of Participants]

[UC 01 -10] - [Send Broadcast Message]

Author: Alnahdi

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is **the Admin**

Description

The main objective of this use case is to allow the admin to send a broadcast for the room participants as a pop up message

Trigger

From the room management page, the actor selects send broadcast.

Pre-Conditions

- The room exists in the created rooms
- The actor is in the room management screen.

Normal Flow

1. The actors select send broadcast message
2. The system shall open broadcast screen

3. The actors enter the massage
4. The actors select the participant name to send this massage to them
5. The actors select send broadcast button

Alternative Flow

In case “room does not have participants”.

- 1.1 The system shall show massage “This room does not have participants” .
- 1.2 The system shall return the actor to the room management screen.

In case “actor does not select any participant”

- 4.1 The system shall shows the massage “You should select at least one participant ”

Business Rules

- The system should check the record of the participants of the room

Post Conditions

- Success:
 - The Broadcast is sent.
- fail:
 - The Broadcast is not sent

Related use cases

None

[UC 01 -11] - [View Participants Records History]

Author: Alnahdi

Date Created: 11/7/2017

Last Modified By:

Last Modified: 11/7/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to view history records of the room of all participant

Trigger

From the room management screen, the actor selects show room history.

Pre-Conditions

- The room exists in the created rooms.
- The actor is in the room management screen.

Normal Flow

1. The actors selects show history records
2. The system shall show a sheet that contain participants name with their daily attendance and grades

Alternative Flow

In case “room has no participants”.

- 1.1 The system shall show massage “This room has no participants yet”.

Business Rules

- The system should check the records of the participants and their history.

Post Conditions

- Success:
 - History sheet is shown
- filled:
 - History sheet is not shown and massage “This room has no participants yet” is shown instead

Related use cases**None**

[UC 01 -12] - [Participant views his History]

*Author: Alnahdi**Date Created: 11/7/2017*

*Last Modified By:**Last Modified: 11/7/2017*

Actors

The Actor of this use case is the participant

Description

The main objective of this use case is to allow the participant to view history records of his attendance and grades

Trigger

From the room options screen, the actor selects show my history.

Pre-Conditions

- The room exists in the created rooms.
- The actor is in the room options screen.

Normal Flow

1. The actor selects show my history .
2. The system shall show history screen that hold more options
3. The actor selects Quizzes scores

4. The system shall show all quizzes scores of this participant that is owned by this room

Alternative Flow

In case “actors select Game scores”.

- 3.1 The system shall show all game scores of this participant that is owned by this room.

In case “actors select Attendance sheet”.

- 3.1 The system shall show all attendance records of this participant that is owned by this room.

Business Rules

- The system should check the records of the participants history

Post Conditions

- Success:
 - History is shown
- filled:
 - History is not shown and massage “You do not have any records” is shown instead

Related use cases

None

Scheduling

[UC 02 -01] - [Create Schedule]

Author: Abdullah Algarni

Date Created: 11/4/2017

Last Modified By:

Last Modified: --/--/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to create a schedule that describes their free time slots.

Trigger

From the schedule **screen**, the actor selects to edit schedule.

Pre-Conditions

- The actor is logged in.
- The actor should be in Admin home page.

Normal Flow

- 2.1 The actor selects Schedule from the Admin Home Page.
- 2.2 The system displays the Schedule Options screen.
- 2.3 The actor selects Edit Schedule.
- 2.4 The system displays the Edit Schedule screen, and prompts the actor to add time slot.
- 2.5 The actor selects Add Time Slot.
- 2.6 The system displays a window that prompts the following information:
 - i. Time-slot Start Time
 - ii. Time-slot End Time
 - iii. Day Name.
 - iv. Number of participants that the actor can receive during this time-slot.
- 2.7 The actor fills in the fields, and Selects Add.
- 2.8 The system saves the time slot added, and makes the time-slot available to Participants.

- 2.9 The actor selects Back
- 2.10 The system directs the actor back to the Schedule Options screen.

Alternative Flow

- 2.9 If the actor again chooses to select Add Time Slot. Steps continue 2.6.

Business Rules

None.

Post Conditions

- Success:
 - The time slots are added and saved.
- Fail:
 - An error message is displayed to the actor.

Related use cases

[UC 02-03]- [Reserve Time-slot]

[UC 02 -02] - [Update Schedule]

Author: Abdullah Algarni

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to edit or delete an existing time slot.

Trigger

From the Edit Schedule screen, the actor selects one of the time-slots.

Pre-Conditions

- The actor is logged-in.
- The actor is in Edit Schedule screen.
- At least one time-slot exists.

Normal Flow

- 2.1 The actor selects a time-slot.
- 2.2 The system prompts the actor to choose between one the following actions:
 - a. Edit time-slot
 - b. Delete time-slot.
- 2.3 The actor selects Edit time-slot.
- 2.4 The system displays the time slot in editable format.
- 2.5 The actor edits some of the following fields:
 - a. Start Time
 - b. End Time
 - c. Day Name.
 - d. Number of participants
- 2.6 The actor selects Save Changes.
- 2.7 The system applies the changes on the old existing time-slot. **[BR 02.1]**
- 2.8 The system directs the user Edit Schedule screen.

Alternative Flow

- 2.3 The actor selects Delete-time Slot. Steps continue at 2.6. **[BR 02.2]**

Business Rules

- 2.1 If a participant has an appointment with time-slot, this appointment stays unaffected by this change. In general, the edited time-slot takes effect for new appointments.
- 2.2 Reserved time-slots stay unaffected. Deleting a time-slot only disallow future appointments.

Post Conditions

- Success:
 - Changes to time-slot(s) are applied and saved.
- fail:

- An error message displayed to the actor.

Related use cases

[UC 02-01]- [Create Schedule]

[UC 02-03]- [Reserve Time-slot]

[UC 02 -03] - [Reserve Appointment with Admin]

Author: Yazied

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is the Participant.

Description

The main objective of this use case is to allow the Participant to reserve a time-slot to have an appointment with the Admin.

Trigger

From the Scheduler Screen, the actor selects to reserve an appointment with the Admin.

Pre-Conditions

- The actor is logged in.
- The actor is in Participant Home Screen.
- At least one time-slot is present.

Normal Flow

- 2.1 The actor selects Scheduler.
- 2.2 The system displays the Scheduler screen.
- 2.3 The actor selects Reserve an Appointment with the Admin.
- 2.4 The system displays a list of the available time-slots.
- 2.5 The actor selects one of the listed available time-slots, and chooses Reserve. **[BR 02.1] [BR 02.2]**

- 2.6 The system saves the selected time-slot for this actor.
- 2.7 The actor selects Back.
- 2.8 The system directs the actor back to Scheduler screen.
- 2.9 The system displays the time-slot reserved in the Scheduler screen.

Alternative Flow

None.

Business Rules

- 2.1 The actor cannot reserve more than one-time slot. If the actor has already reserved, the system should display a message to the actor saying he/she cannot reserve another time slot.
- 2.2 The system should check that there is still a room for this participant during this time-slot. Checking is based on whether the number of participants who reserved this time-slot has reached the number of allowed participants specified by the admin, or not. If the time-slot is full, the system should display a message: "Sorry, this time-slot is full."

Post Conditions

- Success:
 - The time-slot is reserved for this actor
- Fail:
 - The actor has already reserved a time-slot, and cannot reserve another one.
 - Or the time-slot is full, and hence the actor cannot reserve it.

Related use cases

[UC 02- 01]- [Create Schedule]

[UC 02 -04] - [Request to Cancel Appointment Reservation]

Author: Abdullah Algarni

Date Created: 11/3/2017

Last Modified By:

Last Modified:11/3/2017

Actors

The Actor of this use case is the Participant

Description

The main objective of this use case is to allow the Participant to request to cancel an already reserved time-slot.

Trigger

From the Scheduler screen, the actor selects to Cancel Appointment Reservation.

Pre-Conditions

- The actor is in Scheduler screen.
- At least one appointment is reserved and exists in the list.

Normal Flow

- 2.1 The actor selects one of the appointments that he/she has reserved.
- 2.2 The system displays the information of the appointment, with one action to Cancel it.
- 2.3 The actor selects Cancel Appointment Reservation.
- 2.4 The system displays a confirmation message: “Are you sure you want to send a request to the Admin to cancel the appointment?”, with Yes and No Actions.
- 2.5 The actor selects Yes.
- 2.6 The system sends a request to the admin to cancel the appointment reservation.
- 2.7 The admin displays a tag “Pending Cancellation” next to the appointment in the scheduler screen. [BR 2.1]

Alternative Flow

- 2.5 If the actor selects No, the system directs the user to the Scheduler screen.

Business Rules

- 2.1 If the admin approves the Cancellation Request, the appointment should disappear from the Scheduler screen.

Post Conditions

- Success:
 - The Cancellation Request is sent to the admin.

Related use cases

[UC 02-03]- [Reserve a Time-slot]

[UC 02-05]- [Approve Request to Cancel Reservation]]

[UC 02 -05] - [Approve Cancel Appointment Request]

Author: Abdullah Algarni

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to approve an Appointment Reservation Cancel Request initiated by the Participant.

Trigger

From the Meetings & Appointments screen, the actor selects an appointment with status “Pending Cancel”

Pre-Conditions

- The actor is logged in.
- The actor is in Admin Scheduler screen.
- At least one Reservation Cancel Request is present.

Normal Flow

- 2.1 The actor selects Meetings and Appointments.
- 2.2 The system displays meetings and appointments that have been reserved.
- 2.3 The actor selects an appointment with status “Pending Cancel”.
- 2.4 The system displays a message: “Do you Approve or Discard the appointment cancel request?”, with Approve and Discard actions.
- 2.5 The actor selects Approve.
- 2.6 The system saves the changes.

- 2.7 The system directs the actor back to the Meetings and Appointments screen.
- 2.8 The system removes the canceled appointment from the list.

Alternative Flow

2.5 If the actor selects Discard, steps continue at 2.7.

Business Rules

None

Post Conditions

- Success:
 - The cancel request is approved, and appointment status is “Canceled”.
 - Or, the cancel request is discarded, and appointment status is “Confirmed”.

Related use cases

[UC 02 -04] – [Request to Cancel Appointment Reservation]

[UC 02 -06] - [Propose a Meeting]

Author: Abdullah Algarni

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to create a meeting proposal restricted by a date range, where participants later can decide which times they are free at within this date range.

Trigger

From the admin Scheduling Options screen, the actor selects Propose a Meeting.

Pre-Conditions

- The actor is logged-in
- The actor is in Admin Home screen.

Normal Flow

- 2.1 The actor selects Scheduling Options from home screen.
- 2.2 The system displays Scheduling Options screen.
- 2.3 The actor selects Meeting Proposals.
- 2.4 The system displays the Meeting Proposals screen. **[BR 2.1]**
- 2.5 The system offers the actor an option to Create a Meeting Proposal.
- 2.6 The actor selects Create a Meeting Proposal.
- 2.7 The system prompts the actor to fill-in the Meeting Proposal details, which are the following fields:
 - a. Meeting Name.
 - b. Meeting Duration.
 - c. Date range for the meeting. **[BR 2.3]**
 - d. Time range for the meeting. **[BR 2.4]**
- 2.8 The actor fills in the displayed fields, and selects Add.
- 2.9 The system saves the fields, and adds the proposal item in Meeting Proposals screen.

- 2.10 The actor selects Back.
- 2.11 The system directs the actor back to Scheduling Options screen.

Alternative Flow

- 2.10 If the actor again selects Create a Meeting Proposal, steps continue at 2.7.
- 2.4 or 2.10 if the actor selects a Meeting Proposal item:
 - 2.10.1 The system displays the Suggested Meetings screen.
 - 2.10.2 The system displays the number of participants who confirmed this meeting proposal.
 - 2.10.3 The system displays the suggested meetings in a list, with the following fields for each suggested meeting:
 - a. Date
 - b. Time
 - 2.10.4 The system offers the actor to Approve a suggested meeting.
 - 2.10.5 The actor selects a suggested meeting, and then selects Approve. [BR 2.5]
 - 2.10.6 The system approves this suggested meeting, and sends it to all participants so that it appears in Participants' Meetings & Appointments screen. [BR 2.2]
 - 2.10.7 The system directs the actor to Admin Meetings & Appointments screen.

Business Rules

- 2.1 The Meeting Proposals screen should display all proposal items made by the admin.
- 2.2 Once the proposal is approved, the meeting proposal should disappear from Meeting Proposals screen.
- 2.3 Date range defines the beginning and end period of the proposal. Range is composed of the following:
 - a. Start Date
 - b. End Date
- 2.4 The Time range defines the interval of time in which the proposed meeting can take place. The time range should be greater than the duration of proposed meeting.
- 2.5 The admin can Approve only one suggested meeting.

Post Conditions

- Success:
 - The meeting proposal is created.
 - And/or the suggested meetings are shown.
 - And/or a suggested meeting is approved.

Related use cases

[UC 02 -07] – [Confirm a Meeting]

[UC 02 -07] - [Confirm a Meeting]

Author: Abdullah Algarni

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is the Participant

Description

The main objective of this use case is to allow the participant to confirm a proposed meeting by the admin by contributing the participant's busy hours.

Trigger

From the Participants Scheduler screen, the actor selects Confirm a Meeting.

Pre-Conditions

- The actor is logged in.
- The actor is in Participant Home screen.

Normal Flow

- 2.1 The actor selects Scheduler from Home screen.
- 2.2 The system displays Scheduler screen.
- 2.3 The actor selects Confirm a Meeting.
- 2.4 The system displays Proposed Meetings screen, with a list of proposed meetings. Each proposed meeting has the following fields:
 - a. Proposed Meeting Name.
 - b. Meeting Duration.
- 2.5 The actor selects a Proposed Meeting item from the list.
- 2.6 The system displays a Table of Times Spots, and prompts the actor to input the spots where he/she is busy at. For Example,

- a. Date-range is 15oct – 18oct
- b. Time-range is 5pm – 11pm

Then, the table will look like the following:

Date-range Days	15 Oct.	16 Oct.	17 Oct.	18 Oct.
Time-range hours				
5pm	X			
6pm		X		
7pm		X		
9pm				X
10pm			X	X
11pm				X

- 2.7 The actor inputs the spots where he/she is busy at, just like the table shown above.
- 2.8 The actor selects Send Confirmation.
- 2.9 The system saves the inputs, and sends them to the back end for processing.
- 2.10 The system computes the suggested meetings based on this last input, updates the suggested meetings, and send them to the admin.
- 2.11 The system directs the actor back to Scheduler screen. **[BR 2.1]**

Alternative Flow

None.

Business Rules

- 2.1 The system should display the approved meetings in Participants Scheduler screen.

Post Conditions

- Success:
 - The Room is created.
- Canceled:
 - A message appears “Creating new room is canceled”

Related use cases

[UC 02 -o6] – [Propose a Meeting]

Group Generation

[UC 03 -01] - [Generate Group]

Author: Abdullah Algarni

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow generate groups of students.

Trigger

From the Groups Management screen, the actor selects Generate Groups.

Pre-Conditions

- The actor is logged in.
- The actor is in the Admin Home Screen.

Normal Flow

- 3.1 The actor selects Groups Management.
- 3.2 The system displays Groups Management screen.
- 3.3 The actor selects Generate Groups.
- 3.4 The system displays Groups Generation screen.
- 3.5 The system prompts to enter one of the following:
 - a. Number of Participants per group.
 - b. Number of groups.
- 3.6 The actor selects either one, and enters the number.
- 3.7 The system prompts the actor to select Generation Mode. Five modes are displayed:
 - a. City-based
 - b. Language-based
 - c. Average-score based.
 - d. Randomly

- e. Manually.
- 3.8 The actor selects City-based.
- 3.9 The system generates groups so that most members in the team belong to the same city.
- 3.10 The system displays the groups to be generated with the names of participants in each.
- 3.11 The system prompts the actor to either Confirm Generation or Go Back.
- 3.12 The actor selects Confirm Generation.
- 3.13 The system stores the generated groups.
- 3.14 The system enrolls each participant in their respective group.
- 3.15 The system directs the actor back to the Groups Management screen.

Alternative Flow

3.8 If the actor selects Language-based, System will generate groups so that most members in the group have the same language. Steps continue at 2.10.

3.8 if the actor selects Average-score based, the system collects the scores of the participants in quizzes and games taken before, calculates the average score, and generate groups so that each group has the same weighted score. Steps continue at 2.10.

3.8 if the actor selects Randomly, the system randomly generates groups. Steps continue at 2.10.

3.8 if the actor selects Manually:

- 3.8.1 The system displays the names of all participants.
- 3.8.2 The system prompts the actor to select the names of participants to be placed in the current group.
- 3.8.3 The admin selects names of participants, and then choose “Place in One Group”.
- 3.8.4 The system collects the participants selected by the admin and place them in one group.
- 3.8.5 If more names still exist in the list of names of participants, steps continue at 3.8.2.
- 3.8.6 If all names have been selects, steps continue at 3.10.

3.11 if the actor selects Go Back, Steps continue at 3.8.

Business Rules

None.

Post Conditions

- Success:
 - The Groups are generated, and participants can see which group they belong to.

Related use cases**None**

[UC 03 -02] - [Modify Generated Group]

*Author: Abdullah Algarni**Date Created: 11/3/2017**Last Modified By:**Last Modified: 11/3/2017***Actors**

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to modify the generated groups.

Trigger

From the Groups Management the actor selects Modify Groups.

Pre-Conditions

- The actor is logged in.
- The actor is in Groups Management screen.
- Groups are already generated.

Normal Flow

- 3.1 The actor selects Modify Groups.
- 3.2 The system displays the following actions:
 - i. Transfer Members
 - ii. Delete a Group
 - iii. Merge Two Groups
- 3.3 The actor selects Transfer Members.
- 3.4 The system prompts the actor to choose the source group and destination group.
- 3.5 The actor selects the source group and the destination group.

- 3.6 The system displays all participants names of the source group.
- 3.7 The system prompts the actor to select the participant to be transferred.
- 3.8 The actor selects the participant to be transferred to the destination group.
- 3.9 The system displays a confirmation message: "Member X will be move from group Y to group Z" with Transfer and Cancel actions.
- 3.10 The actor selects Transfer.
- 3.11 The system moves the selected participant to the selected destination group.
- 3.12 The system directs the actor back Group Management screen.

Alternative Flow

3.3 If the actor selects Delete a Group:

- 3.3.1 The system displays all groups.
- 3.3.2 The system prompts the actor to choose the group to be deleted.
- 3.3.3 The actor selects the group to be deleted.
- 3.3.4 The system deletes the group.
- 3.3.5 The system directs the actor back Group Management screen.

3.3 If the actor selects Merge Two Groups:

- 3.3.1 The system displays all groups.
- 3.3.2 The system prompts the actor to choose the two groups to be merged.
- 3.3.3 The actor selects the two groups to be merged.
- 3.3.4 The system transfers the participants of both groups to a new group, and deletes the old two groups.
- 3.3.5 The system directs the actor back Group Management screen.

3.10 If the actor selects Cancel, the system takes no action and steps continue at 3.12.

Business Rules

None

Post Conditions

- Success:
 - One Member is moved from a group to another.
 - Or, a group is deleted.
 - Or, two groups are merged into a new group, and the old two groups are deleted.

Related use cases

[UC 03 -01] – [Generate Group]

Brainstorming

[UC 04 -01] - [Create Brainstorming Session]

Author: Abdullah Algarni

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to create a brainstorming session so that participants can contribute to it.

Trigger

From the Brainstorming Sessions screen, the actor selects “Create a New Brainstorming Session”.

Pre-Conditions

- The actor is logged-in.
- The actor is in Brainstorming Sessions screen.

Normal Flow

- 4.1 The actor selects Create a New Brainstorming Session.
- 4.2 The system displays the following fields:
 - a. Session Title
 - b. Session Type: either Individual or Groups.
 - c. Initial State: either Enabled or Disabled.
- 4.3 The actor fills-in the fields.
- 4.4 The system checks the validity of the fields.
- 4.5 The system creates a Session with the filled-in fields.
- 4.6 The system saves the session, and lists it down in Brainstorming Sessions screen.
- 4.7 The system makes it available to the participants of the room.

4.8 The system directs the actor back to the Brainstorming Sessions screen.

Alternative Flow

4.4 If one of the fields is not filled-in, the system displays an error message, and prompts the actor to fill it in.

4.7 If the initial state is disabled, the system should not make it available to the participants of the room.

Business Rules

None.

Post Conditions

- Success:
 - The Brainstorming session is created.
 - The session is only available to the participants if the initial state is Enabled, otherwise it will not be made available to the participants.

Related use cases

[UC 04 -02] - [Change Brainstorming Session State]

Author: Abdullah Algarni

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to change the state of the created brainstorming sessions from Enabled to Disabled, or the other way around.

Trigger

From the Brainstorming Sessions screen, the actor selects a brainstorming session.

Pre-Conditions

- The actor is logged-in.
- The actor is in Brainstorming Sessions screen.
- At least one brainstorming session is created.

Normal Flow

- 4.1 The actor selects one of the created brainstorming sessions.
- 4.2 The system displays the brainstorming session, with one action to modify its state.
- 4.3 The actor selects Modify State.
- 4.4 The system displays two-toggle buttons one with Enable and the other with Disable.
- 4.5 The actor selects Enable.
- 4.6 The system changes the state of the brainstorming session to enabled.
- 4.7 The system makes the brainstorming session available to the participants of the room.
- 4.8 The system directs the actor back to the brainstorming sessions screen.

Alternative Flow

4.5 If the actor selects Disable:

- 4.5.1 The system changes the state of the brainstorming session to Disabled.
- 4.5.2 The system hides the brainstorming session from the participants' Brainstorming sessions screen.
- 4.5.3 The system directs the actor back to the brainstorming sessions screen.

Business Rules

None.

Post Conditions

- Success:
 - The state of the session is changed to Disabled, and is hidden from participants Brainstorming Sessions screen.
 - Or, the state of the session is changed to Enabled, and appears in participants Brainstorming Sessions screen.

Related use cases

[UC 04 -01] – [Create Brainstorming Session]**[UC 04 -03] - [Enter Brainstorming Session]***Author: Abdullah Algarni**Date Created: 11/3/2017**Last Modified By:**Last Modified: 11/3/2017***Actors**

The Actor of this use case is the Participant.

Description

The main objective of this use case is to allow the Participant to enter a brainstorming session and contribute to it.

Trigger

From the Brainstorming screen, the actor selects a brainstorming session.

Pre-Conditions

- The actor is logged-in
- The actor is in Participant Home screen
- At least one brainstorming session is available.

Normal Flow

- 4.1 The actor selects Brainstorming from Home screen.
- 4.2 The system displays a list of the names of the available brainstorming sessions.
- 4.3 The actor selects a brainstorming session.
- 4.4 The system displays the “Brainstorming Session Details” screen.
- 4.5 The system loads on screen all ideas sent by other participants. Each idea has the following the fields:
 - i. Text
 - ii. Number of likes given
- 4.6 The system offers the actor two actions to be taken:
 - i. Add an Idea.
 - ii. Like an Idea

- 4.7 The actor selects Add an Idea.
- 4.8 The system prompts the actor to enter the text to be shared.
- 4.9 The actor fills in the text to be shared.
- 4.10 The actor selects Send Idea.
- 4.11 The system directs the actor back the Brainstorming Session Details screen, and adds the idea to it.
- 4.12 The system sends the idea to all other participants in the session.

Alternative Flow

4.6 If the actor selects Like an Idea, the system increments the number of likes for that idea, and all other participants should see the increment in the number of likes. [BR 4.1]
[BR 4.2]

Business Rules

- 4.1 The actor can only like an idea once.
- 4.2 The actor cannot like their own idea.

Post Conditions

- Success:
 - The actor has seen the brainstorming ideas.
 - And/or, the actor has liked an idea.
 - And/or, the actor has sent an idea.

Related use cases

[UC 04 -01] – [Create Brainstorming Session]

[UC 04 -04] - [Talk in Chat]

Author: Abdullah Algarni

Date Created: 11/3/2017

Last Modified By:

Last Modified: 11/3/2017

Actors

The Actor of this use case is the Participant or the Admin.

Description

The main objective of this use case is to allow the participant and admin to talk to one another.

Trigger

From the actor Home screen, the actor selects Chat.

Pre-Conditions

- The actor is logged in.
- The actor is in Home screen.

Normal Flow

- 4.1 The actor selects Chat from Home screen.
- 4.2 The system displays the Chat screen.
- 4.3 The system loads all texts sent previously by the participants or admin. [BR 4.1]
- 4.4 The offers the actor a text-field where they can enter a text and send it.
- 4.5 The actor types in the text-field, and select send.
- 4.6 The system displays the text sent by the actor on Chat screen, and sends it to all other participants and admin.

Alternative Flow

None

Business Rules

- 4.1 The number of texts loaded on screen at a time is 15 texts.

Post Conditions

- Success:
 - The actor can see the texts sent by others.
 - The actor can send texts to other.

Related use cases

None.

[UC 04 -05] - [View Summary of Brainstorming Session]*Author: Abdullah Algarni**Date Created: 11/3/2017**Last Modified By:**Last Modified: 11/3/2017***Actors**

The Actor of this use case is the Admin or Participant.

Description

The main objective of this use case is to allow the admin and participant to view the summary of a brainstorming session.

Trigger

From the Actor Brainstorming Sessions screen, the actor selects a session and clicks View Summary.

Pre-Conditions

- The actor is logged in.
- The actor is in Brainstorming Sessions screen.
- At least one brainstorming session is present.

Normal Flow

- 3.1 The actor selects a brainstorming session and clicks View Summary.
- 3.2 The system displays the Brainstorming Session Summary screen.
- 3.3 The system loads all ideas and display them on screen. **[BR 4.1] [BR 4.2]**

Alternative Flow

None

Business Rules

- 4.1 The ideas are shown in vertical order.
- 4.2 The ideas are sorted such that the one with the highest number of likes appear first.

Post Conditions

- Success:
 - The summary is displayed on screen.

Related use cases

[UC 04 -01] – [Create Brainstorming Session]

Games and Quizzes

[UC 05 -01] - [Create Game]

Author: Yazeed

Date Created: 11/7/2017

Last Modified By:

Last Modified: 11/7/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to create a new game. Each game includes participants and allow them to play.

Trigger

From the home page, the actor selects to create a new room.

Pre-Conditions

- The actor is in a room home screen.
- The room contains participants.

Normal Flow

1. The actor selects to create a new game.
2. The system displays the Create Room screen
3. The actor fills the new game information:

- Game type.
 - o Pass the pin.
 - o Fast answer race.
 - o Weighted question.
 - Game start time.
 - The game duration.
 - Game date.
 - Number of rounds.
 - Individual or groups.
 - Number of groups.
 - Use of existing groups or generate new groups. (If there are no existing groups, generation shall be chosen automatically)
4. The system validates the entered information.
 5. The actor chooses individuals
 6. The actor creates the new game.
 7. The system creates the game
 8. If the actor chooses the game type to be pass the pin:
 9. The actor fills the following information:
 - 9.1.1. Number of tries, if the team answers incorrectly.
 10. The system displays the rule of the game.
 11. The actor sent a broadcast message to the participants to notify them about the game.
[UC 01 -11] [Send Broadcast Message]
 12. the system sends the message.

Alternative Flow

In case “the actor chooses the game type to be fast answer rate”.

- 8.1. The actor prepares several questions that is equal to the number of rounds. **[UC 05 -11] [Add Questions to the Bank] [UC 05 -12] [Get Questions from the Bank] [UC 05 -06] [Prepare Questions by Admin]**

In case “the actor chooses the game type to be weighted questions”

- 8.1. The actor prepares several questions that is more or equal to the number of rounds. **[UC 05 -11] [Add Questions to the Bank] [UC 05 -12] [Get Questions from the Bank] [UC 05 -06] [Prepare Questions by Admin]**
- 8.2. The actor assigns a weight to each question.

In case “Generate new groups is chosen”

5.1. the actor will be moved to generate groups page. **[UC 03 -1] [Generate new groups]**

5.2. after the generation of the groups, the actor shall be back to step 5.

In case “use exiting groups is chosen”

5.1. the system shall check the existence of the groups.

5.2. The groups exist, the actor shall be able to continue step 5.

In case “Canceled”

2.1. The actor selects to cancel the creation of the new game.

2.2. The system shall show a confirmation message.

2.3. The actor shall confirm the cancelation.

Business Rules

- -

Post Conditions

- Success:
 - The game is created.
- Canceled:
 - A message appears “Creating new game is canceled”

Related use cases

[UC 05 -11] [Add Questions to the Bank]

[UC 05 -06] [Prepare Questions by Admin]

[UC 05 -12] [Get Questions from the Bank]

[UC 03 -1] [Generate new groups]

[UC 05 -02] - [Delete Game]

Author: YAZEED

Date Created: 11/7/2017

Last Modified By:

Last Modified: 11/7/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to delete a game

Trigger

From the game page, the actor selects to delete the game.

Pre-Conditions

- The actor is in the game page.

Normal Flow

1. The actor selects to delete the game.
2. The system displays a confirmation message.
3. The actor confirms the deletion.
4. The system deletes the game.

Alternative Flow

Business Rules

- -

Post Conditions

- Success:
 - The game is deleted.

Related use cases

[UC 05 -03] - [Play “Pass the Pin” Game]

Last Modified By:

Last Modified: 11/7/2017

Actors

The Actor of this use case is the participant.

Description

The main objective of this use case is to allow the participant to play.

Trigger

From the home page, the actor selects to enter the created game.

Pre-Conditions

- The actor is in the home page.
- The game has been created by the admin.

Normal Flow

1. The actor enters the game.
2. The system displays the game page.
3. If the start time of the game has not come, the actor prepares a set of questions. [UC 05 -07] [Prepare Questions by Participants]
4. If the start time of the game has come, the actor starts playing.
5. The system starts the game.
6. The first team chooses another team and send them a question that has been prepared before.
7. The system displays the chosen team's number and the question that has been sent.
8. The chosen team answers the question.
9. The system checks the answer and displays the result.
10. If the answer is correct, the chosen team chooses another team and send them a question.
11. The steps 6-10 repeated until there is only one team left.

Alternative Flow

In case "Incorrect answer"

- 10.1. The chosen team's number of tries decreased. [UC 05 -1] [Create Game]
- 10.2. The team that sent the question chooses another team and send them a question.

Business Rules

- The first team shall be selected by the admin or randomly [UC 05 -1] [Selects Participants Randomly]
- The prepared questions shall not exceed the number of rounds.
- The winner is the last team standing.
- If the number of tries reaches 0, the team leaves the game. [UC 05 -1] [Create Game]

Post Conditions

- Success:
 - A team wins.

Related use cases

[UC 05 -1] [Create Game]

[UC 05 -04] - [Play “Weighted Questions” Game]

Author: YAZEED

Date Created: 11/7/2017

Last Modified By:

Last Modified: 11/7/2017

Actors

The Actor of this use case is the participant.

Description

The main objective of this use case is to allow the participant to play.

Trigger

From the home page, the actor selects to enter the created game.

Pre-Conditions

- The actor is in the home page.
- The game has been created by the admin.

Normal Flow

1. The actor enters the game.
2. The system displays the game page.
3. If the start time of the game has come, the actor starts playing.
4. The first team chooses a question.
5. The system displays the question.
6. The team answers the question.
7. The system checks the answer.
8. If the answer is correct, the weight of the question shall be added to the team's score.
9. Steps 4-8 is repeated for next teams, until the time has finished, or the number of rounds has been reached.

Alternative Flow

In case "Time of start has not come"

- 3.1. A message shall appear "The time has not come to start playing"

In case "Incorrect answer"

- 8.1. The question's weight shall be deducted from team's score.
- 8.2. Continue to step 6.

Business Rules

- The first team shall be selected by the admin or randomly [UC 05 -1] [Selects Participants Randomly]

Post Conditions

- Success:

- The Game ends.

Related use cases

[UC 05 -1] [Selects Participants Randomly]

[UC 05 -05] - [Play “Fast Answer Race” Game]

Author: YAZEED

Date Created: 11/7/2017

Last Modified By:

Last Modified: 11/7/2017

Actors

The Actor of this use case is the admin and participant.

Description

The main objective of this use case is to allow the participant to play.

Trigger

From the home page, the actor selects to enter the created game.

Pre-Conditions

- The actor is in the home page.
- The game has been created by the admin.

Normal Flow

1. The actor enters the game.
2. The system displays the game page.
3. If the start time of the game has come, the actors starts playing.
4. The question shall be posted by the admin.
5. The system displays the question.
6. The team touches the buzzer.
7. The buzzer in other teams’ displays shall be blocked.

8. The team answers the question.
9. The system checks the answer.
10. If the answer is correct, the team's score shall be increased.
11. Steps 4-10 is repeated, until the time has finished, or the number of rounds has been reached.

Alternative Flow

In case "Time of start has not come"

- 3.1. A message shall appear "The time has not come to start playing"

In case "Incorrect answer"

- 10.1. The team's score shall not be increased.

Business Rules

- The first team that touches the buzzer, shall be able to answer the question.

Post Conditions

- Success:
 - The Game ends.

Related use cases

[UC 05 -06] - [Prepare Questions by Amin]

Author: YAZEED

Date Created: 11/7/2017

Last Modified By:

Last Modified: 11/7/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to prepare a set of question to be used in the game or in the quiz.

Trigger

From the home page, the actor selects enter a weighted question game, or fast answer race game or a quiz.

Pre-Conditions

- The actor is in the games page or quizzes page.

Normal Flow

1. The actor selects to prepare questions.
2. The system displays the prepare question page.
3. The actor chooses from using the questions bank or writes a new question.
4. If the actor chooses to write a new question.
5. The system displays the needed information of the new question.
6. The actor chooses the question type.
7. The actor chooses the question category.
8. The actor chooses the question level.
9. The actor writes the question.
10. The actor writes the answer.
11. The actor saves the question.
12. The system validates the question.
13. The system shall give the actor a choice to add the question to the Question Bank. [UC 05-12]- [Add Questions to the Bank]

Alternative Flow

In case “question type is True or False”.

- 10.1. The actor selects the answer whether it is true or false.

In case “question type is Multiple Choice”.

- 10.1. The actor selects the number of choices.
- 10.2. The actor writes the choices.
- 10.3. The actor marks a choice to be the correct answer.

In case “question type is Fill the blank”.

- 10.1. The actor writes the question without the words to be filled and.
- 10.2. The actor writes the answer as a full sentence, which means the question with the words that should be hidden.

In case “question type is Essay”.

- 10.1. The actor answer field shall be hidden.

In case “the questions’ bank is chosen”.

- 3.1. The actor shall be moved to the bank. [UC 05-12]- [Get Questions from the Bank]

In case “Canceled”

- 2.1. The actor selects to cancel the preparation of the questions.
- 2.2. The system shall show a confirmation message.
- 2.3. The actor shall confirm the cancelation.

Business Rules

- The question types are:
 - True or False.
 - Fill the blank.
 - Multiple answers.
 - Text, which cannot be used in games.
- The question categories are:
 - Math.
 - Physics.
 - Chemistry.
 - History.
 - ...
- The question’s levels are the levels of school and college.

Post Conditions

- Success:
 - The questions are saved.
- Canceled:

- A message appears “the preparation of the question is canceled”

Related use cases

[UC 05-12]- [Add Questions to the Bank]

[UC 05-12]- [Get Questions from the Bank]

[UC 05 -07] - [Prepare Questions by Participants]

Author: Yazied

Date Created: 11/7/2017

Last Modified By:

Last Modified: 11/7/2017

Actors

The Actor of this use case is the Participants

Description

The main objective of this use case is to allow the admin to prepare a set of question to be used in the game or in the quiz.

Trigger

From the home page, the actor selects enter a pass the pin game.

Pre-Conditions

- The actor is in the games page.
- The game start time has not come yet.
- The game has been created.

Normal Flow

1. The actor selects to prepare questions.
2. The system displays the prepare question page.

3. The actor chooses to write a new question.
4. The system displays the needed information of the new question.
5. The actor chooses the question type.
6. The actor writes the question.
7. The actor writes the answer.
8. The actor saves the question.
9. The system validates the question.

Alternative Flow

In case “question type is True or False”.

- 7.1. The actor selects the answer whether it is true or false.

In case “question type is Multiple Choice”.

- 7.1. The actor selects the number of choices.
- 7.2. The actor writes the choices.
- 7.3. The actor marks a choice to be the correct answer.

In case “question type is Fill the blank”.

- 7.1. The actor writes the question without the words to be filled and.
- 7.2. The actor writes the answer as a full sentence, which means the question with the words that should be hidden.

In case “Canceled”

- 2.1. The actor selects to cancel the preparation of the questions.
- 2.2. The system shall show a confirmation message.
- 2.3. The actor shall confirm the cancelation.

Business Rules

- The question types are:
 - True or False.
 - Fill the blank.
 - Multiple answers.

Post Conditions

- Success:
 - The questions are saved.
- Canceled:
 - A message appears “the preparation of the question is canceled”

Related use cases

[UC 05 -08] - [Create Quiz]

Author: YAZEED

Date Created: 11/8/2017

Last Modified By:

Last Modified: 11/8/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to create a new quiz.

Trigger

From the quizzes page, the actor selects to create a new quiz.

Pre-Conditions

- The actor is in the quizzes page.

.

Normal Flow

1. The actor selects to create a new quiz.
2. The system displays the page of create new quiz.
3. The actor fills the new quiz information:
 - Quiz Date
 - Quiz Time.

- Number of questions
 - Graded or ungraded.
 - If Graded, total marks.
 - If graded, distribution of marks.
4. The system validates the information of the quiz.
 5. The actor writes or get the questions from the questions bank.
 6. If the actor chose to write a new question, the actor chooses to write new question. [UC 05 -o6] **[Prepare Questions by Admin]**
 7. the system displays the prepare question page.
 8. The actor shall be given the choice to notify the participants.
 9. If the actor chose to notify, the actor sends a broadcast message. [UC o1 -11] **[Send Broadcast Message]**
 10. the system sends the message to the participants.

Alternative Flow

In case “the questions’ bank is chosen”.

- 6.1. The actor shall be moved to the bank. [UC 05-12]- **[Get Questions from the Bank]**

In case “no broadcast message is chosen”.

- 9.1. step 9 and 10 shall be skipped.

In case “Canceled”

- 2.1. The actor selects to cancel the creation of the new quiz.
- 2.2. The system shall show a confirmation message.
- 2.3. The actor shall confirm the cancelation.

Business Rules

- -

Post Conditions

- Success:
 - The quiz is created.
- Canceled:

- A message appears “Creating new quiz is canceled”

Related use cases

[UC 05-12]- [Get Questions from the Bank]

[UC 05 -06] [Prepare Questions by Admin]

[UC 01 -11] [Send Broadcast Message]

[UC 05 -09] - [Modify Quiz]

Author: YAZEED

Date Created: 11/8/2017

Last Modified By:

Last Modified: 11/8/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to create a new quiz.

Trigger

From the quizzes page, the actor selects to modify a quiz.

Pre-Conditions

- The actor is in the quizzes page.

.

Normal Flow

1. The actor selects to modify a quiz.
2. The system displays the quiz information.

3. The actor modifies the quiz information:
 - Quiz Date
 - Quiz Time.
 - Number of questions
 - Graded or ungraded.
 - If Graded, total marks.
 - If graded, distribution of marks.
4. The actor modifies or delete a question.
5. The system validates the quiz information.
6. The actor modifies a question.
7. The system displays the question's information.
8. The actor shall be given the choice to notify the participants.
9. If the actor chose to notify, the actor sends a broadcast message. [UC 01 -11] [Send Broadcast Message]
10. the system sends the message to the participants.

Alternative Flow

In case “delete a question”.

- 6.1. The actor deletes a question.
- 6.2. The actor writes or gets a new question. [UC 05-12]- [Get Questions from the Bank] [UC 05-07]- [Prepare Questions by Admin]

In case “no broadcast message is chosen”.

- 9.1. step 9 and 10 shall be skipped.

In case “Canceled”

- 2.1. The actor selects to cancel the modification of the quiz.
- 2.2. The system shall show a confirmation message.
- 2.3. The actor shall confirm the cancelation.

Business Rules

- -

Post Conditions

- Success:
 - The quiz is modified.
- Canceled:
 - A message appears “modifying a quiz is canceled”

Related use cases

[UC 05-12]- [Get Questions from the Bank]

[UC 05 -06] [Prepare Questions by Admin]

[UC 01 -11] [Send Broadcast Message]

[UC 05 -10] - [Delete Quiz]

Author: YAZEED

Date Created: 11/8/2017

Last Modified By:

Last Modified: 11/8/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to delete a quiz.

Trigger

From the quizzes page, the actor selects to delete a quiz.

Pre-Conditions

- The actor is in the quizzes page.
- The quiz start time has not come.

.

Normal Flow

1. The actor selects to delete a quiz.

2. The system displays a confirmation message.
3. The actor confirms the deletion.
4. The system deletes the quiz.
5. The actor shall be given the choice to notify the participants.
6. If the actor chose to notify, the actor sends a broadcast message. [UC 01 -11] [Send Broadcast Message]
7. The system sends the message to the participants.

Alternative Flow

In case “no broadcast message is chosen”.

- 6.1. step 6 and 10 shall be skipped.

In case “Canceled”

- 2.1. The actor selects to cancel the creation of the new quiz.
- 2.2. The system shall show a confirmation message.
- 2.3. The actor shall confirm the cancelation.

Business Rules

- -

Post Conditions

- Success:
 - The quiz is deleted.
- Canceled:
 - A message appears “deleting the quiz is canceled”

Related use cases

[UC 01 -11] [Send Broadcast Message]

[UC 05 -11] - [Add Questions to the Bank]*Author: YAZEED**Date Created: 11/8/2017**Last Modified By:**Last Modified: 11/8/2017***Actors**

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to add questions that he has created to the question bank.

Trigger

From writing a new question page, the actor selects to add the question to the question bank.

Pre-Conditions

- The actor is in the process of writing a new question.
- The question's information is complete.

Normal Flow

1. The actor selects to add a question to the questions bank.
2. The system adds the question to the bank.
3. If this addition is the first one, a message shall appear "Thank you for your contribution, the question bank is now available for you to use".

Alternative Flow

In case "not the first addition".

- 3.1. A message shall appear only thanking the actor.

In case "Canceled"

- 1.1. The actor selects to cancel the creation of the new room.
- 1.2. The system shall show a confirmation message.
- 1.3. The actor shall confirm the cancelation.

Business Rules

- -

Post Conditions

- Success:
 - The question is added.
- Canceled:
 - A message appears “Adding a new question is canceled”

Related use cases

[UC 05 -12] - [Get Questions from the Bank]

Author: YAZEED

Date Created: 11/8/2017

Last Modified By:

Last Modified: 11/8/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin get question form the question bank.

Trigger

From the question writing page, the actor selects to get a question from the questions bank.

Pre-Conditions

- The actor has contributed to the questions bank or he has a valid subscription.

Normal Flow

1. The actor selects to get a question from the question bank.
2. The system displays the bank page.
3. The actor fills any of the following information:
 - Type
 - Category
 - Level
4. The system shall display the questions that matches the entries.
5. The actor chooses the questions to be added to the quiz/game.
6. The system adds the questions.

Alternative Flow

In case “missing information”.

- 3.1. The system shall prevent the questions result to appear.
- 3.2. The actor shall be given the choice to change the questions information.
- 3.3. The actor changes the questions information or cancel the process.

In case “Canceled”

- 2.4. The actor selects to cancel the process.
- 2.5. The system shall show a confirmation message.
- 2.6. The actor shall confirm the cancelation.

Business Rules

- The system should check the accessibility of the actor to the questions bank.

Post Conditions

- Success:
 - The questions are added.
- Canceled:
 - A message appears “canceled”

Related use cases

[UC 05 -13] - [Subscribe to the Bank]

*Author: YAZEED**Date Created: 11/8/2017**Last Modified By:**Last Modified: 11/8/2017***Actors**

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to access the questions bank by paying a specific amount of money.

Trigger

From the home page, the actor selects to subscribe to the questions bank.

Pre-Conditions

- The actor is in the home page.
- Access to the questions bank is not available to the actor.

Normal Flow

1. The actor selects to subscribe to the questions bank.
2. The system displays the subscription page.
3. The actor chooses the subscription type.
4. The system displays the subscription type information.
5. The actor pays the amount of money required by the chosen type of subscription.
6. The system validates the payment.
7. The actor accesses the questions bank.
8. The system displays the bank page.

Alternative Flow

In case "Error in payment"

- 6.1. The system displays an error message.

In case "Canceled"

- 2.1. The actor selects to cancel the subscription.
- 2.2. The system shall show a confirmation message.
- 2.3. The actor shall confirm the cancelation.

Business Rules

- -

Post Conditions

- Success:
 - access to the questions bank has been granted.
- Canceled:
 - A message appears "Subscription is canceled"

Related use cases

[UC 05 -14] - [Selects Participants Randomly]

Author: Yazied

Date Created: 11/8/2017

Last Modified By:

Last Modified: 11/8/2017

Actors

The Actor of this use case is the Admin

Description

The main objective of this use case is to allow the admin to choose a participant randomly.

Trigger

From the games page, the actor chooses the randomizer.

Pre-Conditions

- The actor is in the game page.
- The room includes participants.

Normal Flow

1. The actor selects the randomizer.
2. The system displays the randomizer page.
3. The actor chooses between groups or individuals.
4. If actor chooses individuals, the actor fills the following information or leaves empty.
 - By gender.
 - By Age.
 - Exclude previous participants that have been chosen.
5. The system validates the entered information.
6. The actor activates the randomizer.
7. The randomizer shows the chosen participants.
8. The actor selects to exclude next time or ignore.

Alternative Flow

In case “there is no groups”.

- 3.1. Step 2 is skipped.

In case “Canceled”

- 2.1. The actor selects to cancel the process.
- 2.2. The system shall show a confirmation message.
- 2.3. The actor shall confirm the cancelation.

Business Rules

- The system should check the existence of participants.

Post Conditions

- Success:
 - The participant name / group name is shown.
- Canceled:
 - A message appears “canceled”

Related use cases

[UC 05 -15] - [Answer Quiz]

Author: Yazied

Date Created: 11/8/2017

Last Modified By:

Last Modified: 11/8/2017

Actors

The Actor of this use case is the Participant.

Description

The main objective of this use case is to allow the participant to access and solve quizzes.

Trigger

From the quizzes page, the actor enters the quiz.

Pre-Conditions

- The actor is in the quiz page.
- The quiz start time has come.

Normal Flow

1. The actor selects the quiz.
2. The system displays the quiz information.
3. The actor starts the quiz.
4. The system displays the first question and starts counting time.
5. The actor solves the questions.
6. If the time did not finish, the actor can submit the quiz.
7. If the quiz is graded, the system shows the marks of the quiz.

Alternative Flow

In case “the time finishes”.

- 6.1. Answers of the participants shall be saved.
- 6.2. The quiz will be closed.
- 6.3. The marks shall be shown.

Business Rules

- The system should check the start time of the quiz.

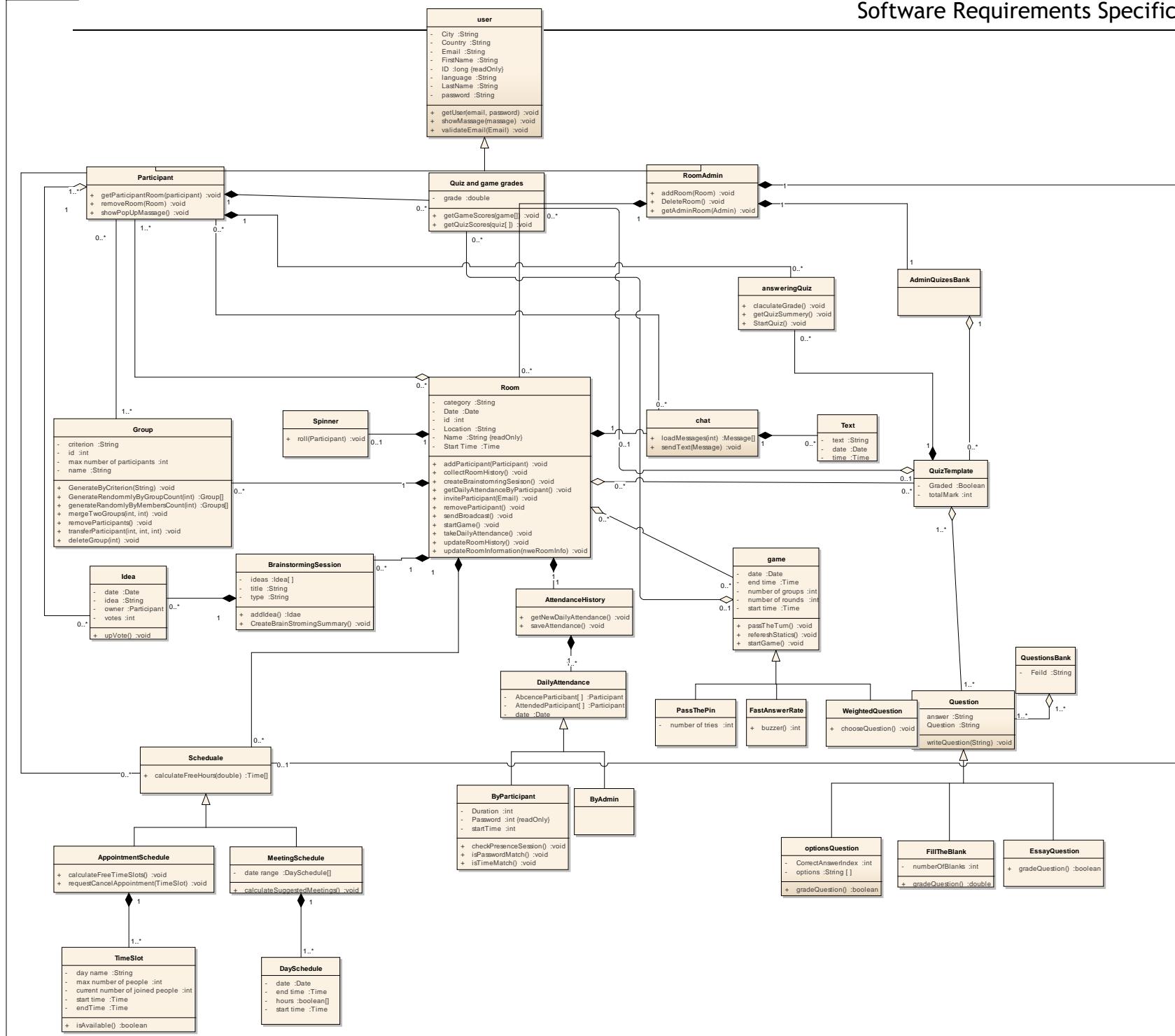
Post Conditions

- Success:
 - The quiz submitted or closed.

Related use cases

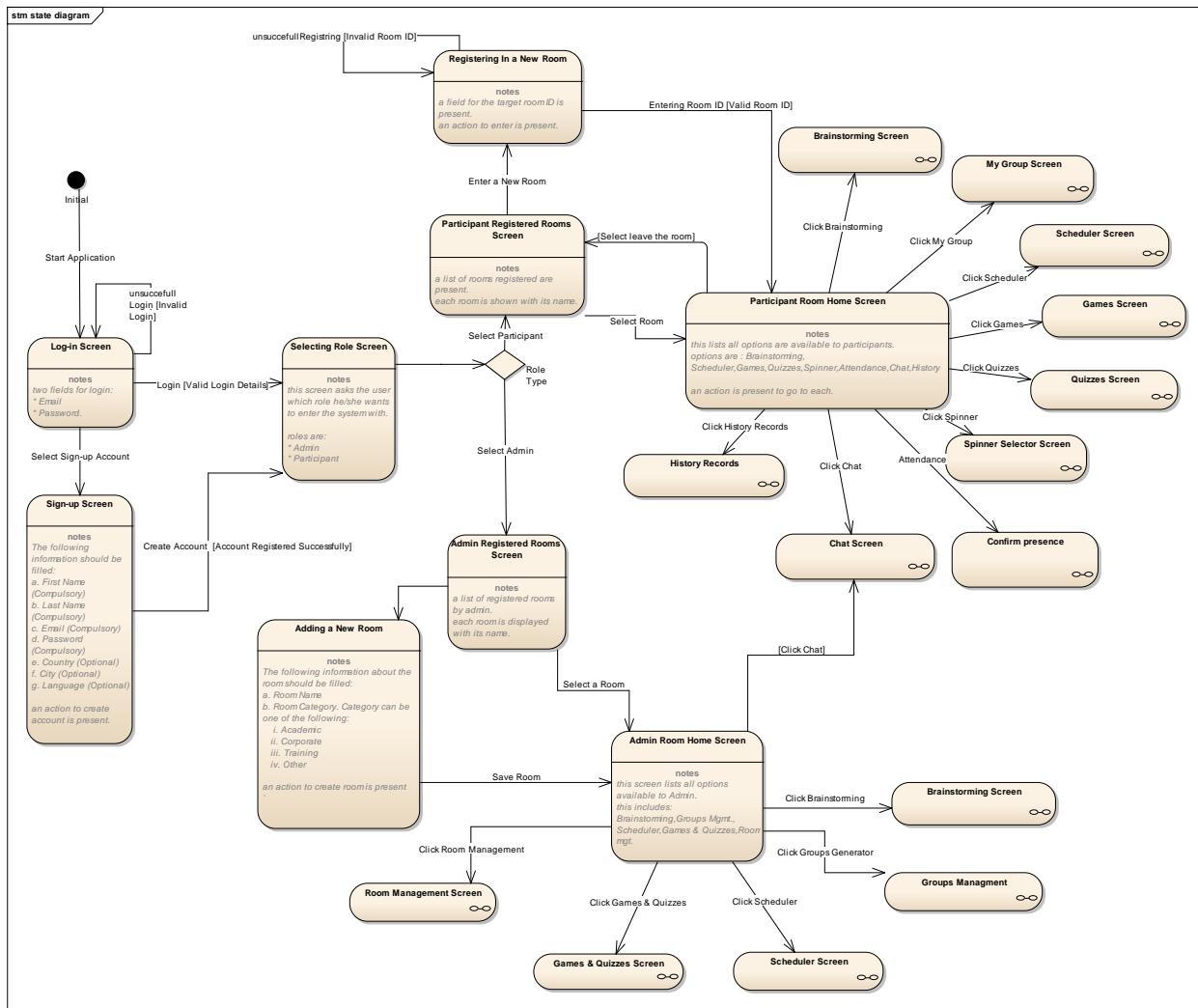
None.

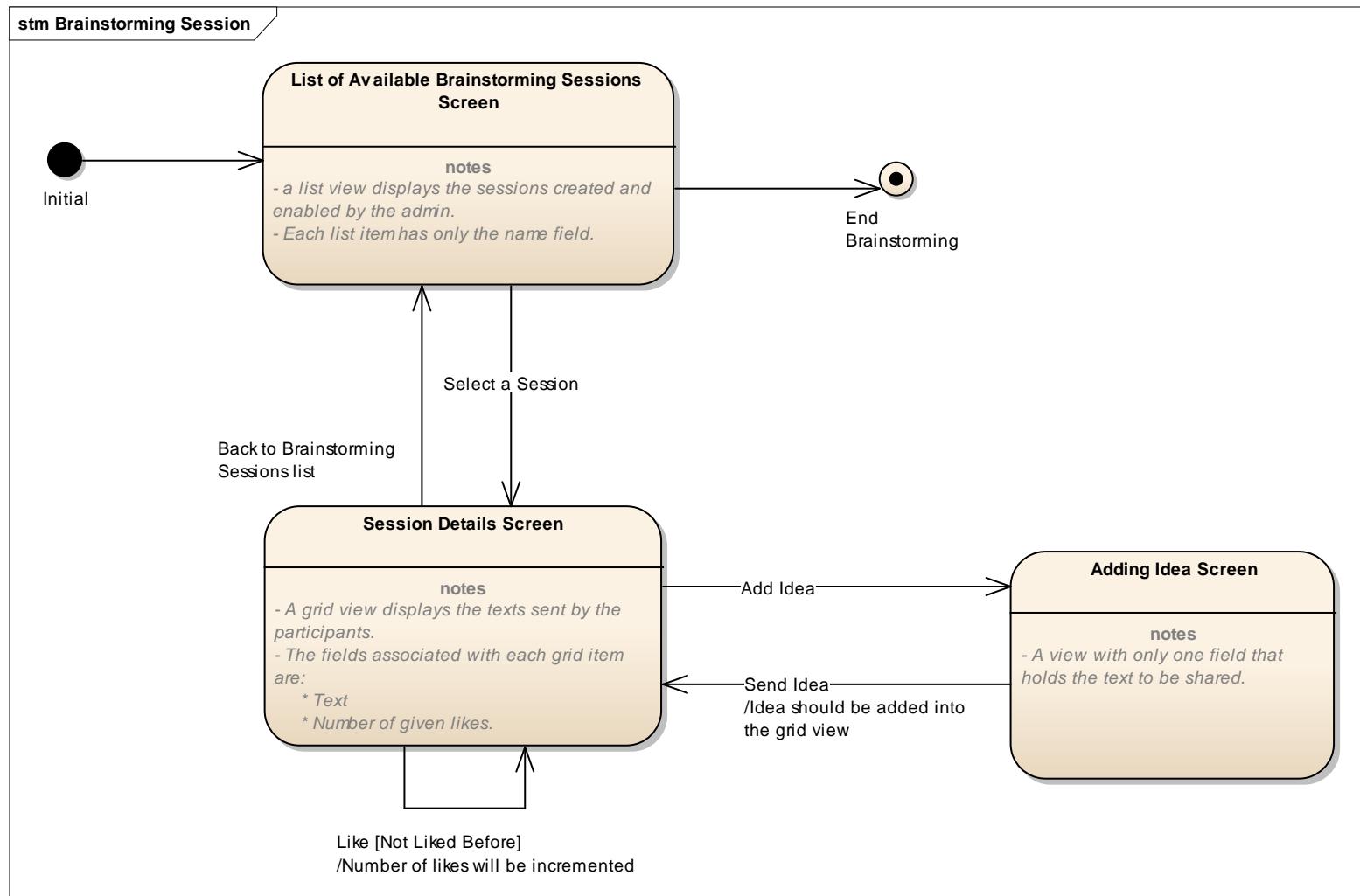
CLASS DIAGRAM

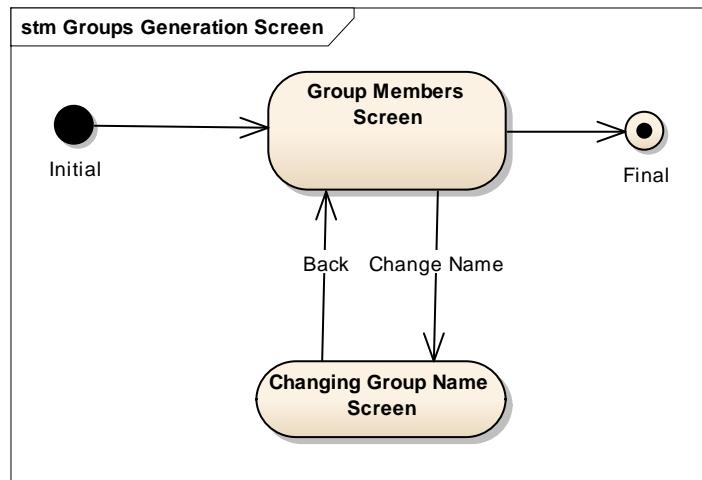


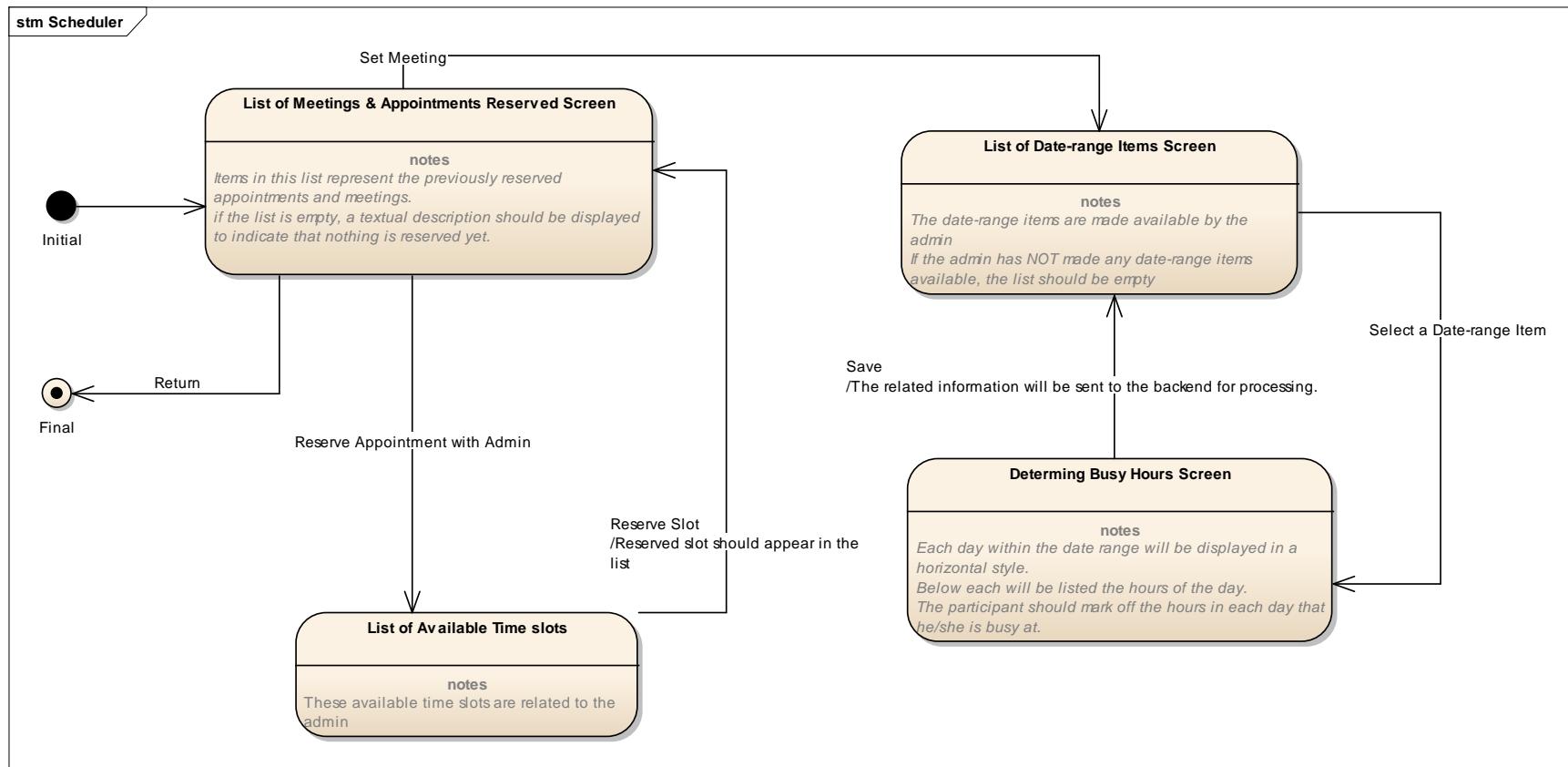
STATE TRNSITION DIAGRAMS

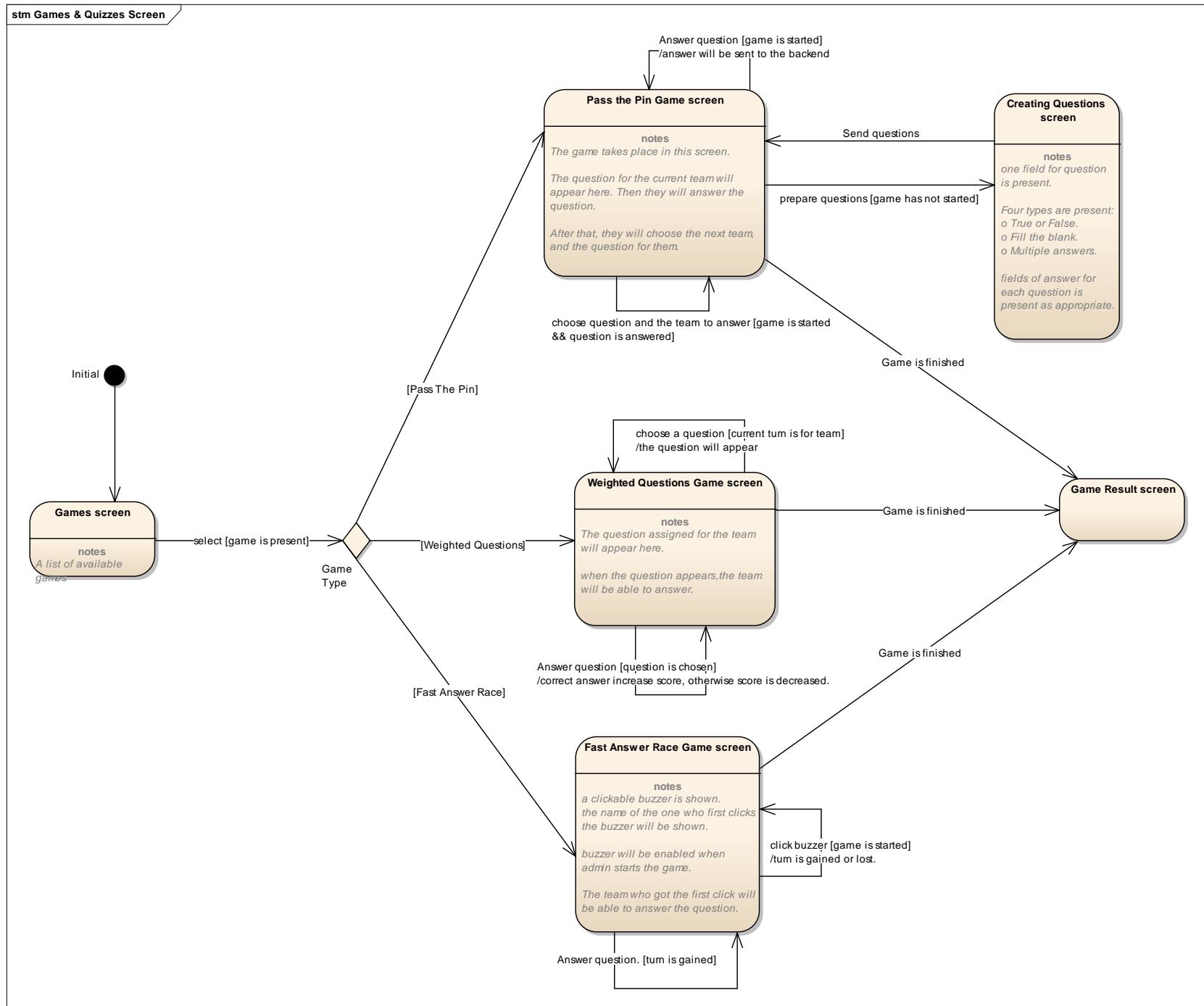
State Transition Diagrams

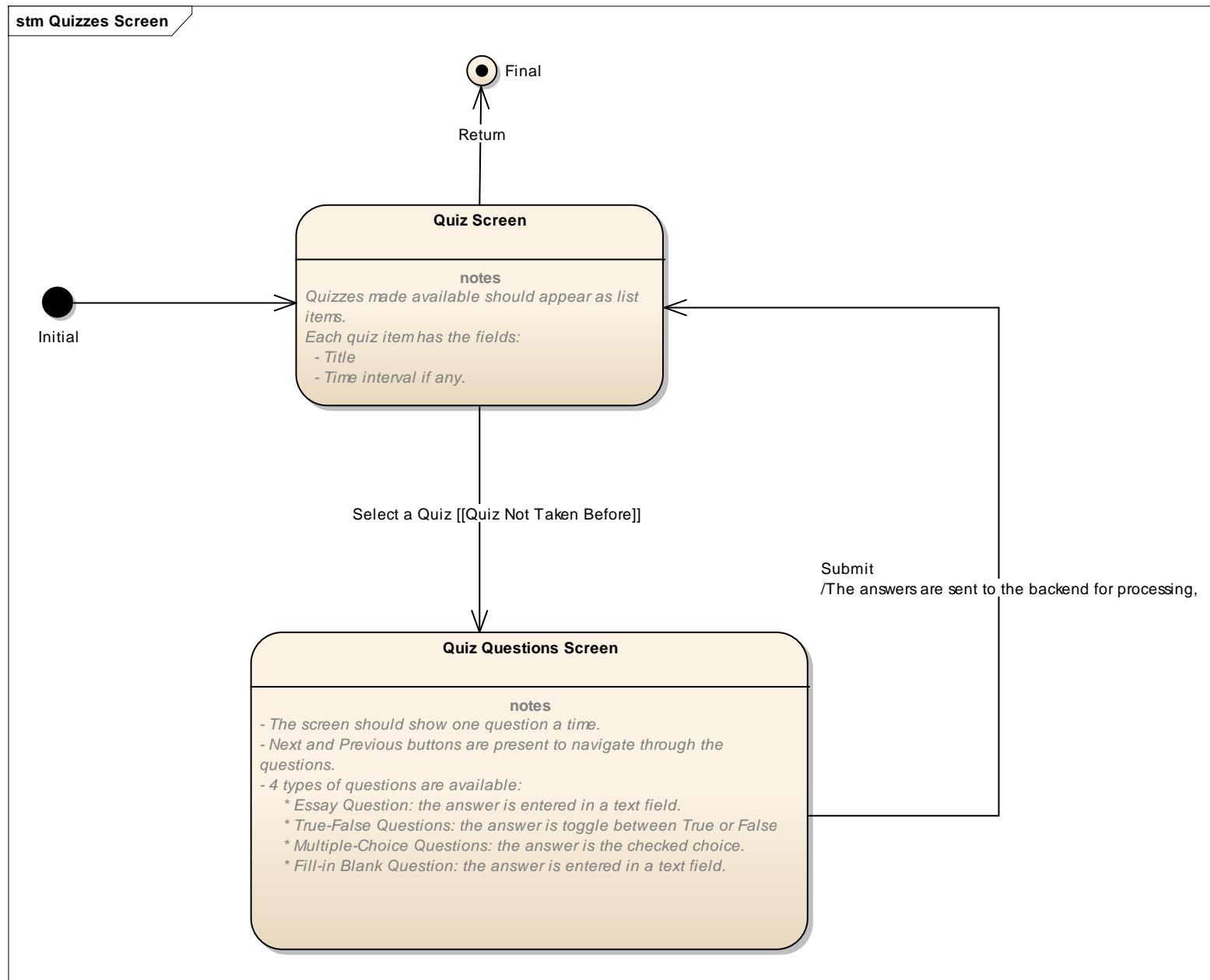


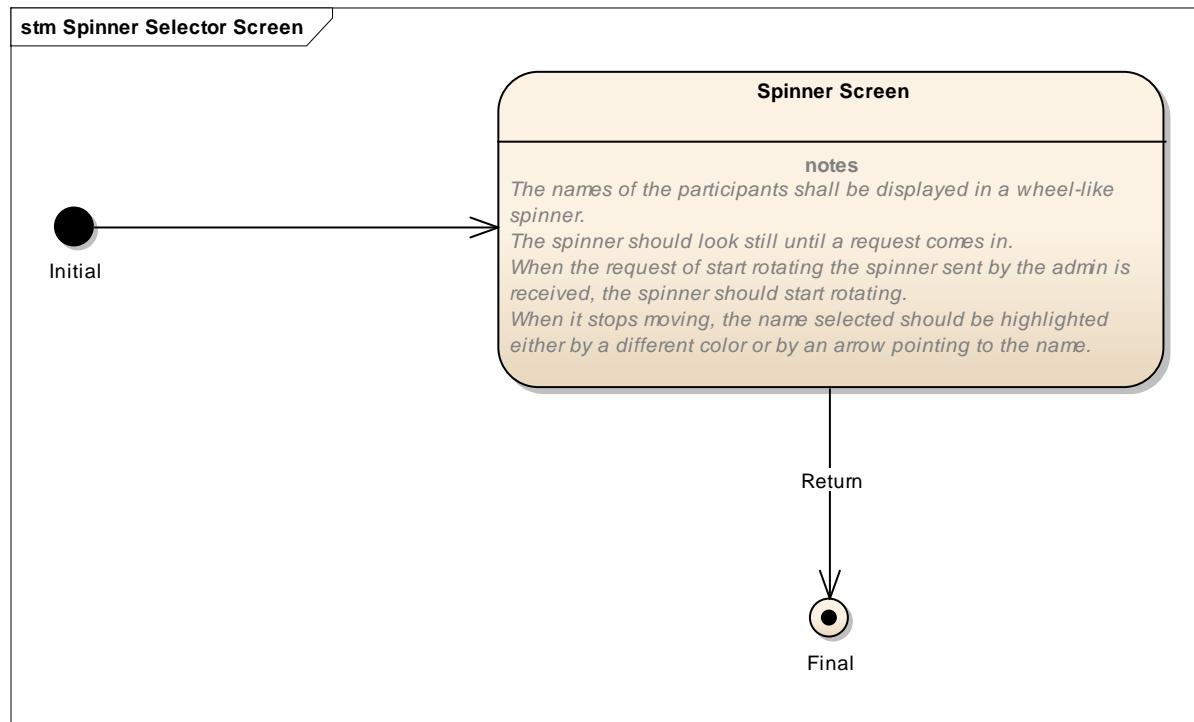


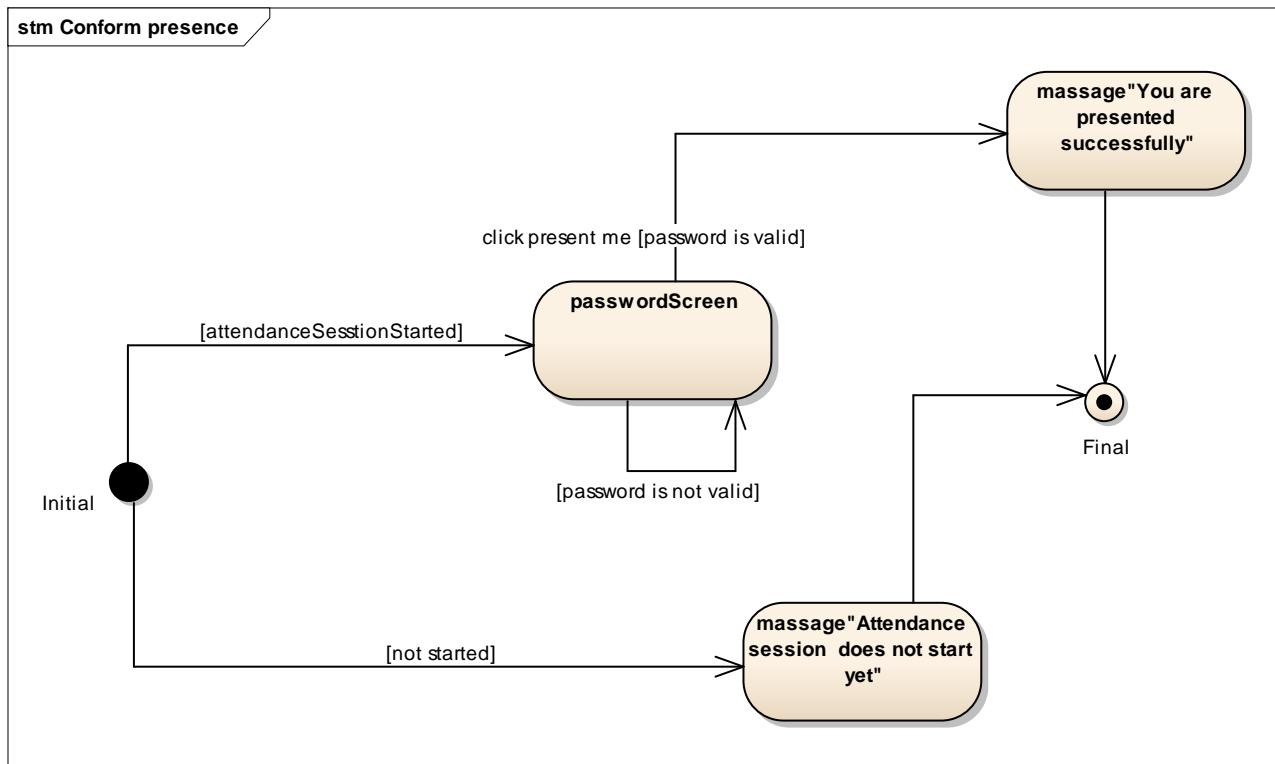


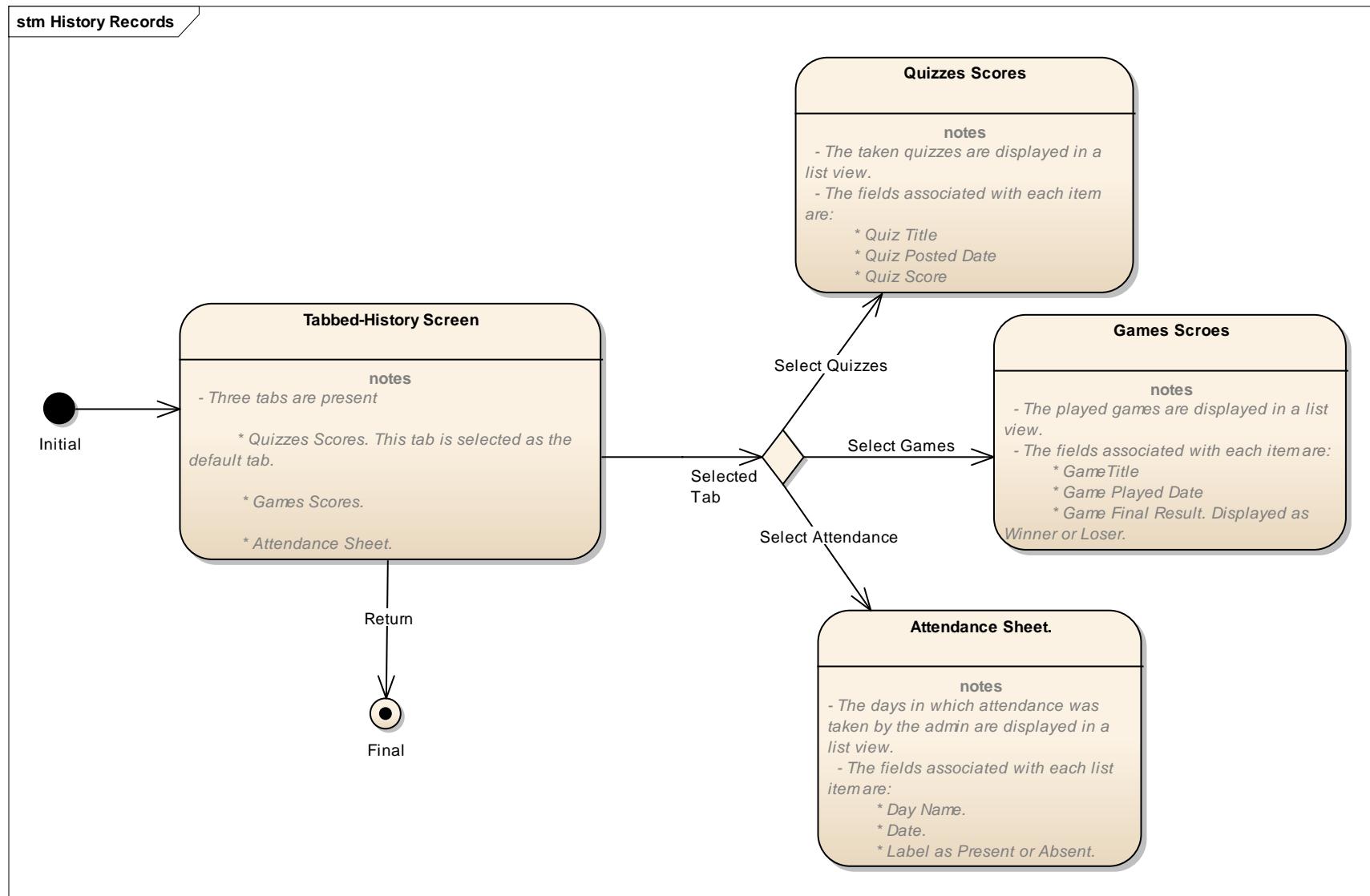


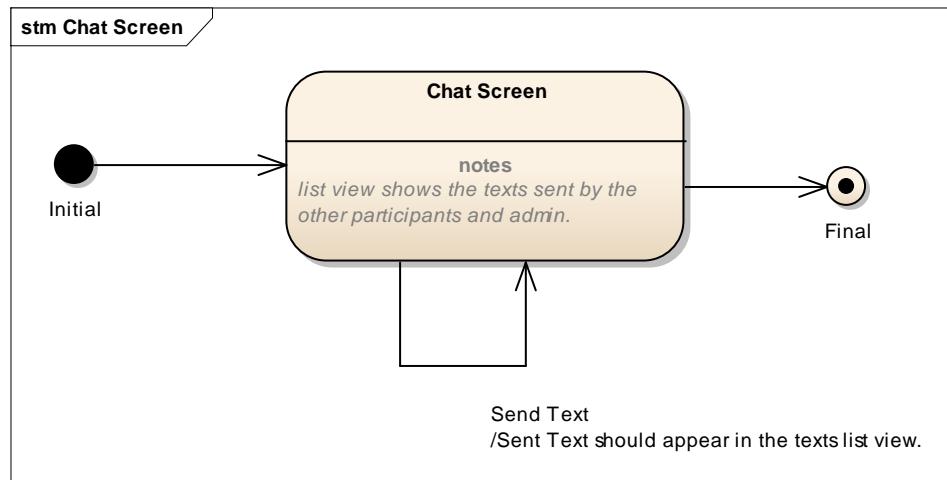


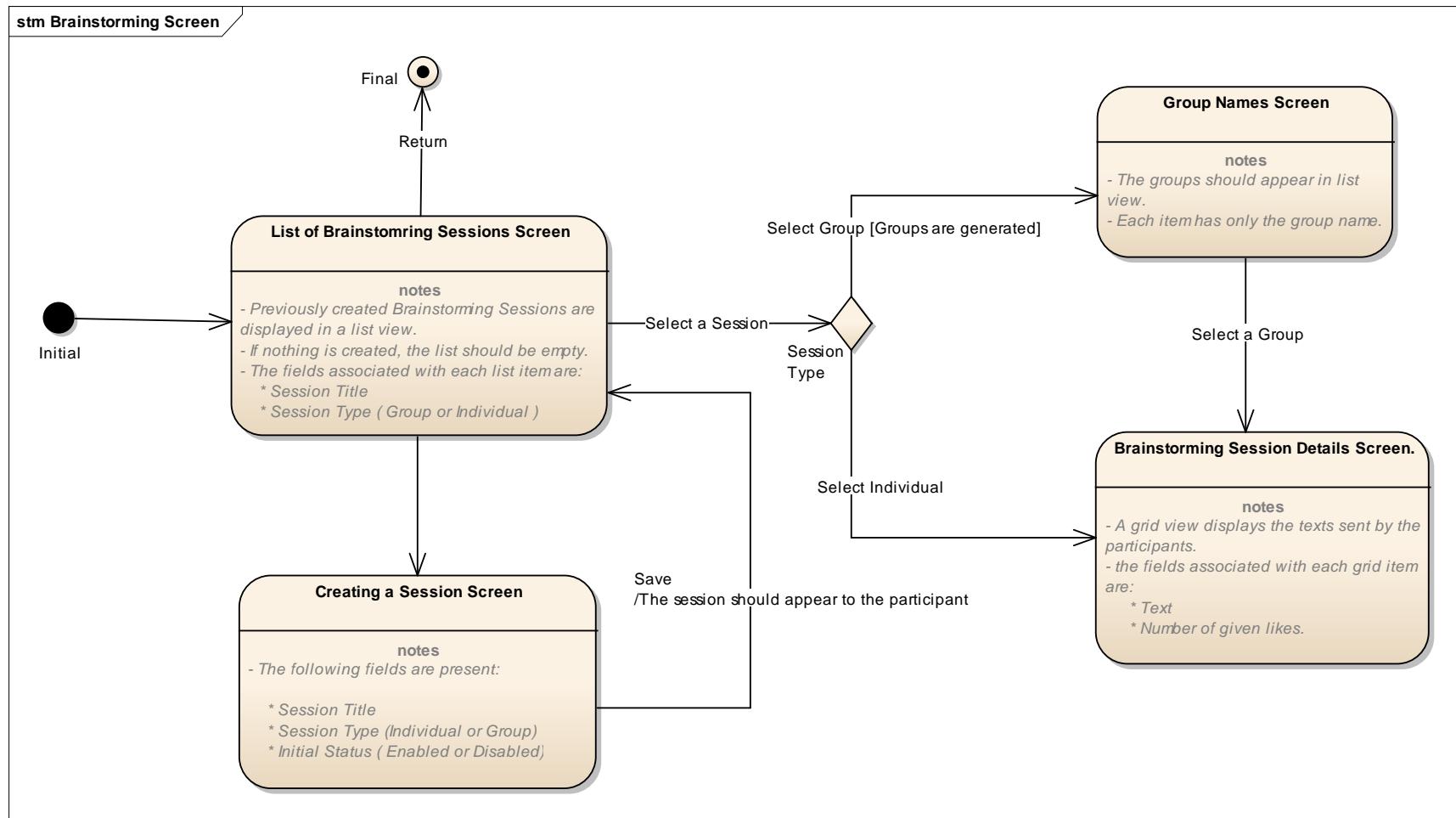


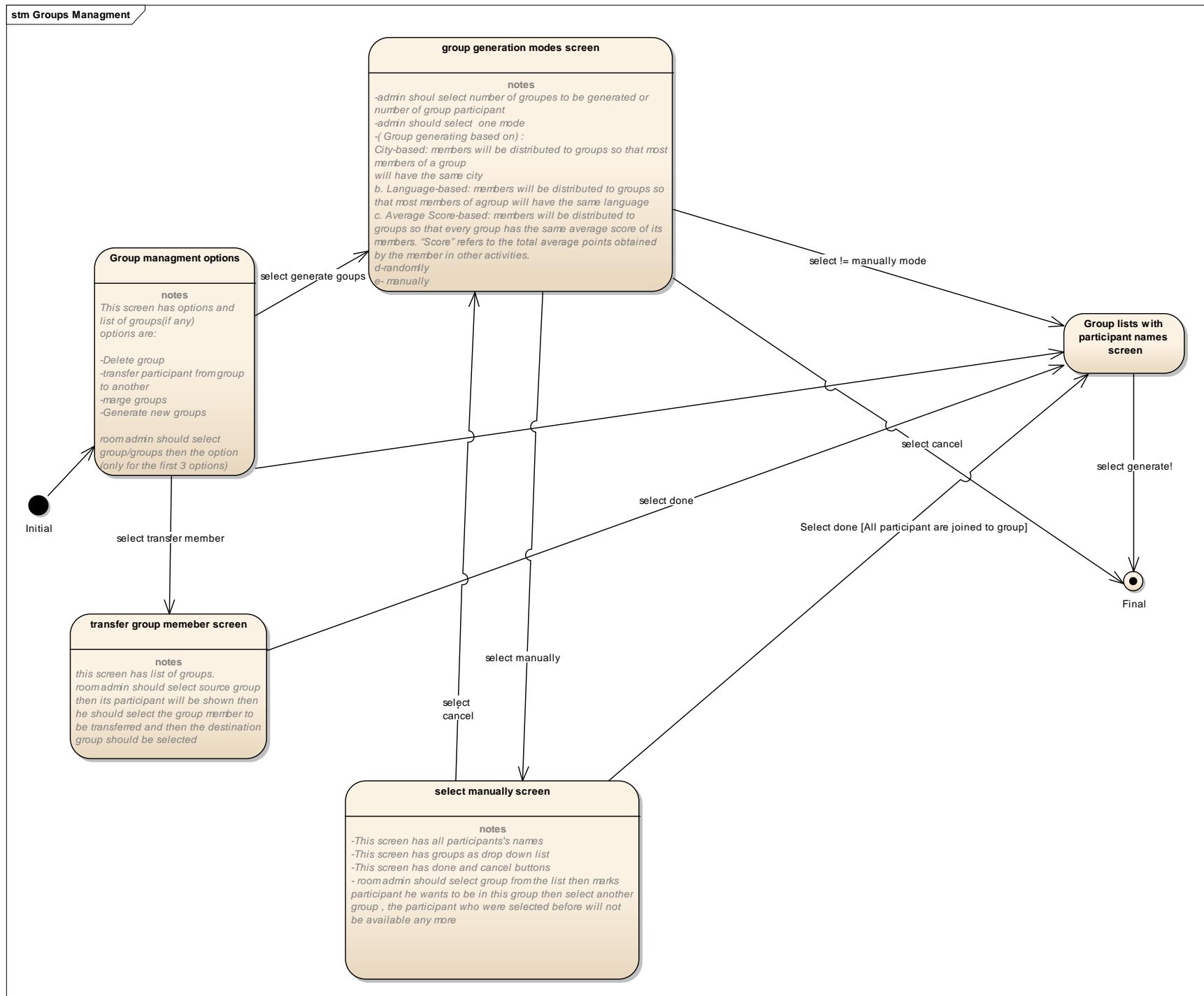


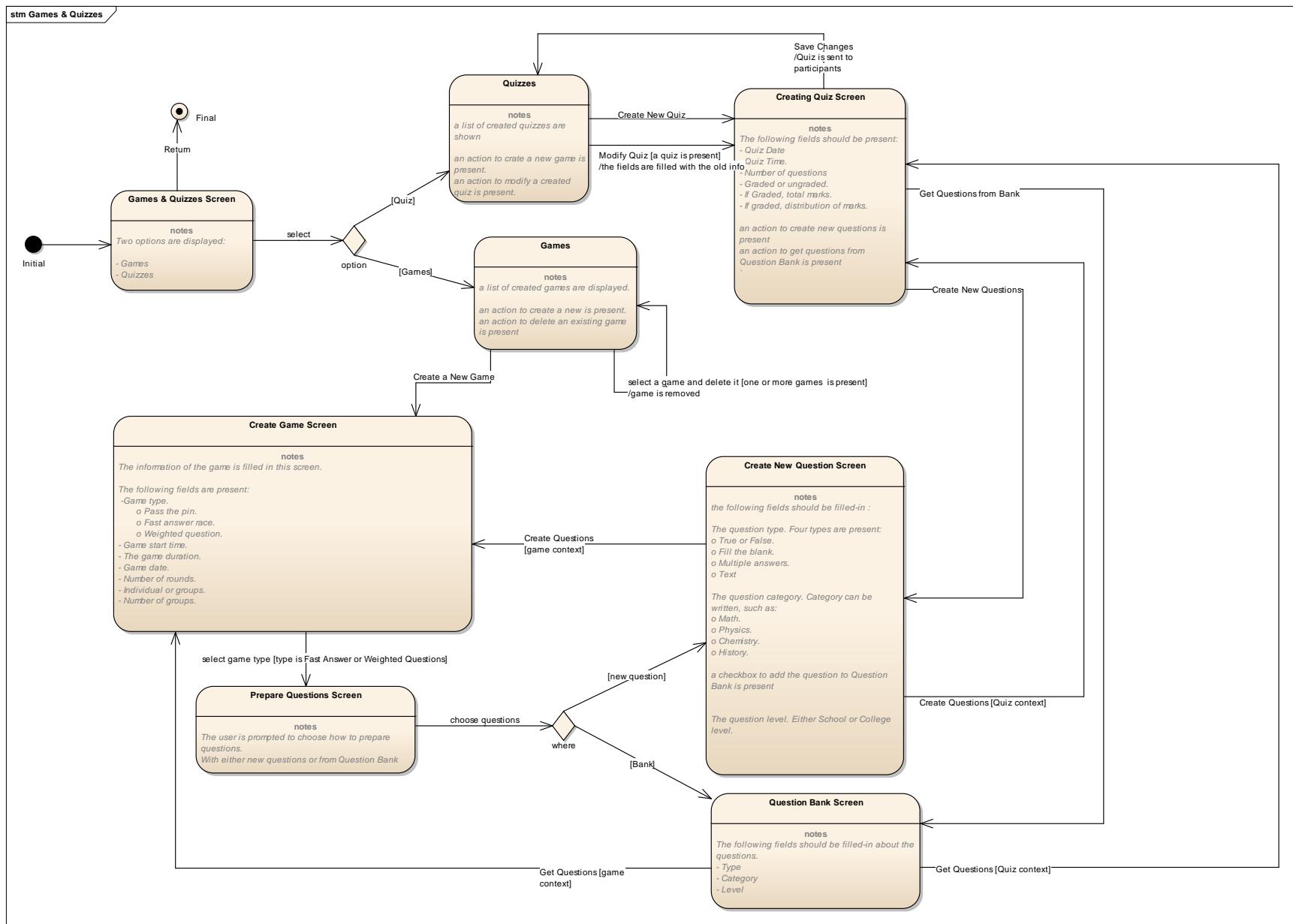


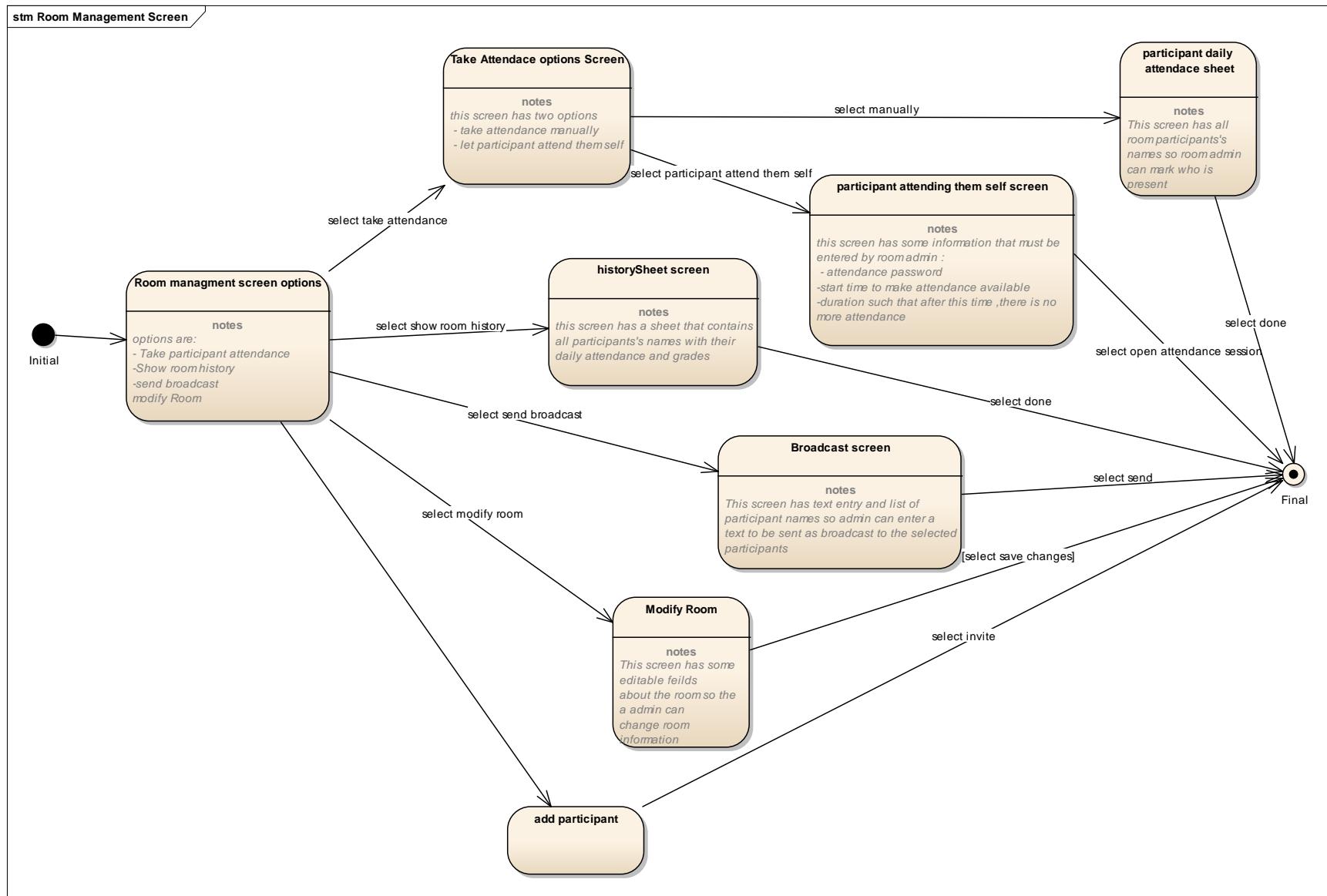








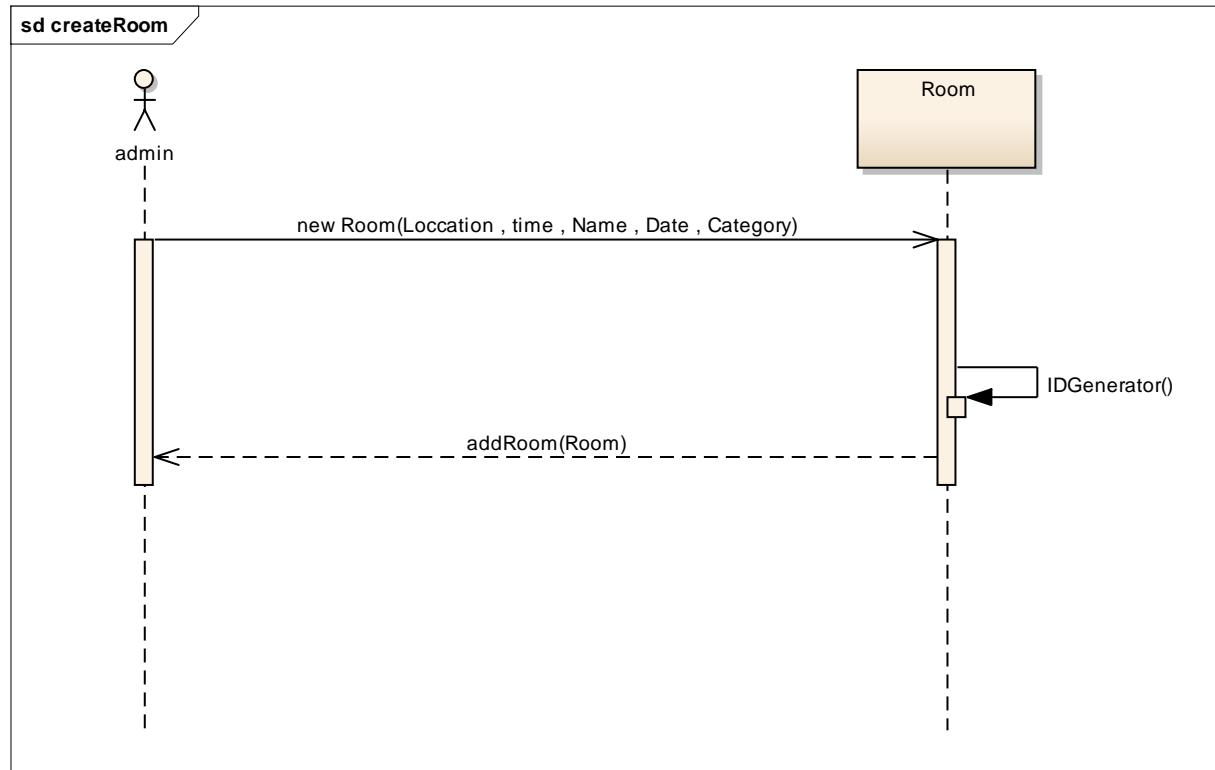


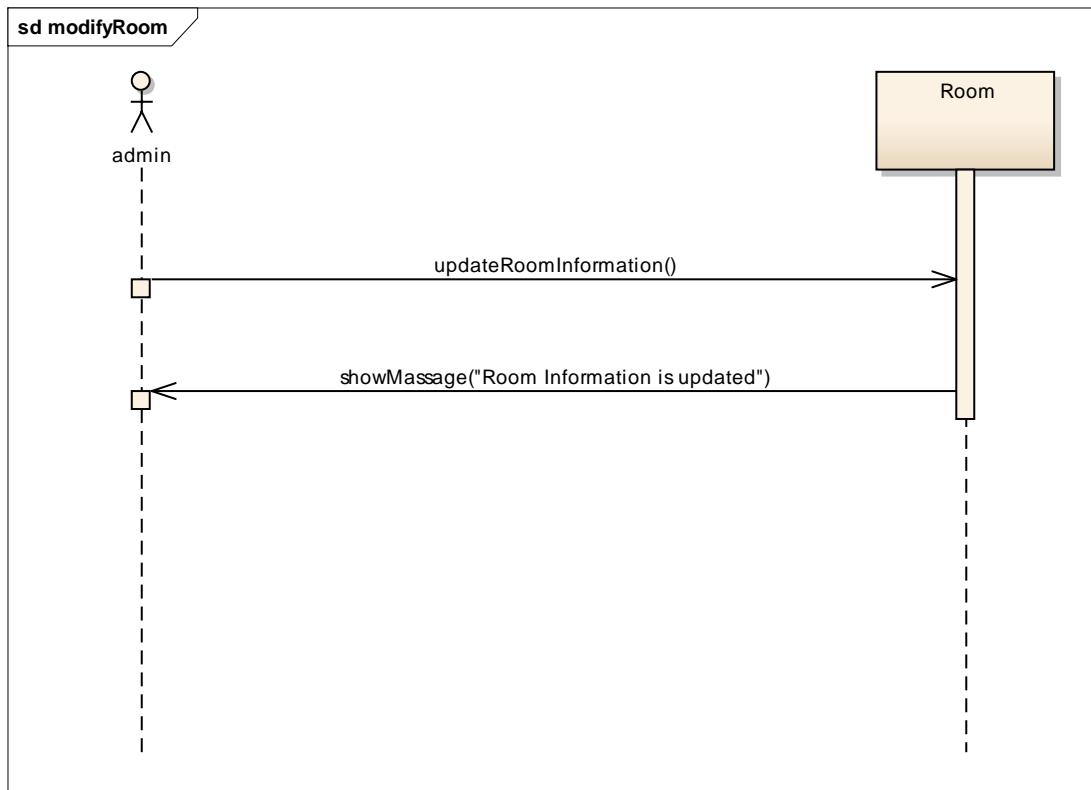


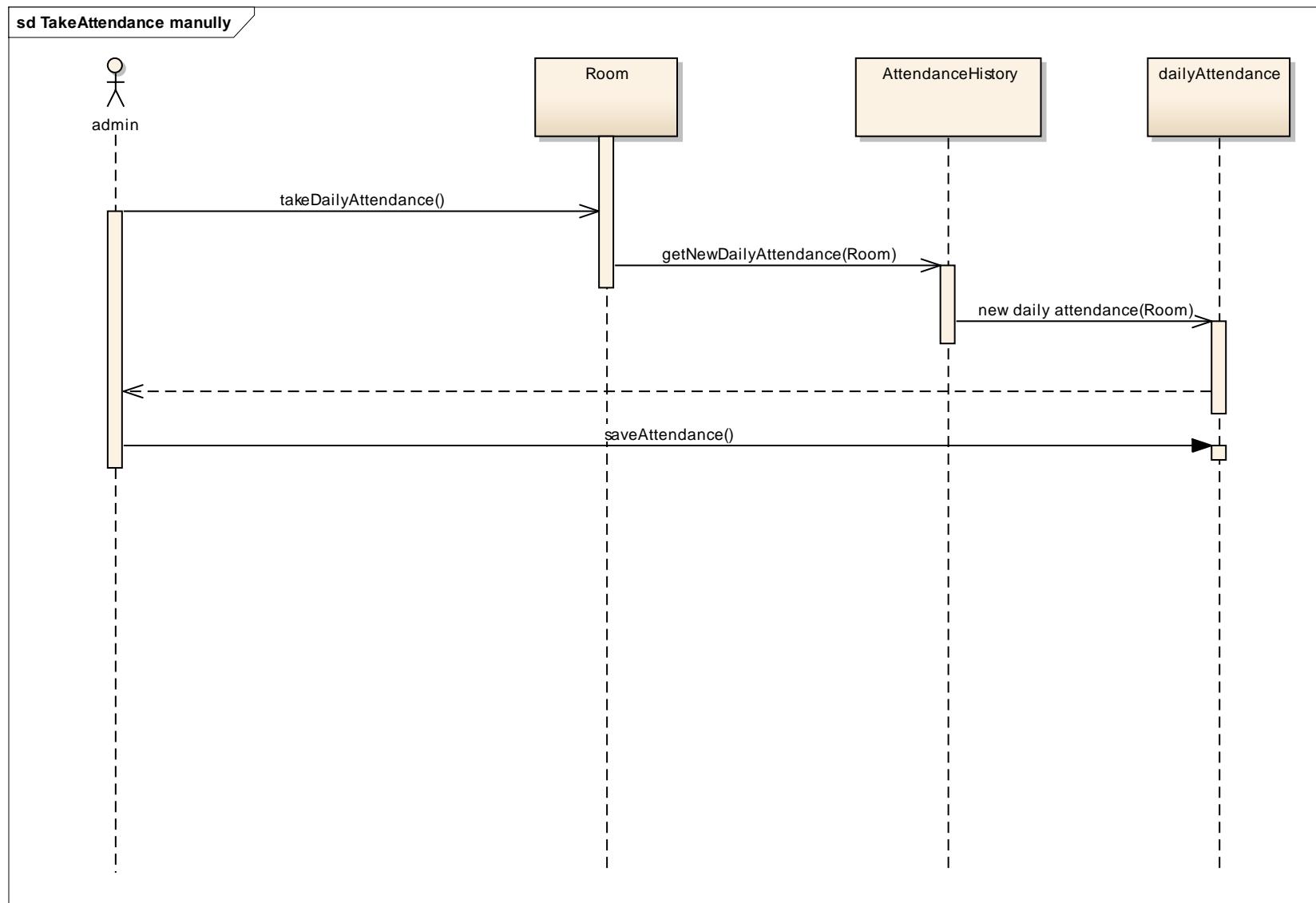
SEQUENCE DIAGRAMS

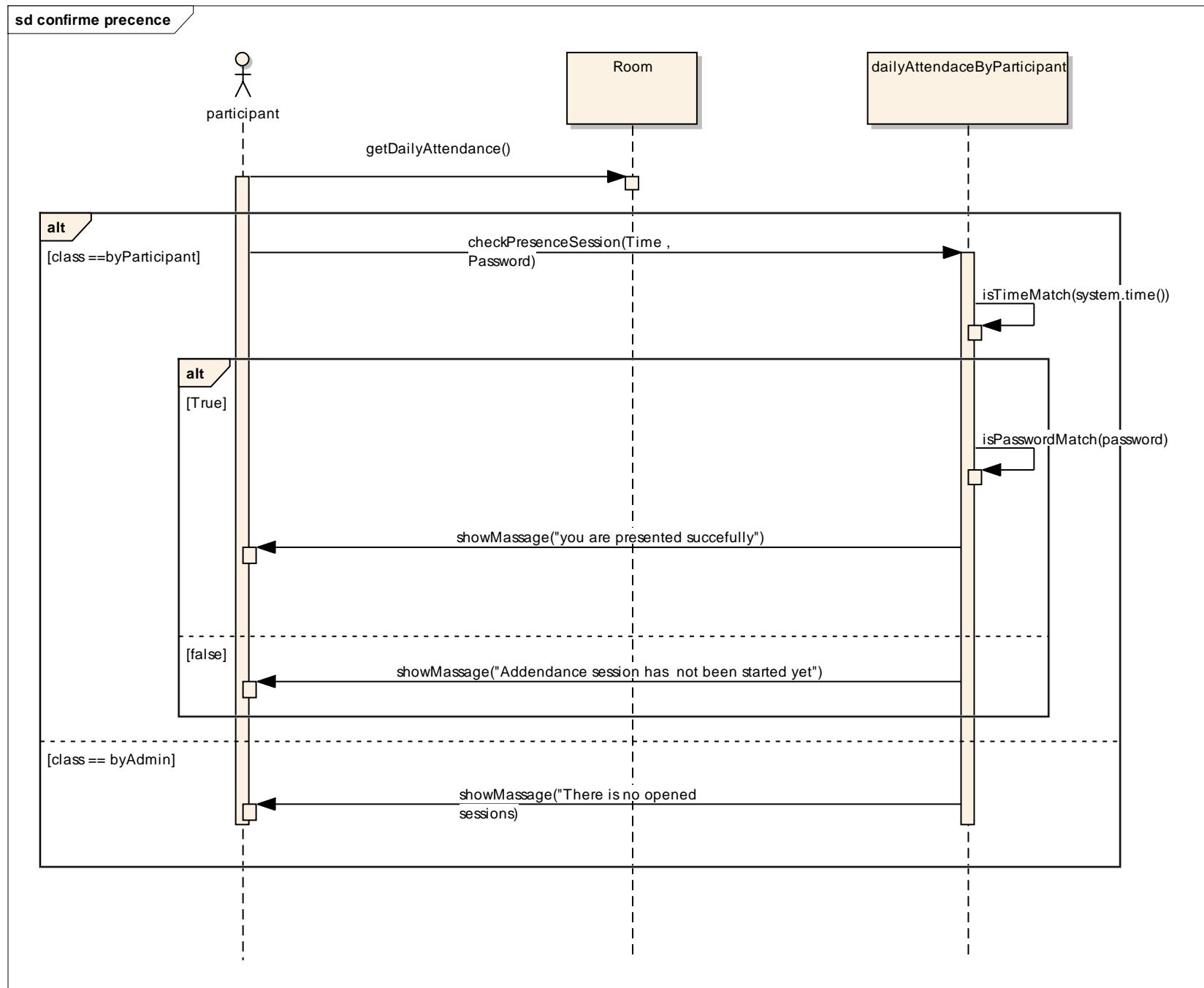
Sequence Diagrams

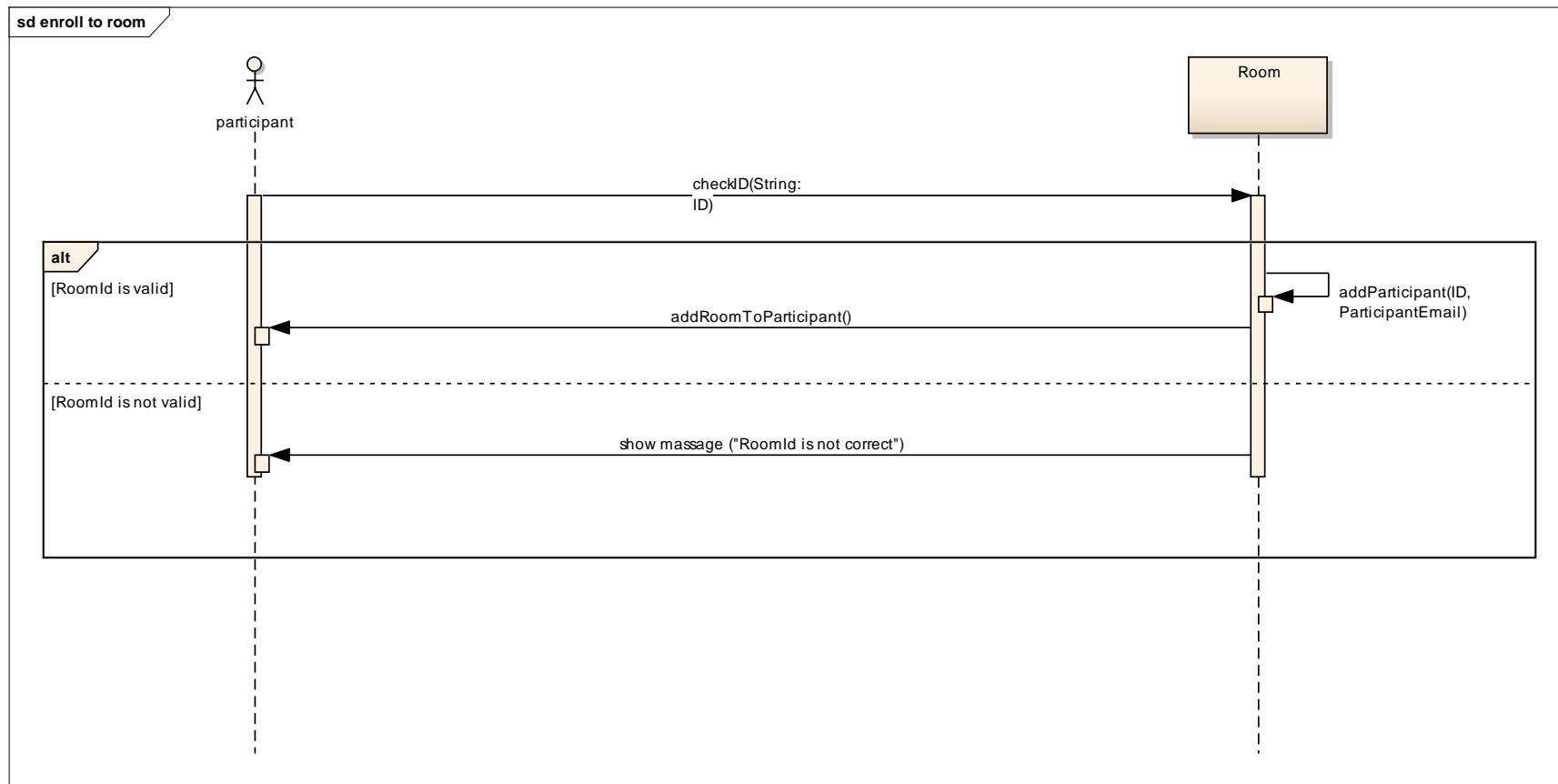
Room Management

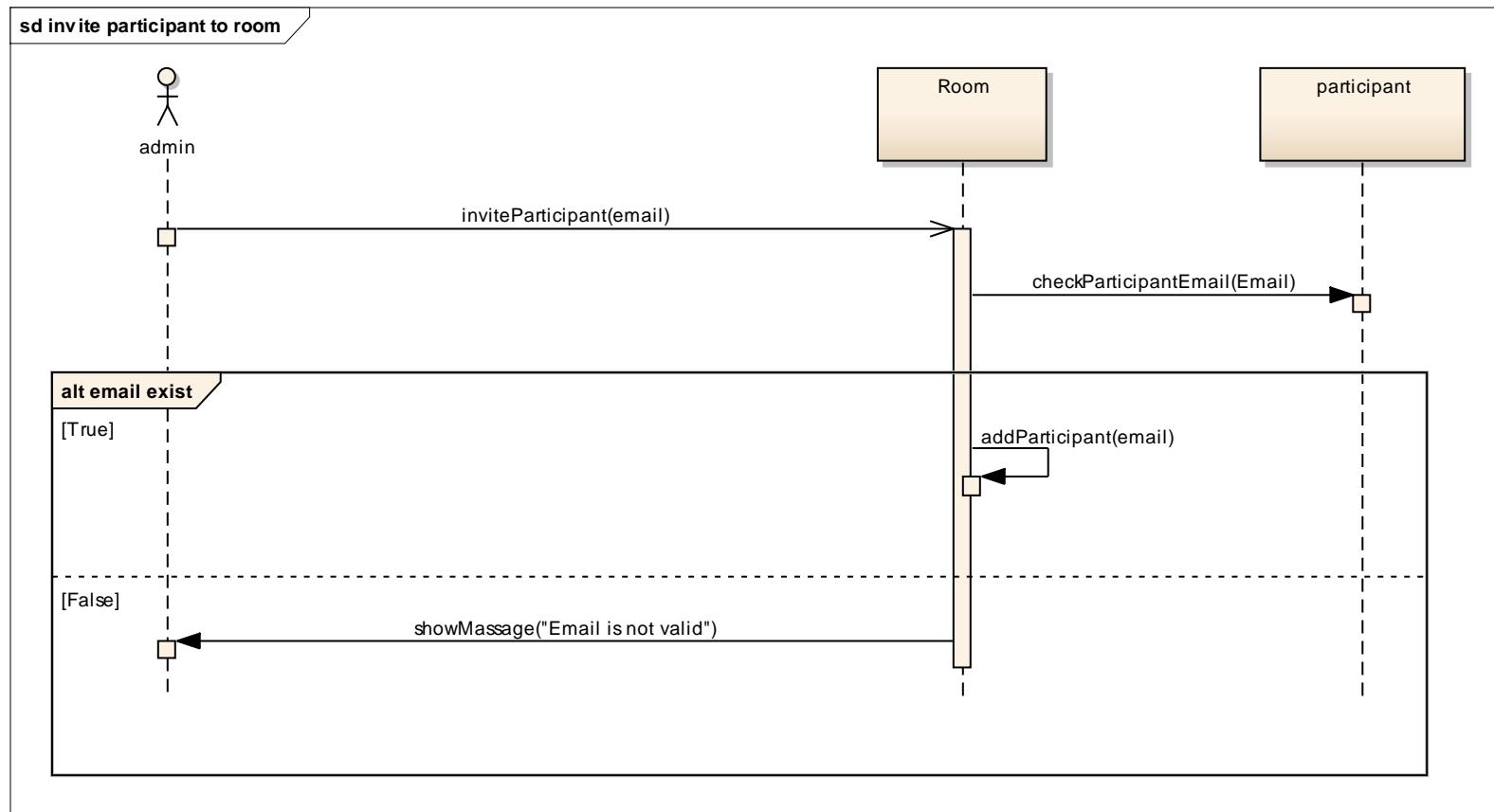




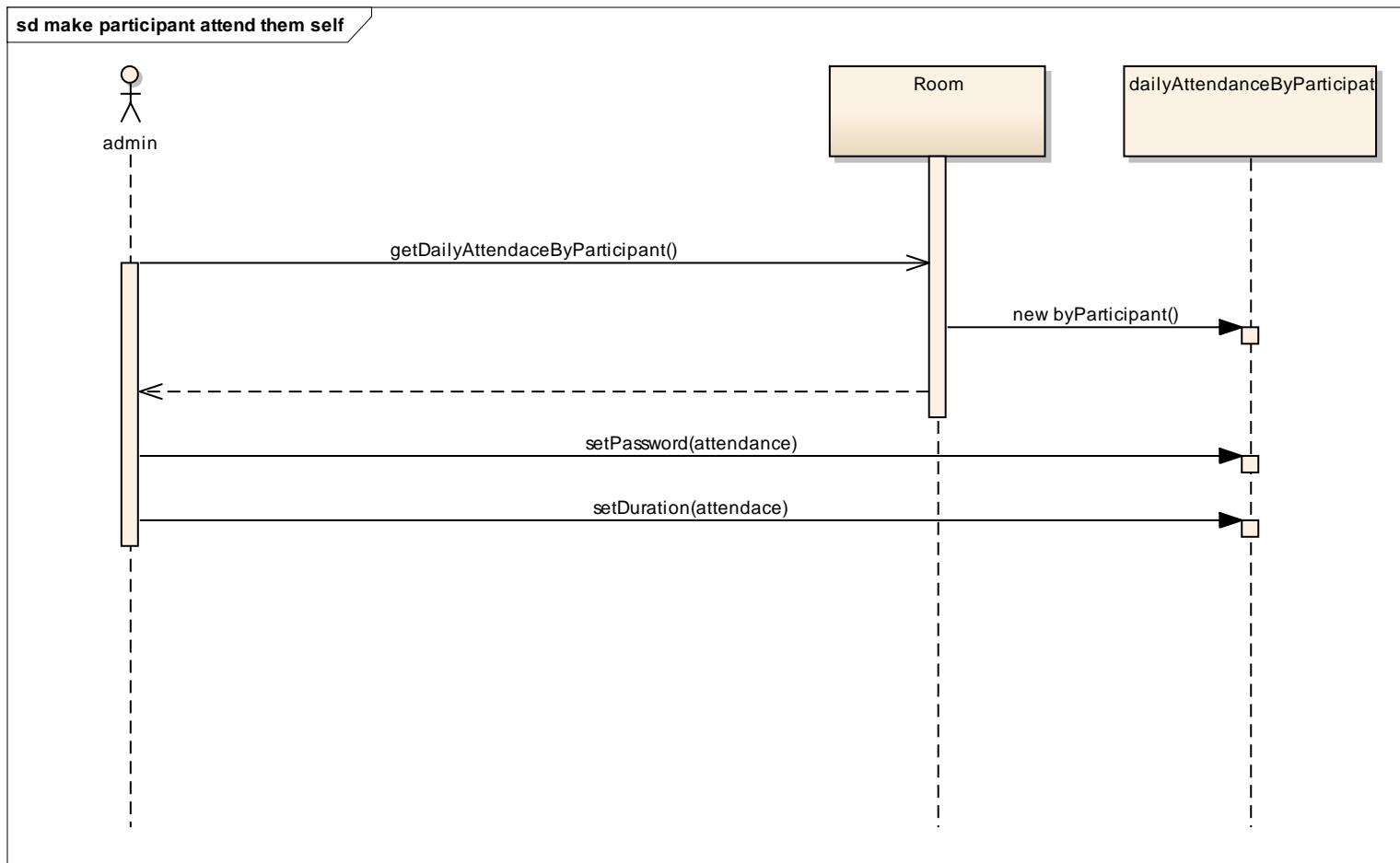


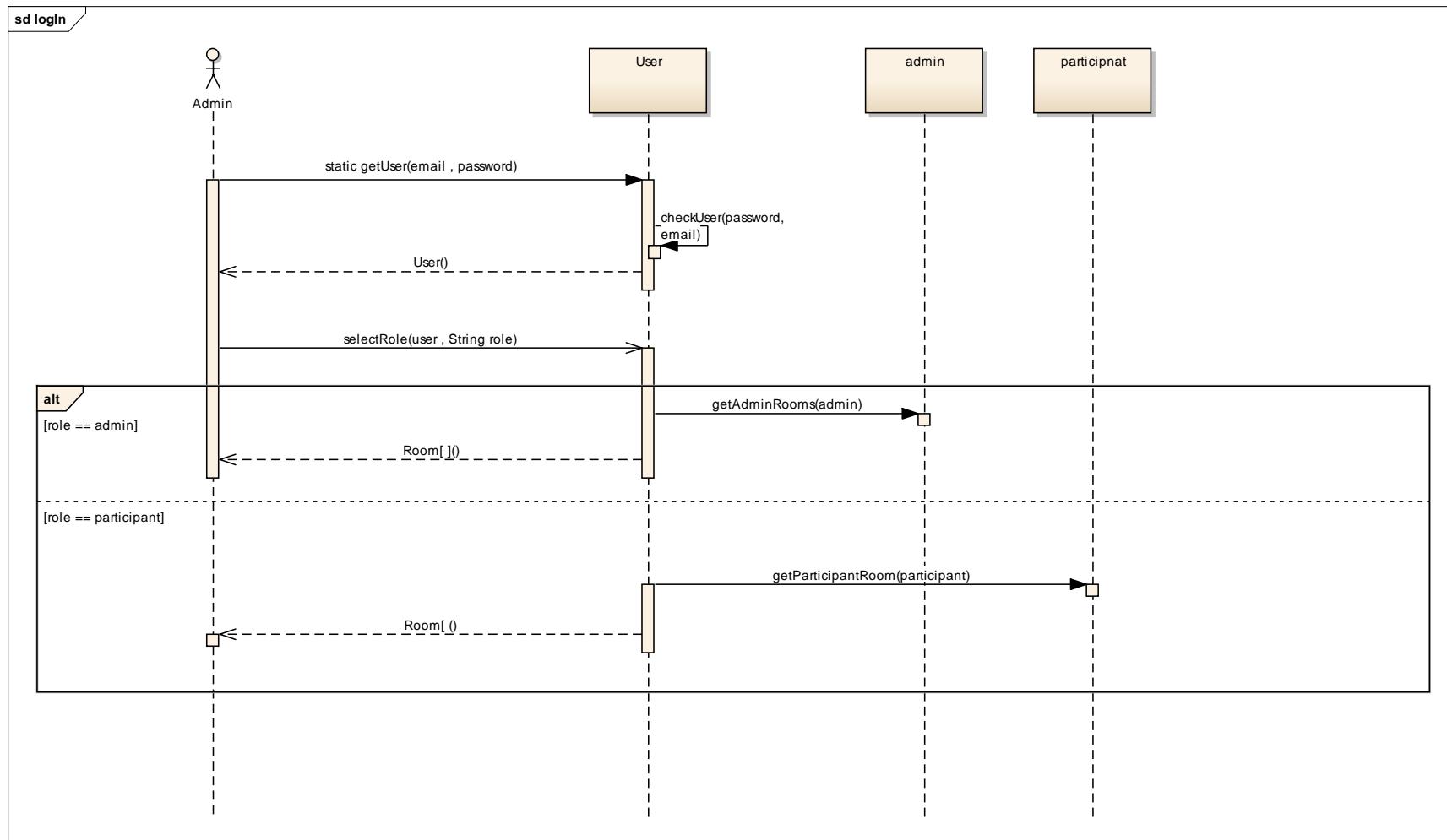


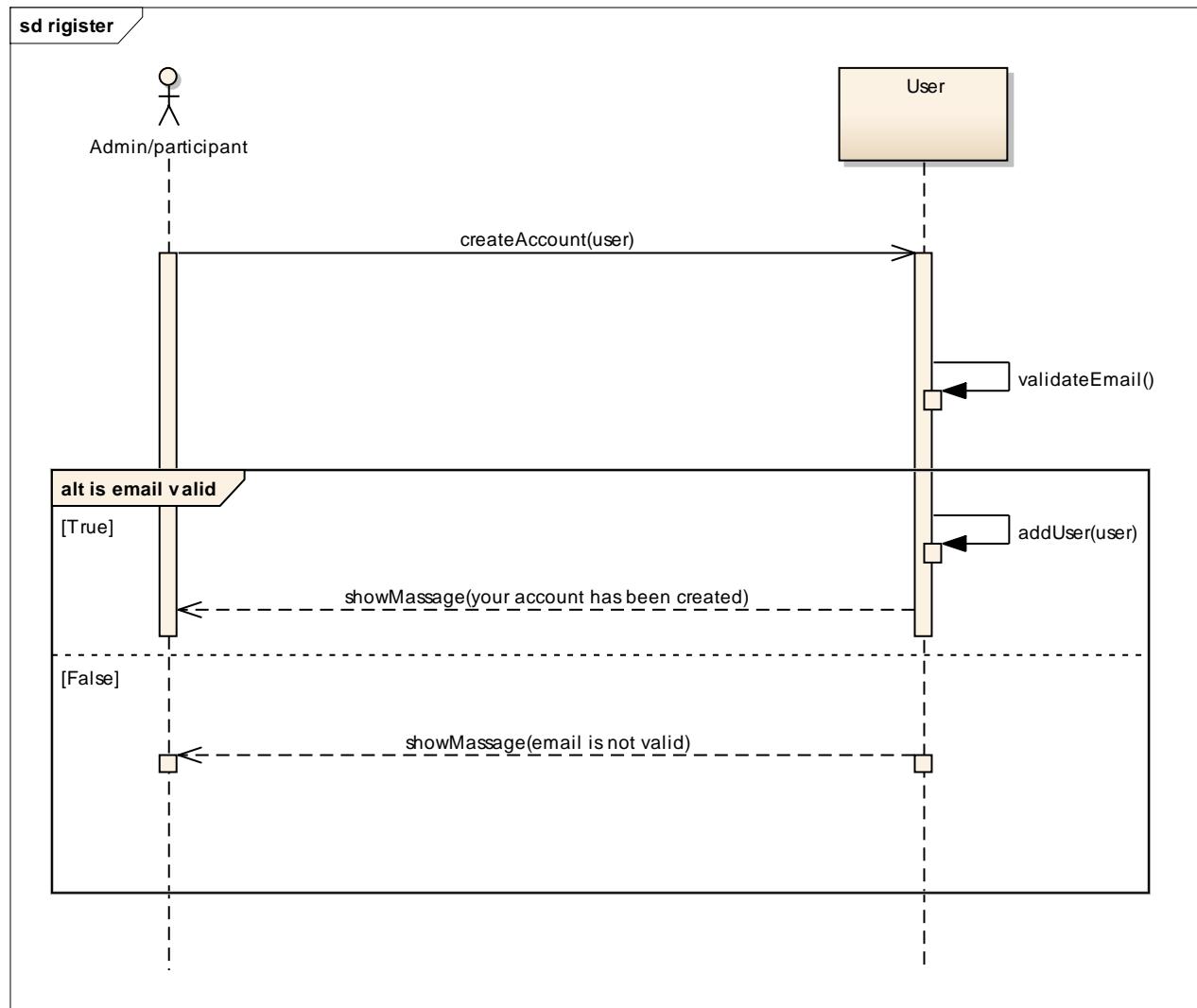


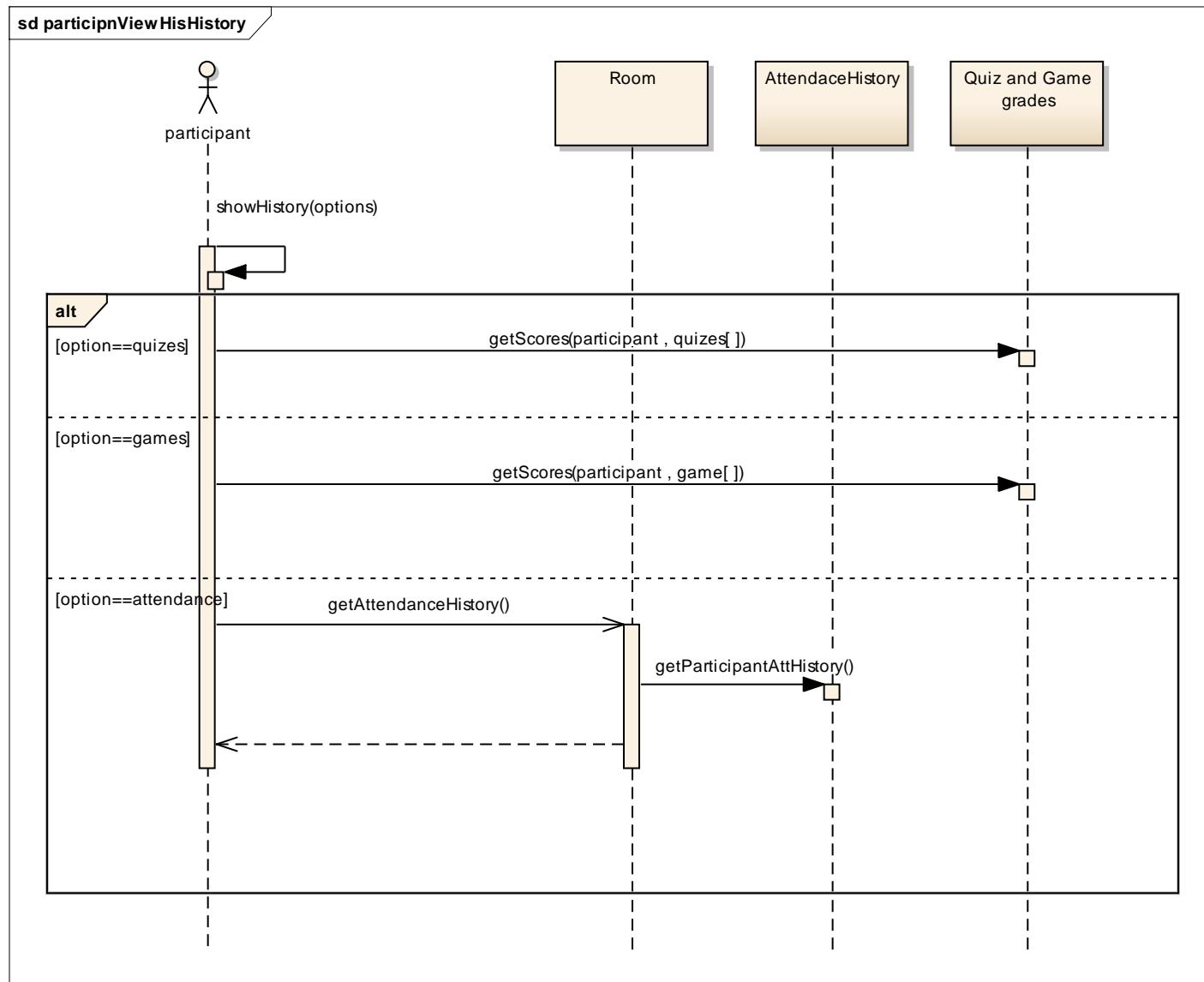


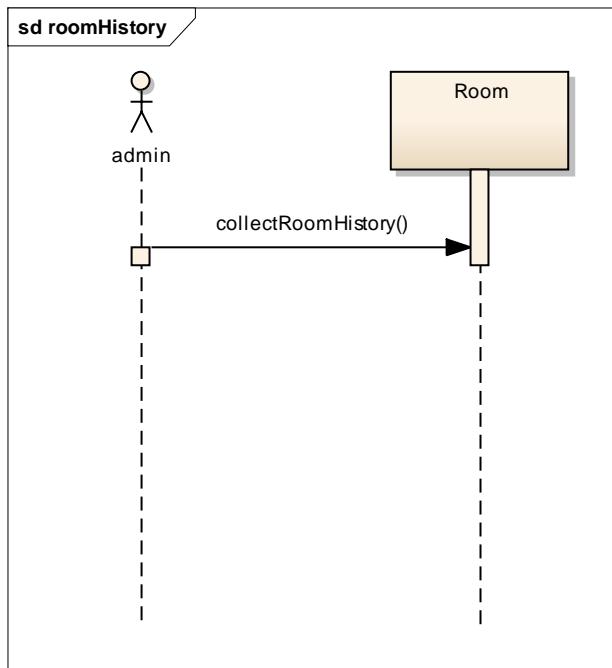


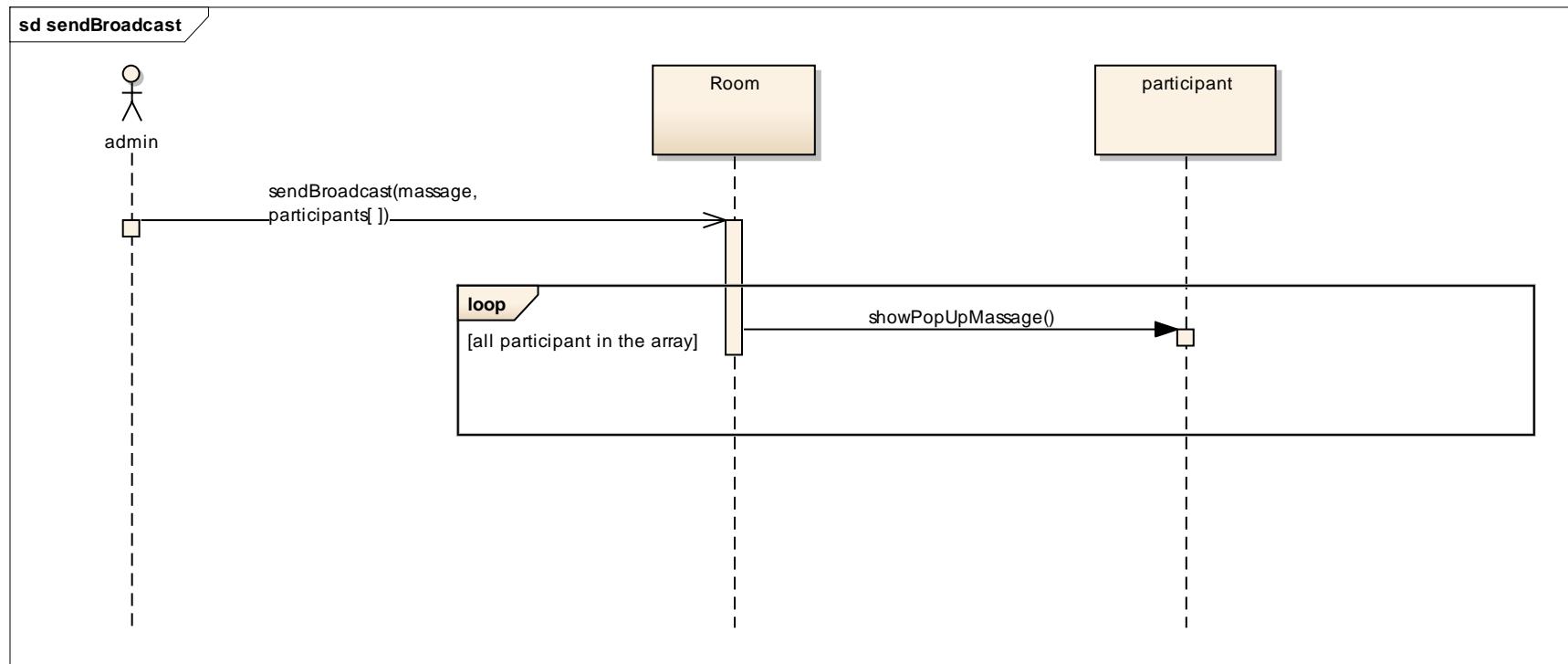




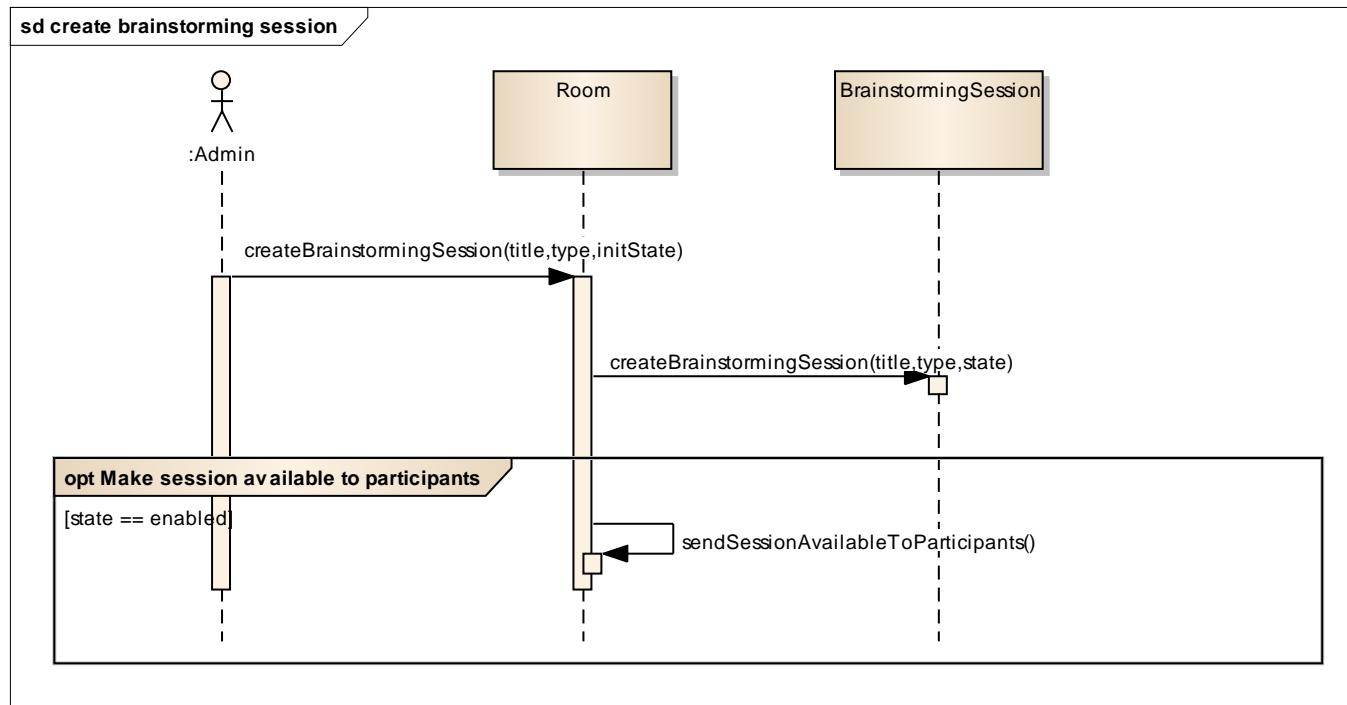


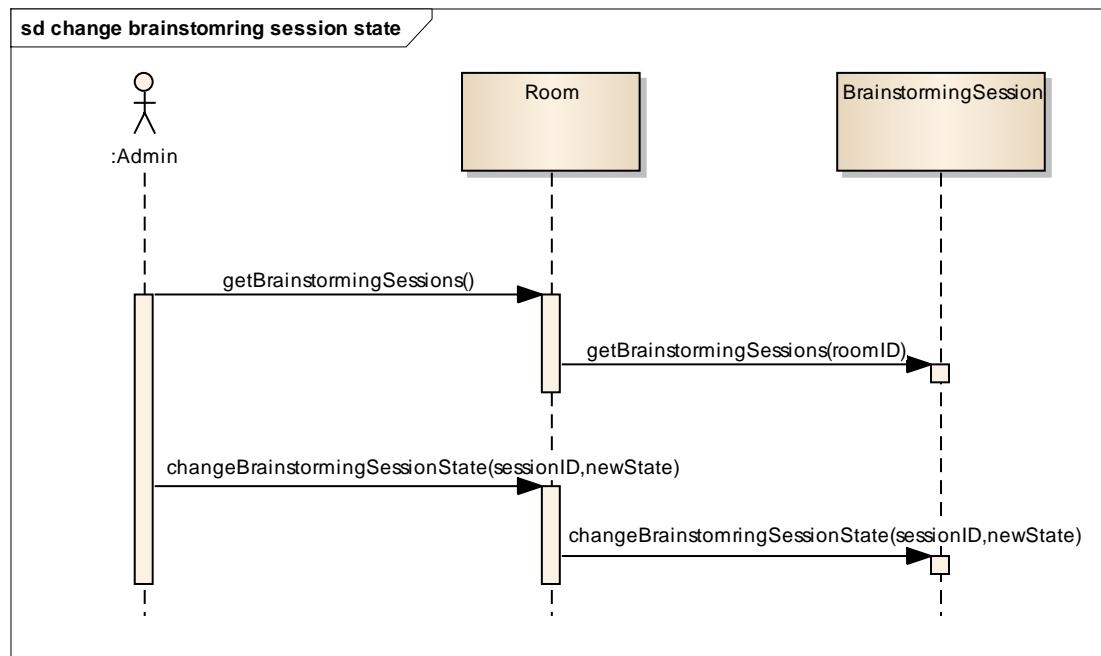


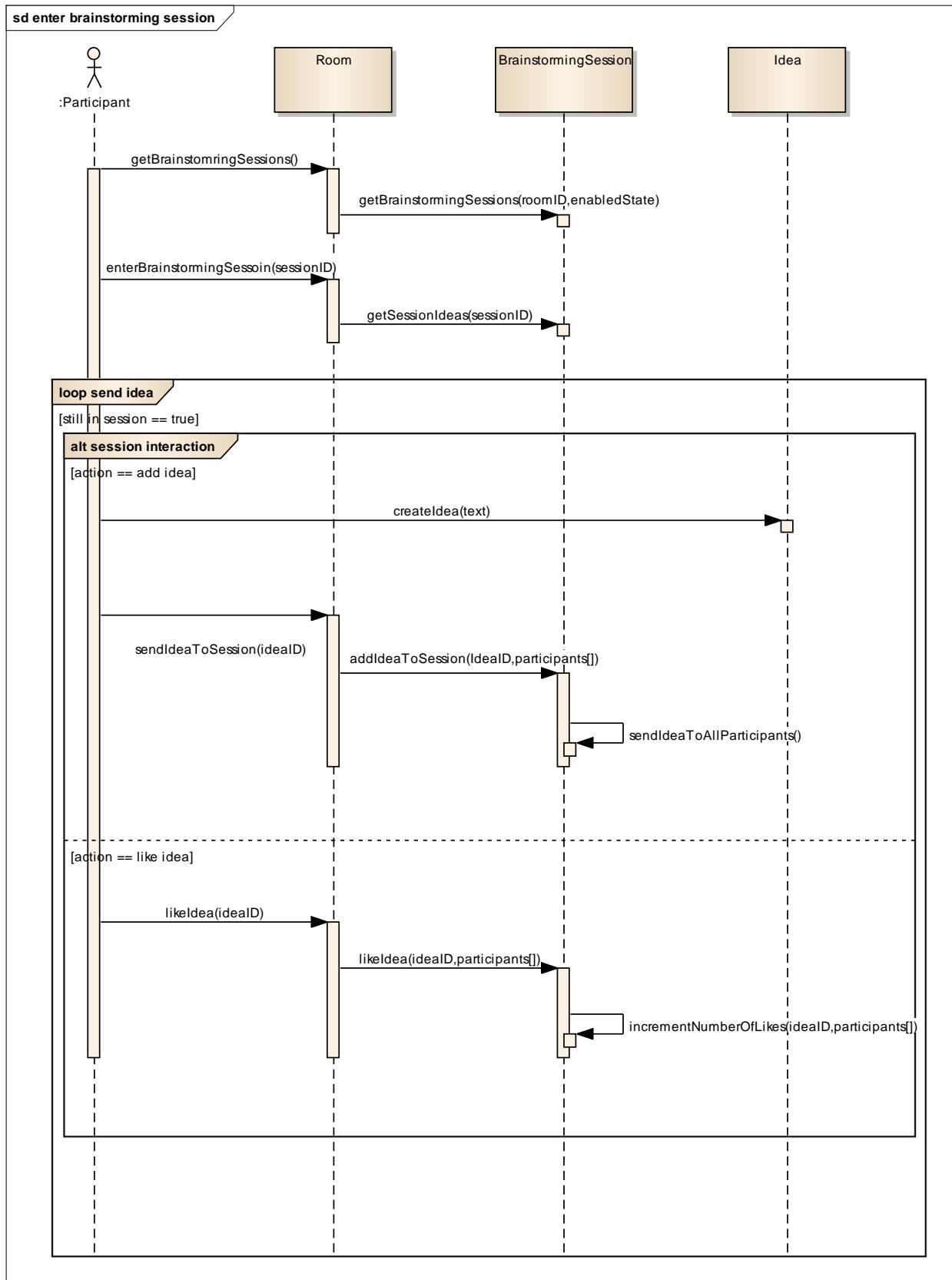


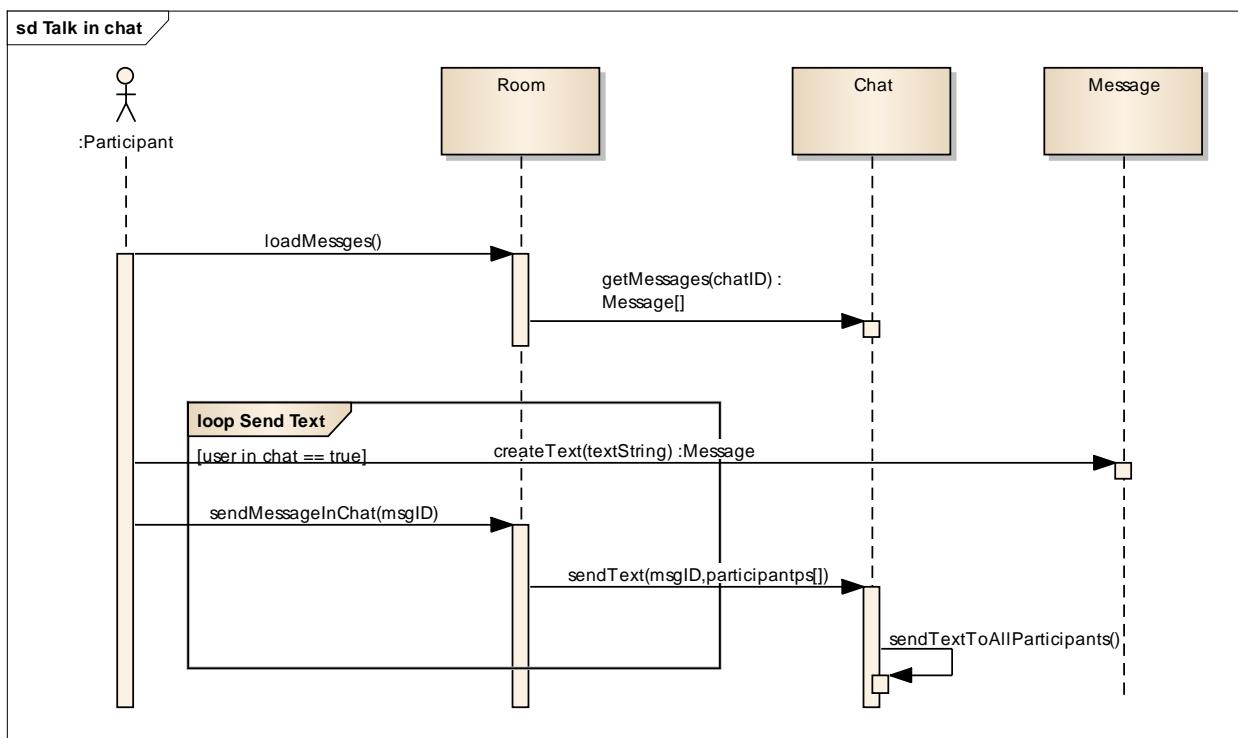
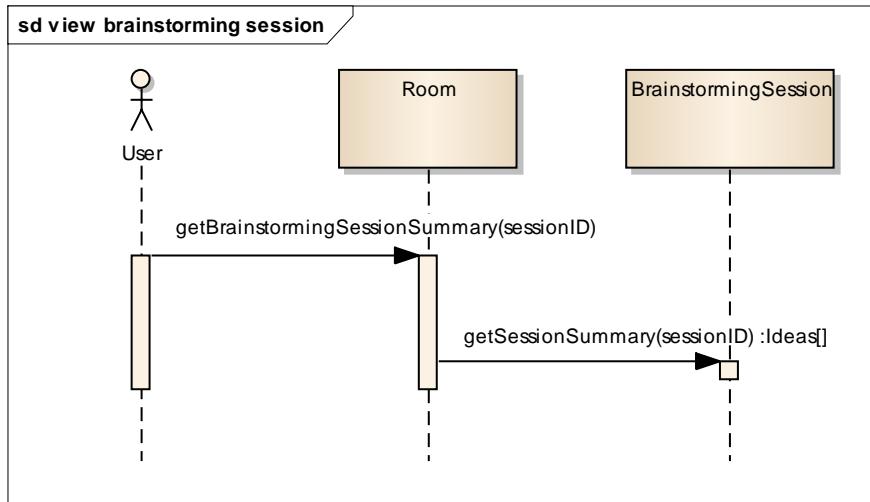


Brainstorming

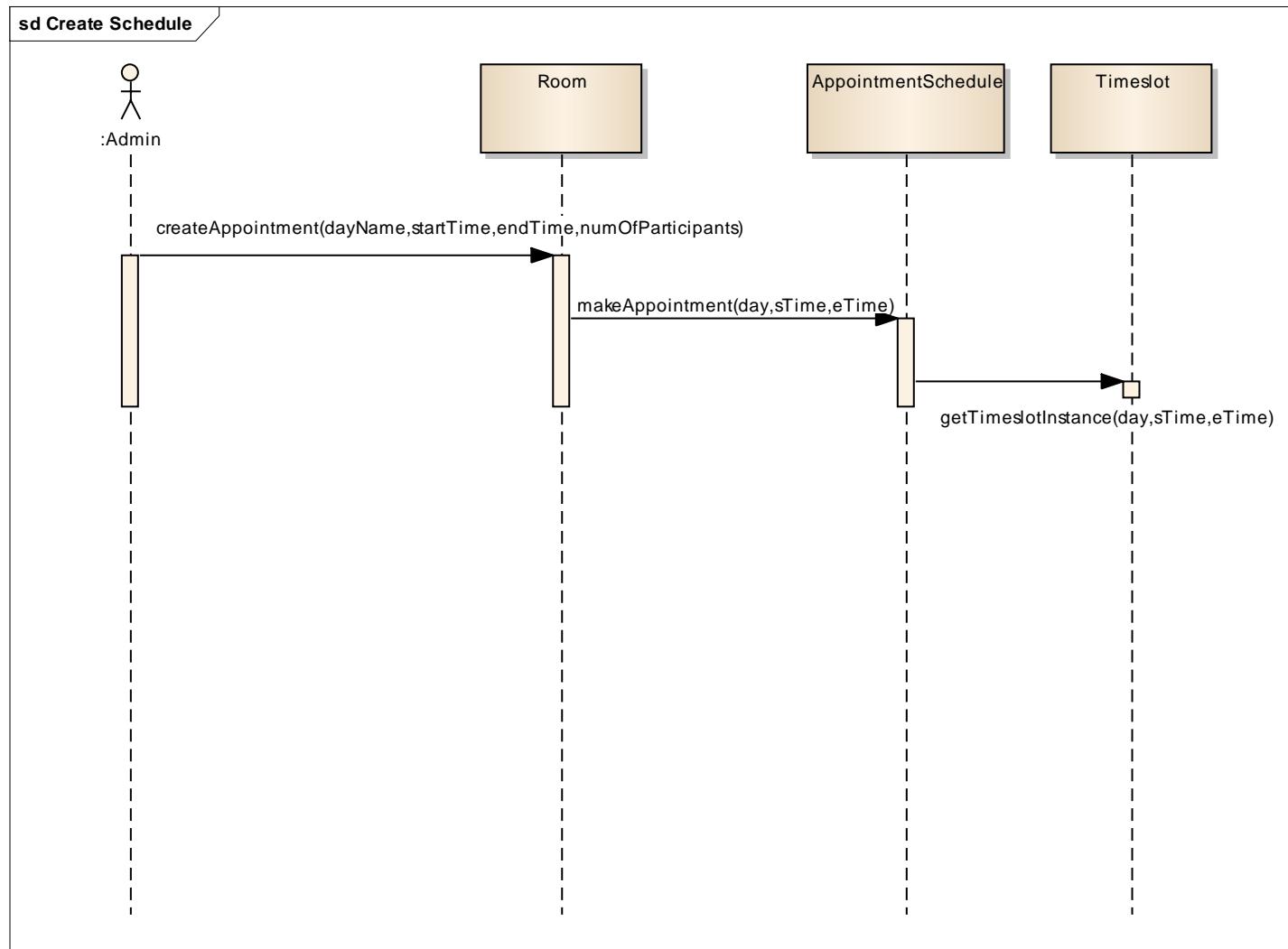


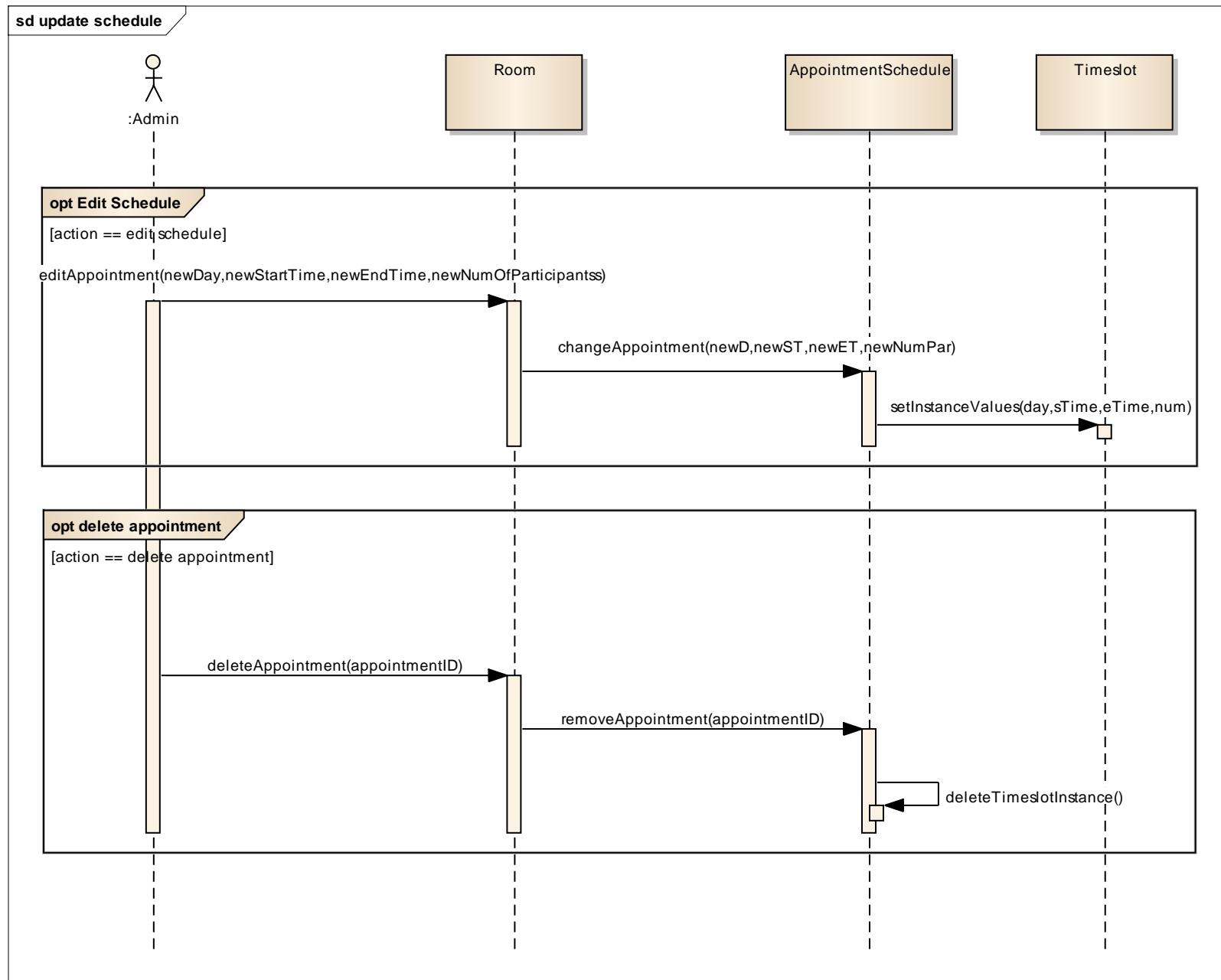


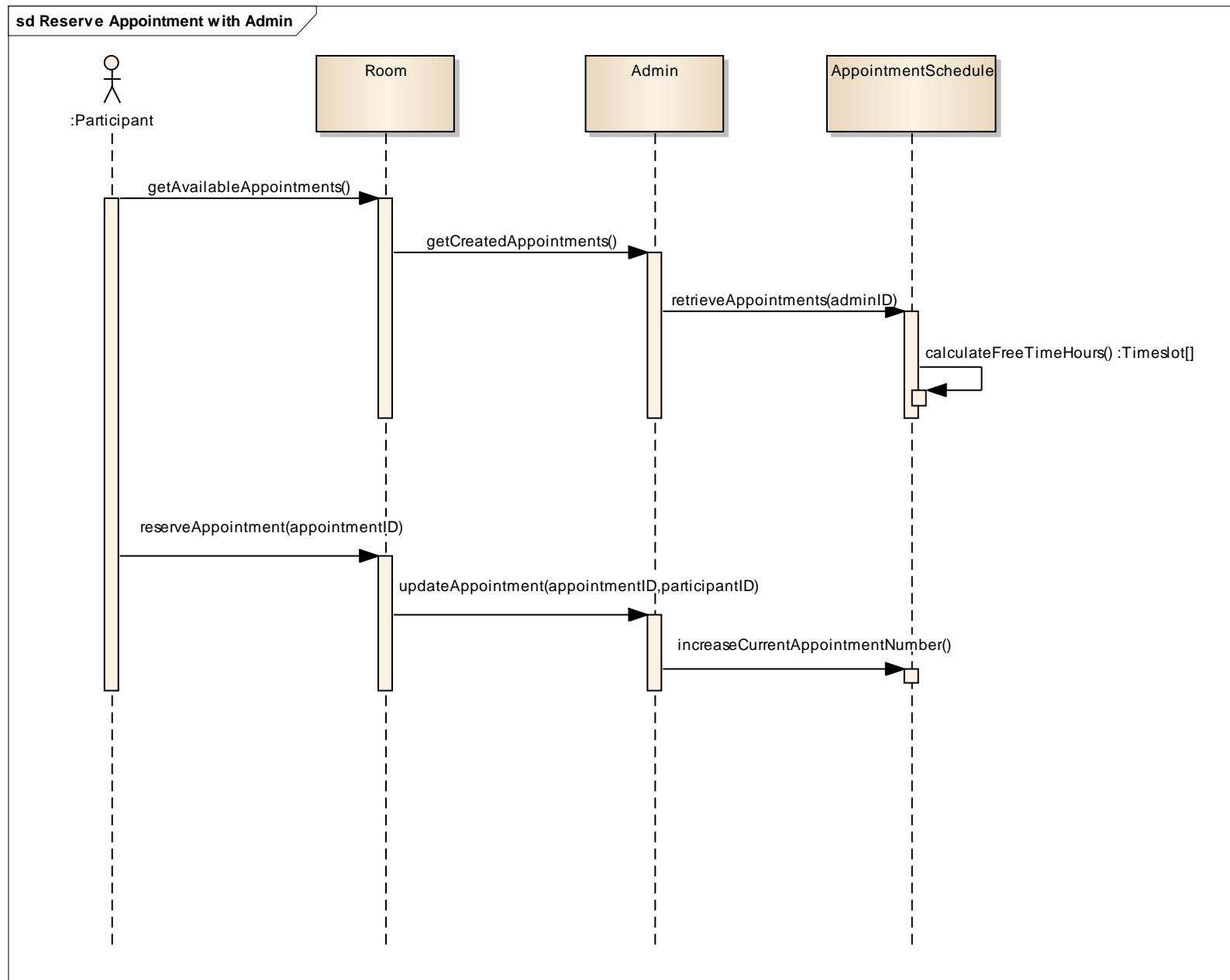


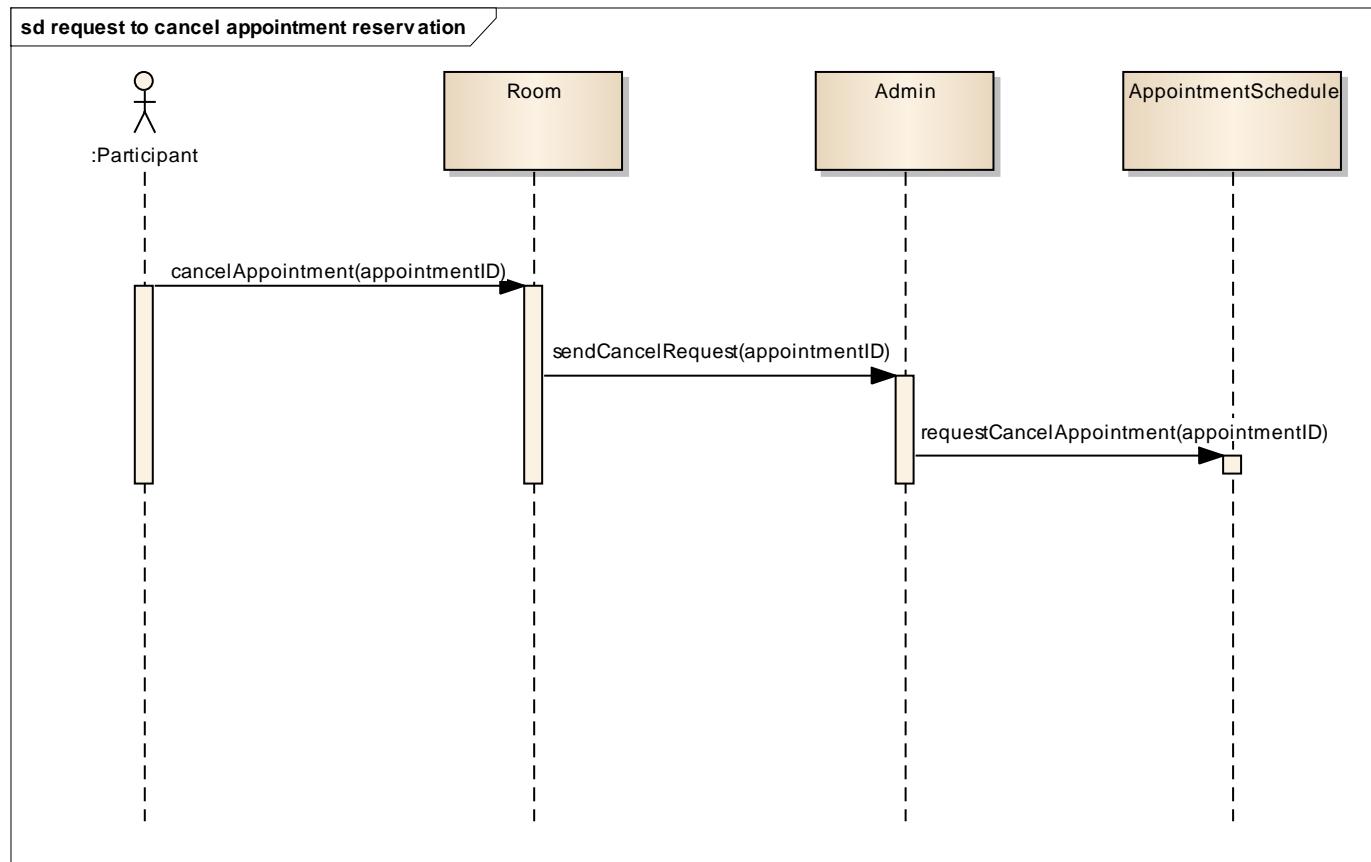


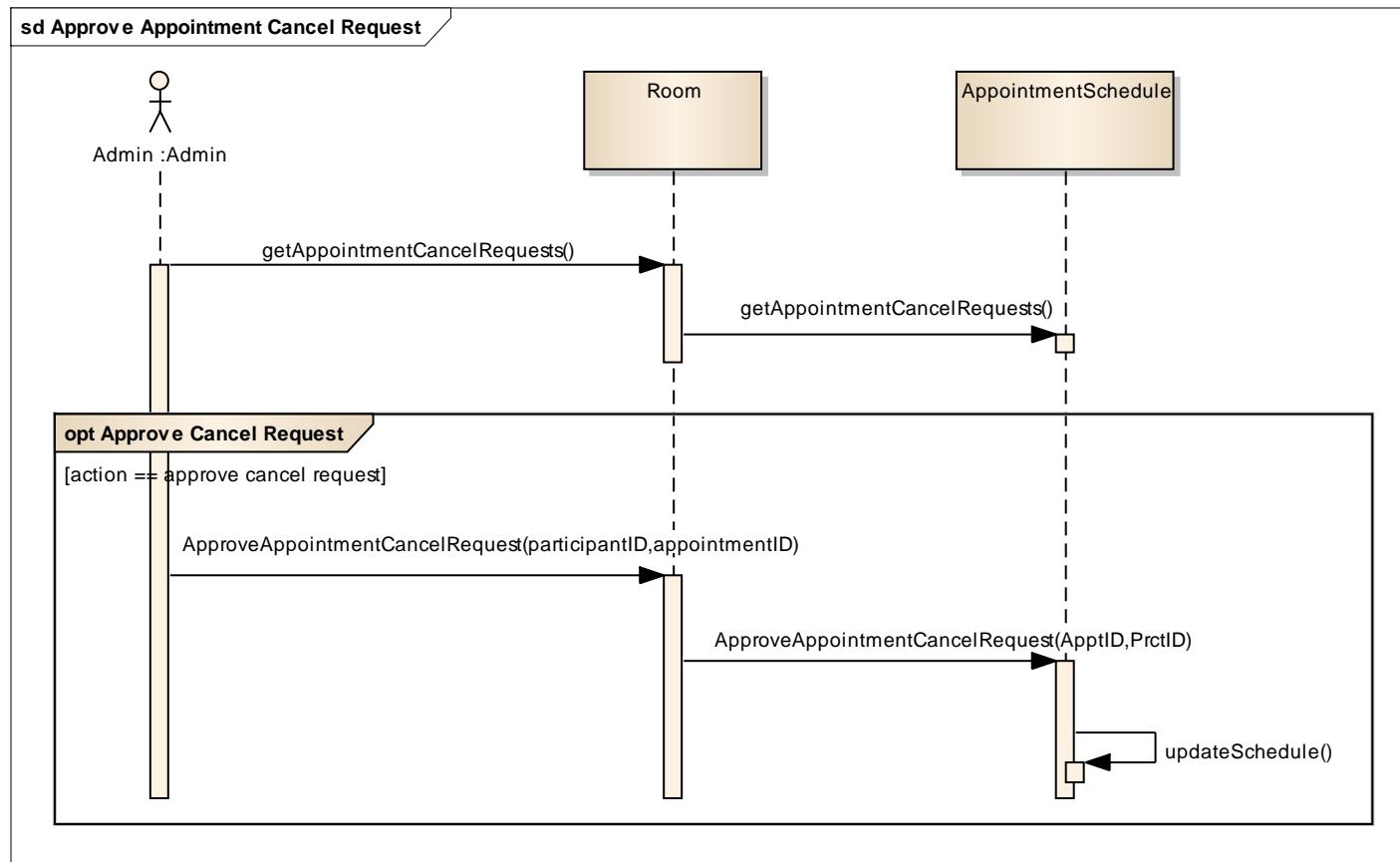
Scheduling

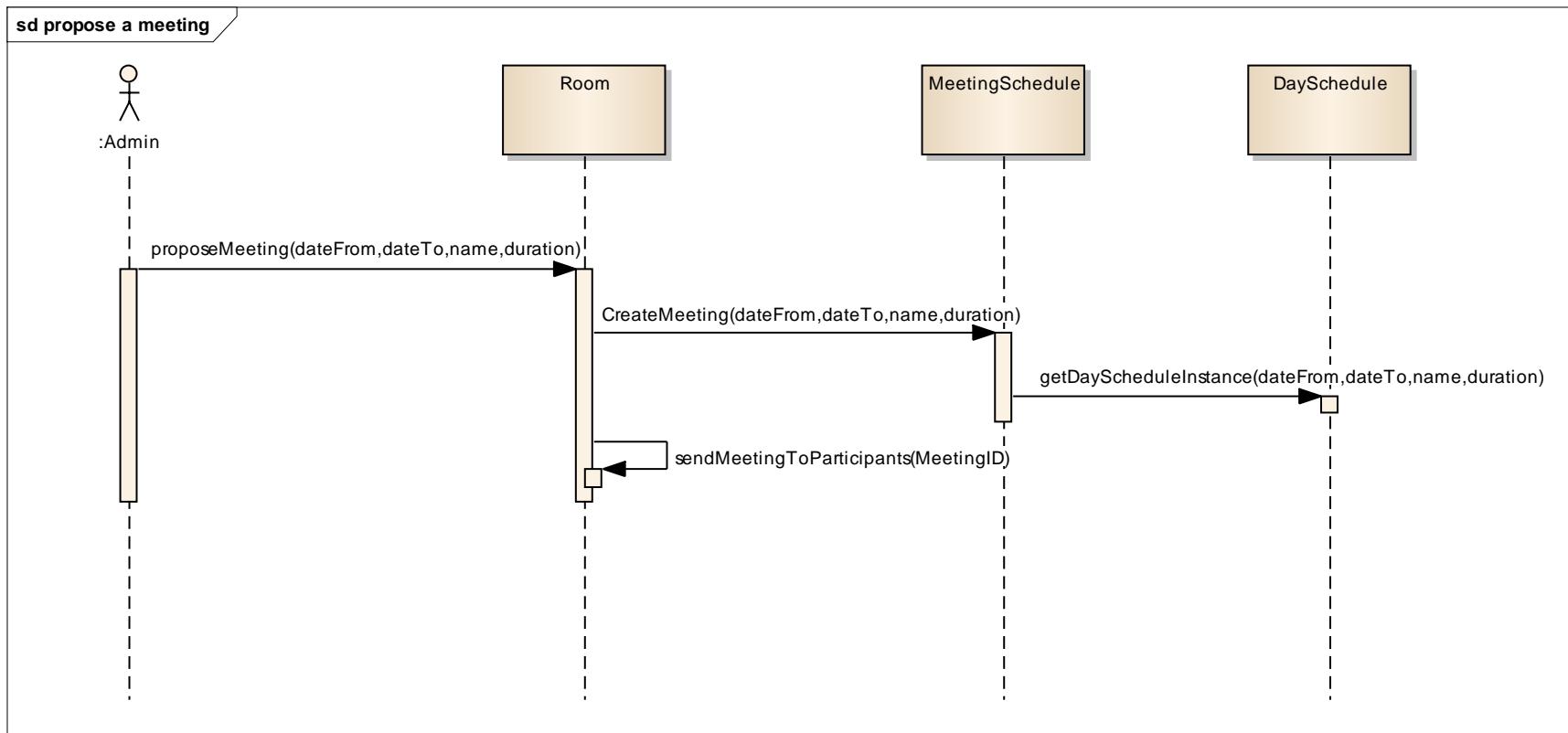


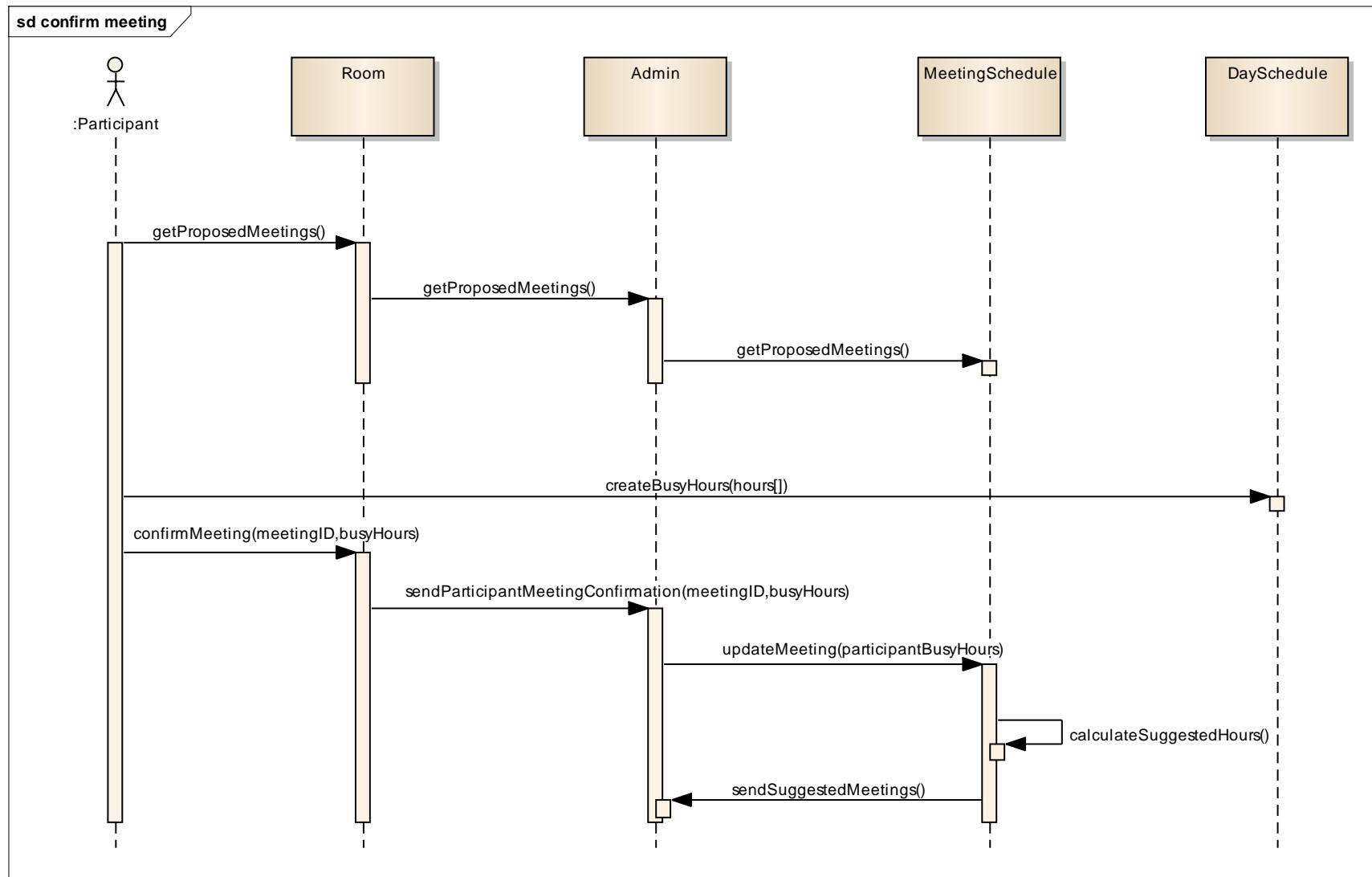


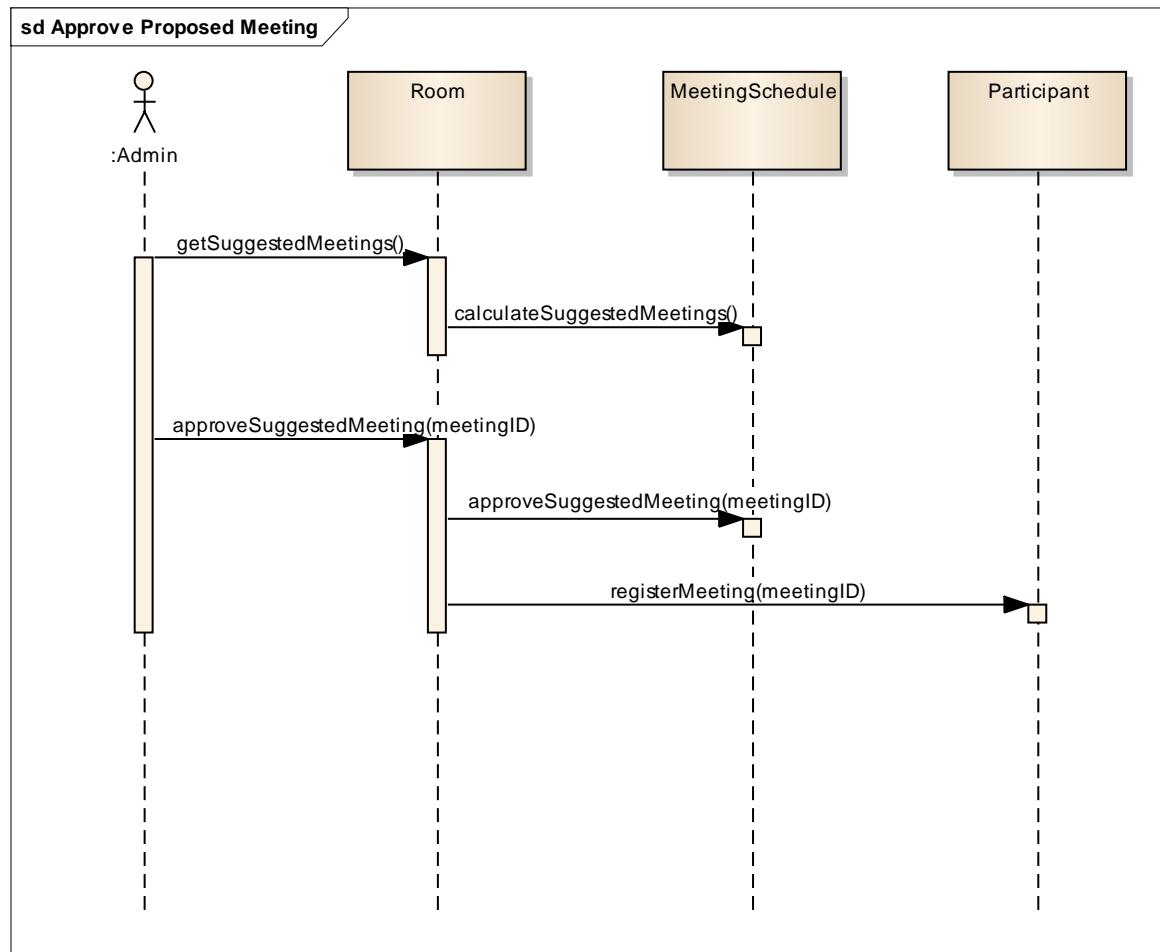




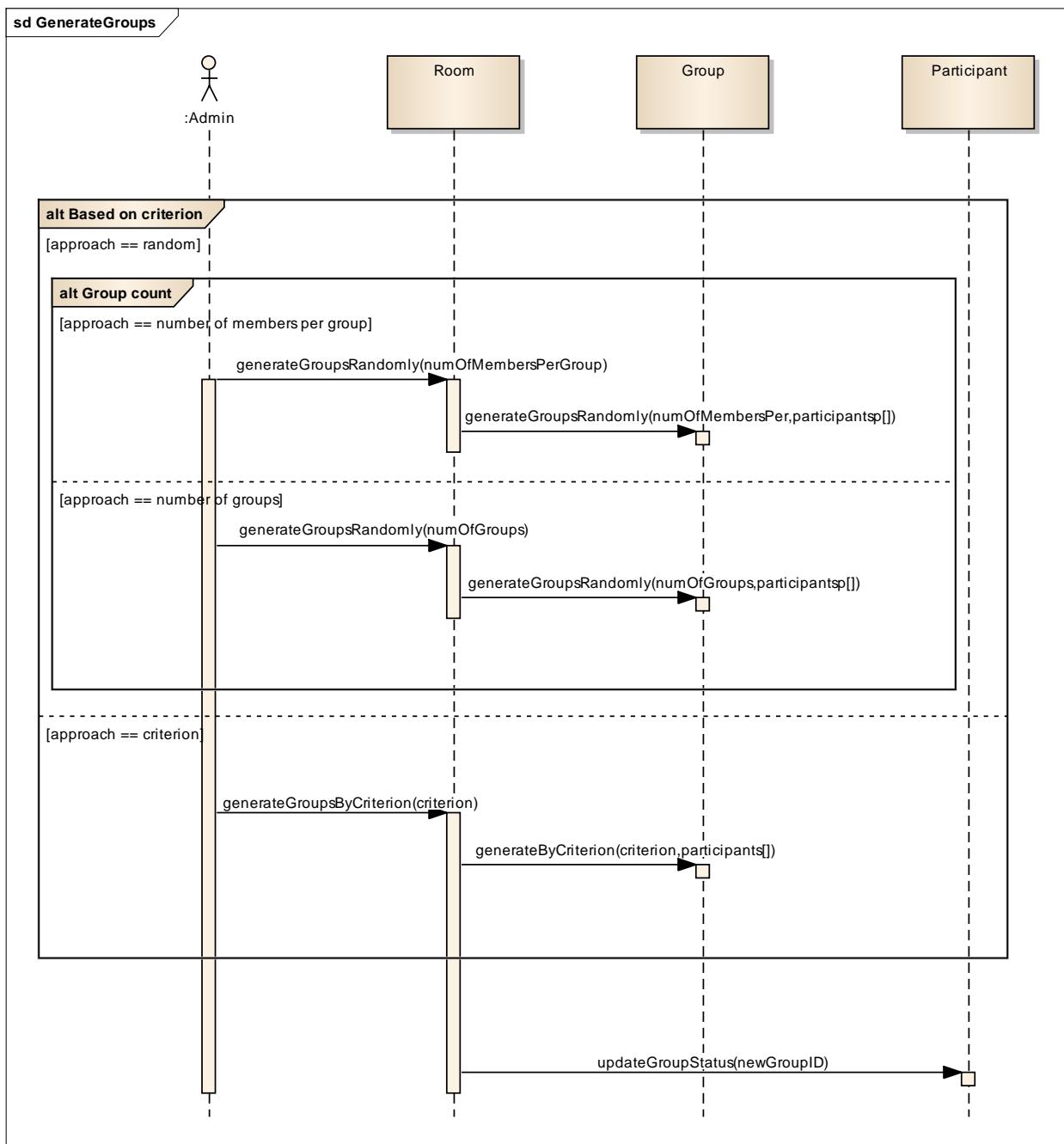


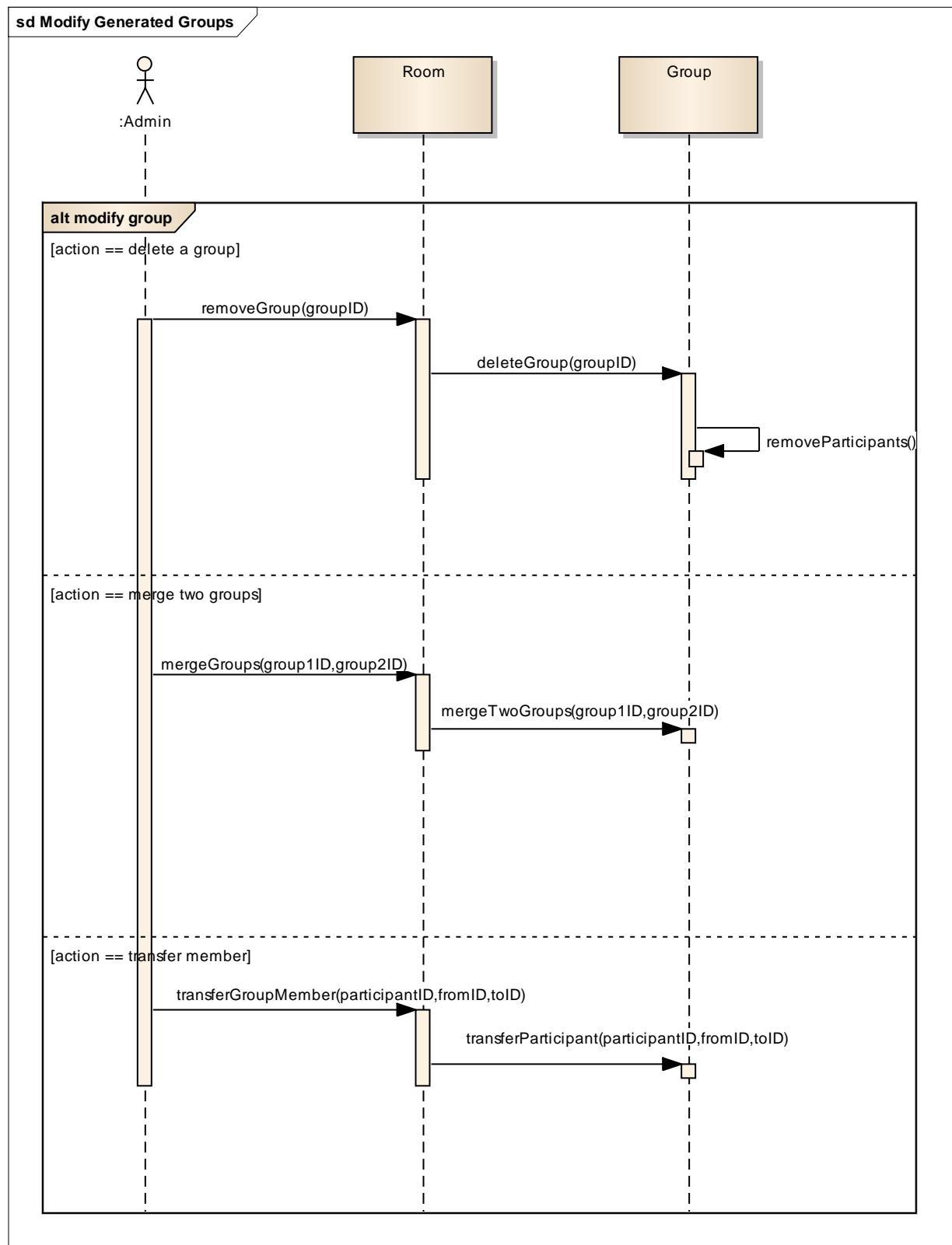




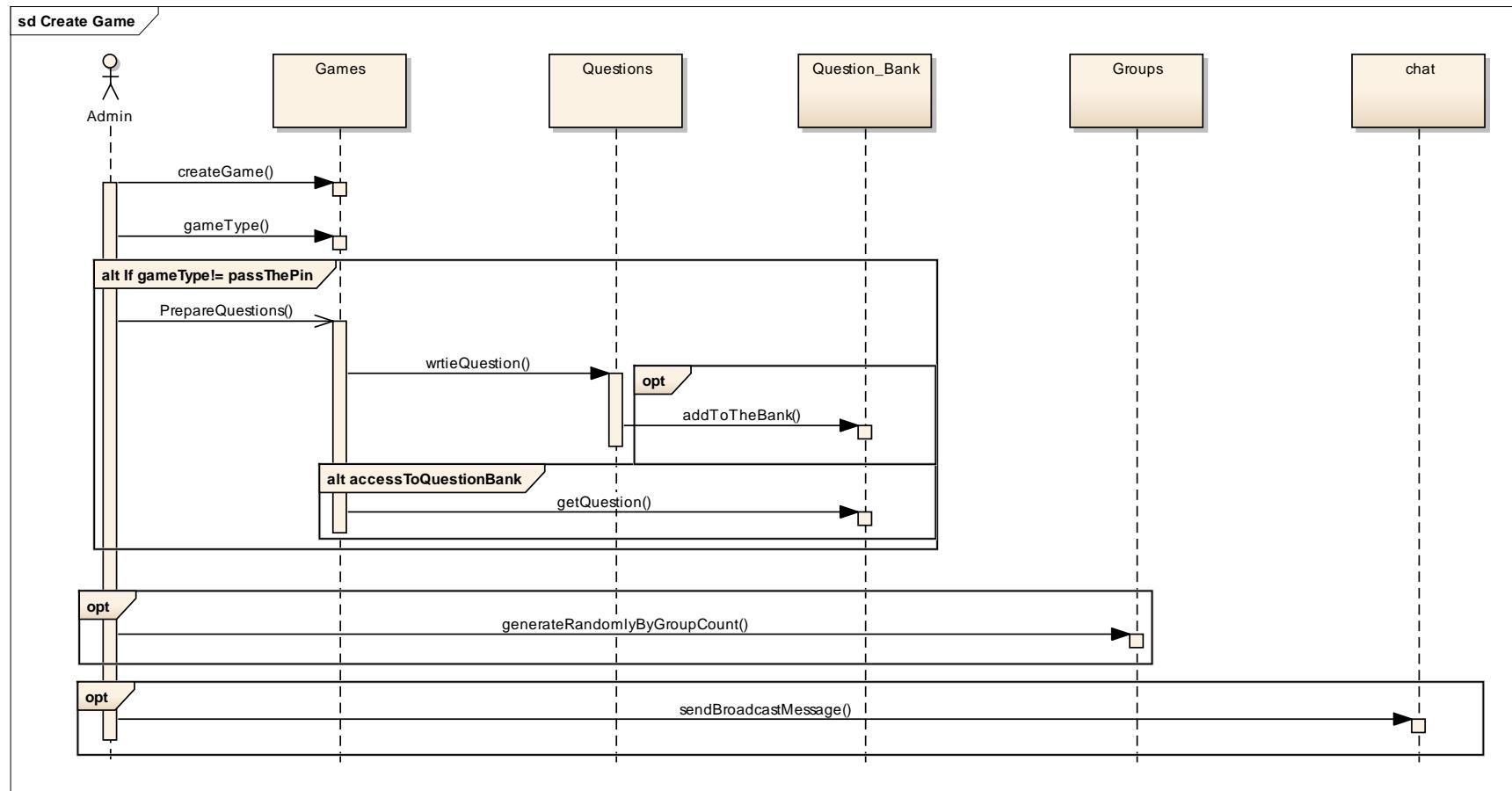


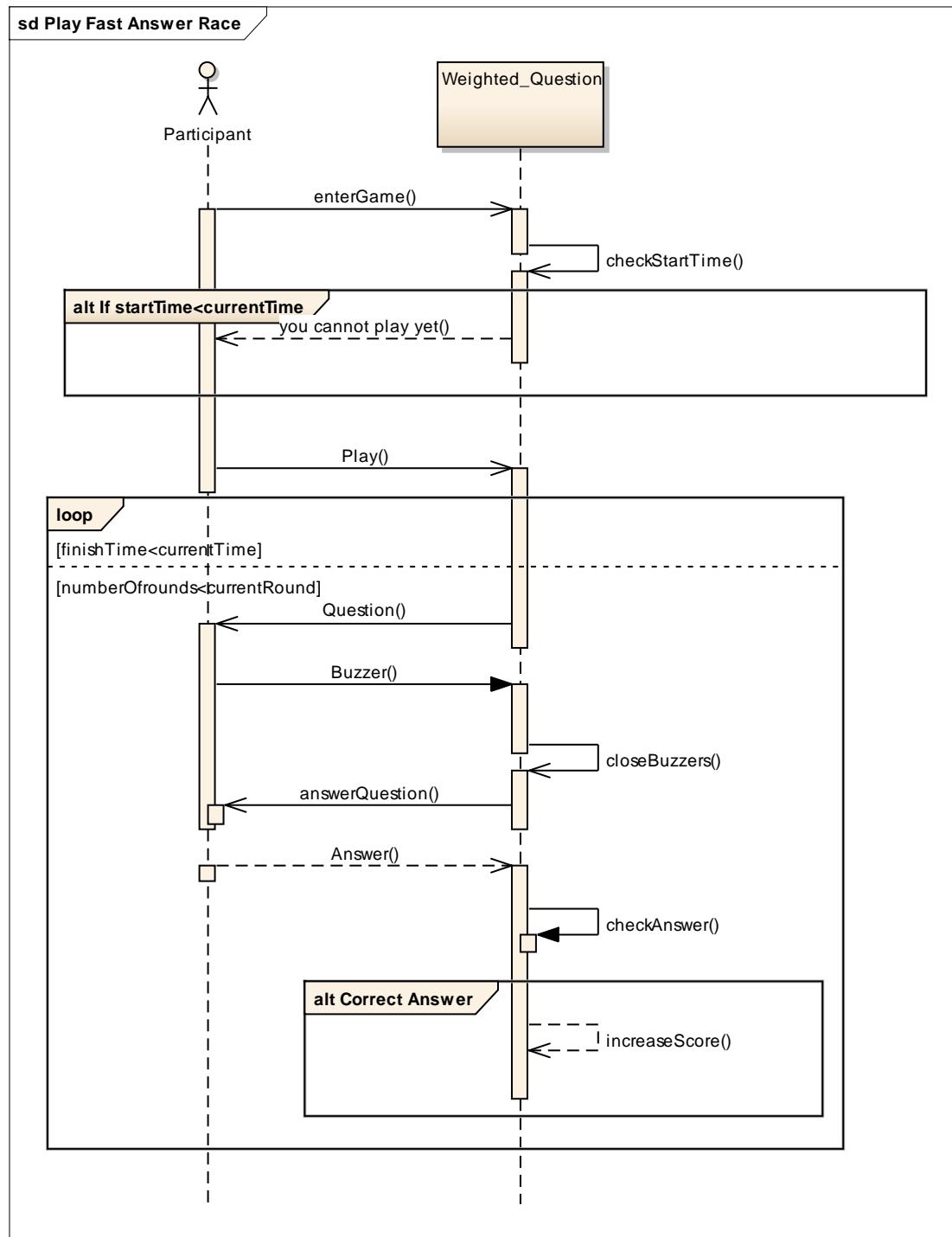
Group Generation

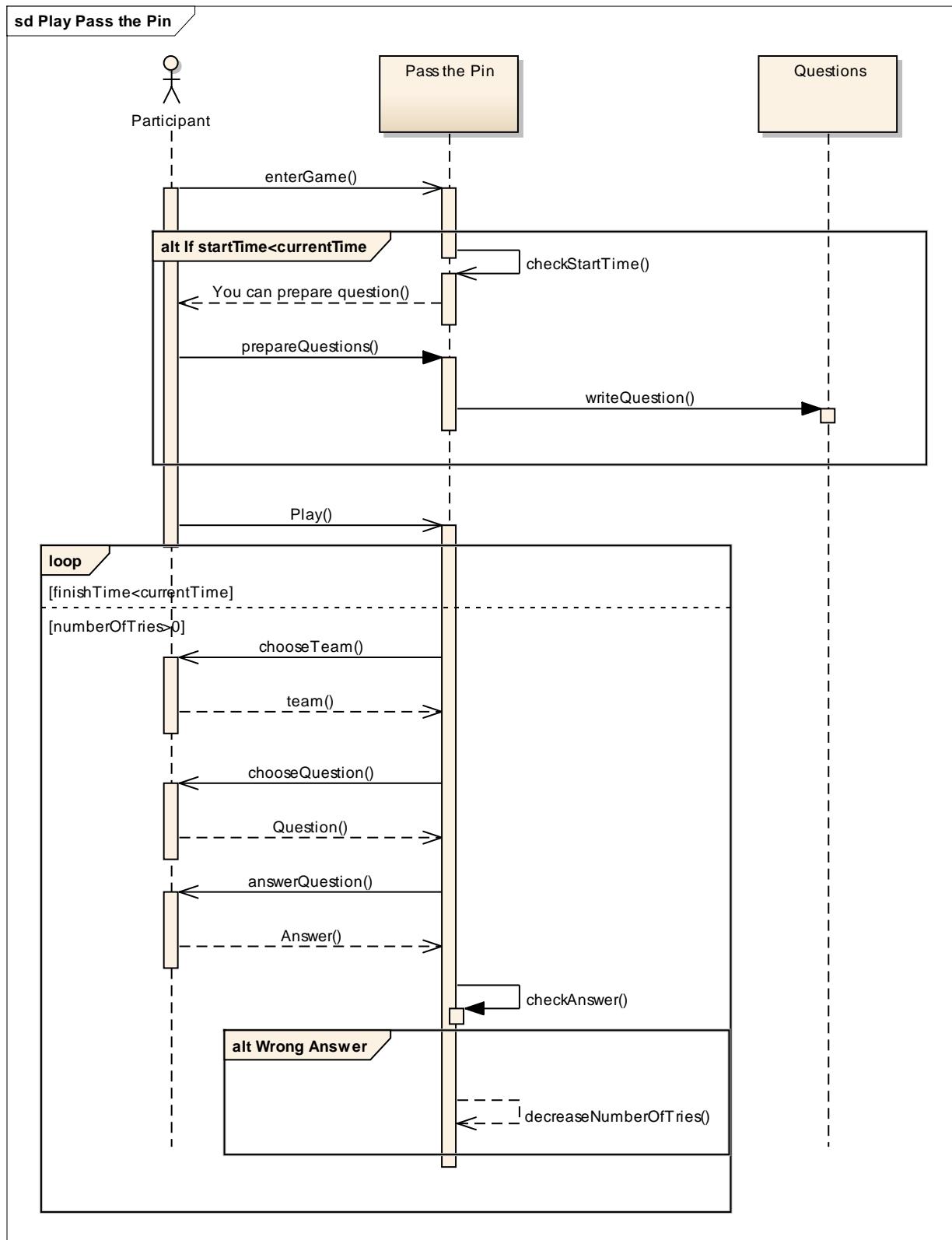


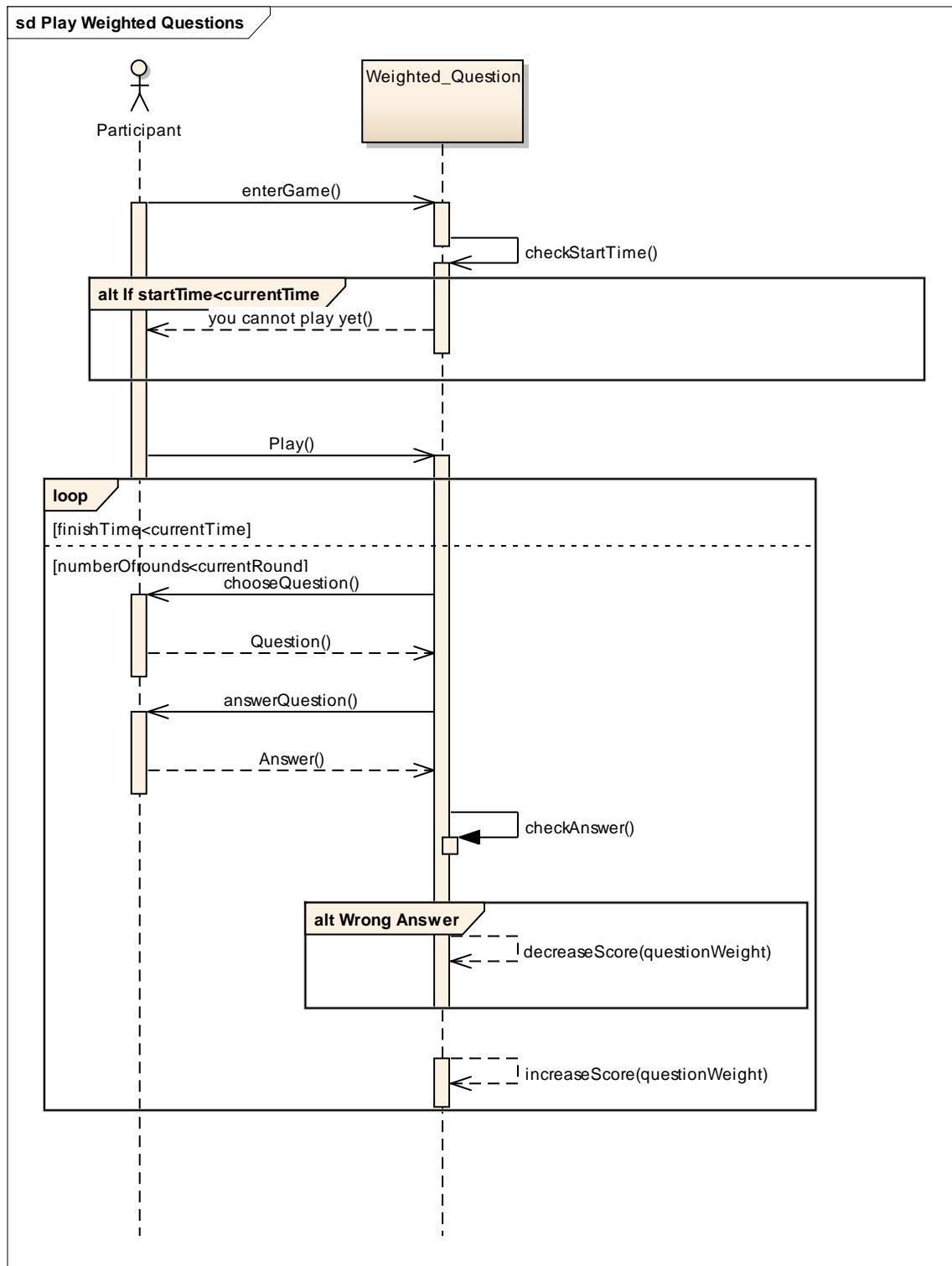


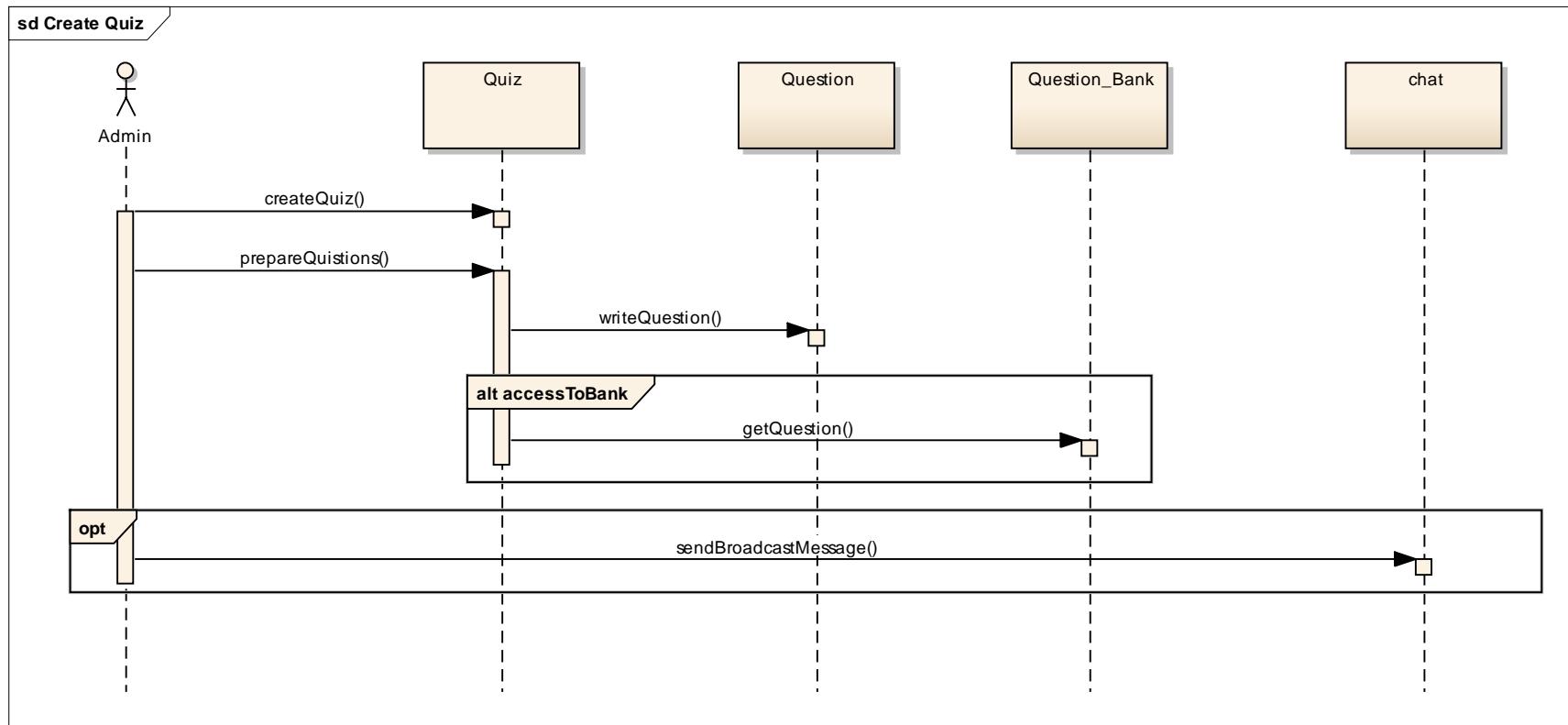
Games & Quizzes





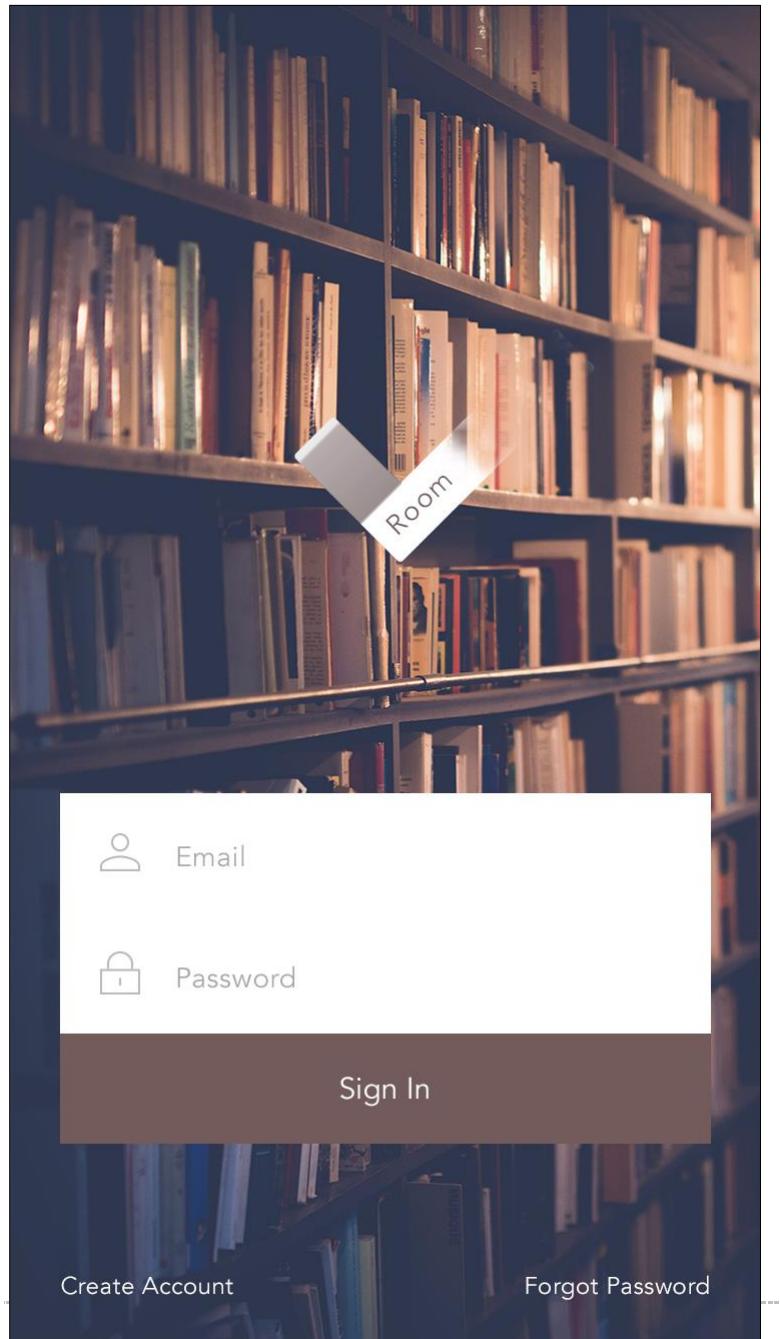






Screen Layout

SCREENS LAYOUT

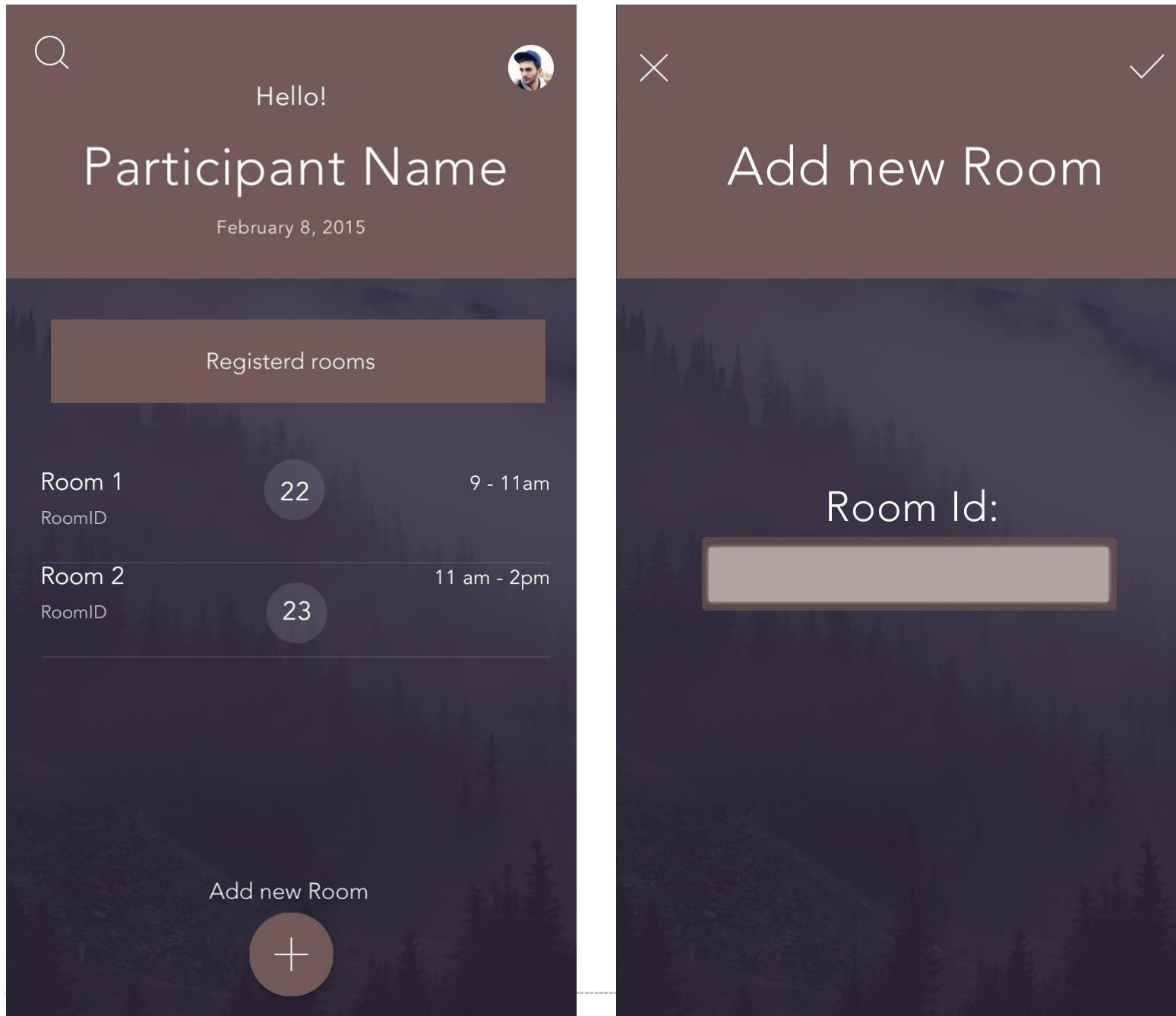


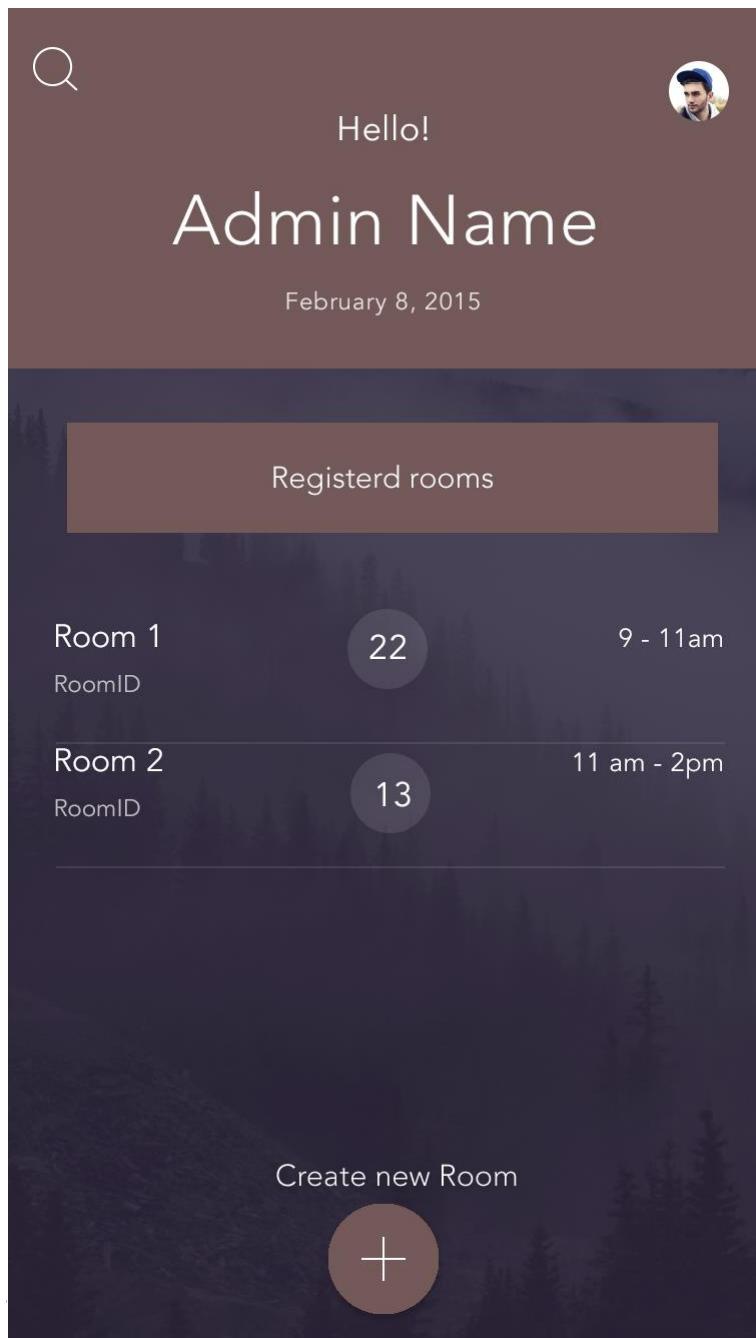
Create Account

+

	Name
	Last Name
	Email
	Password
	language
	Country
	City

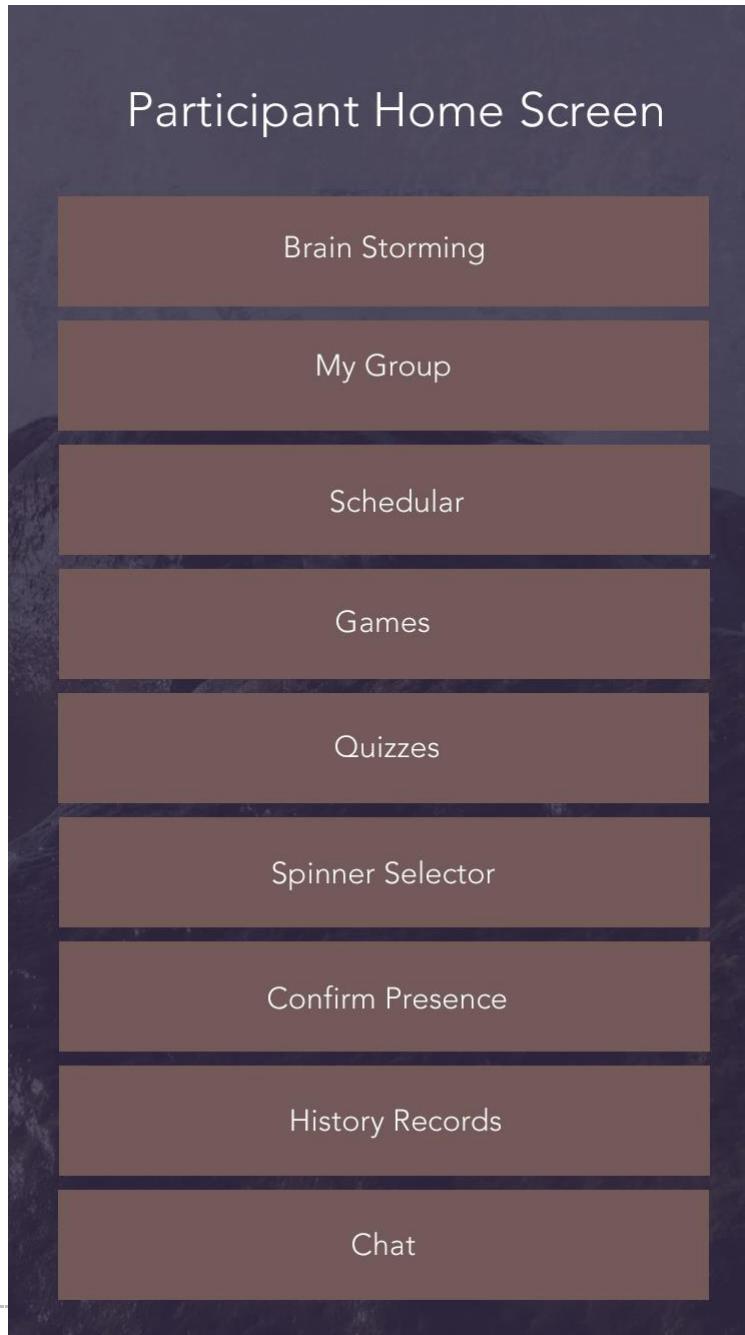
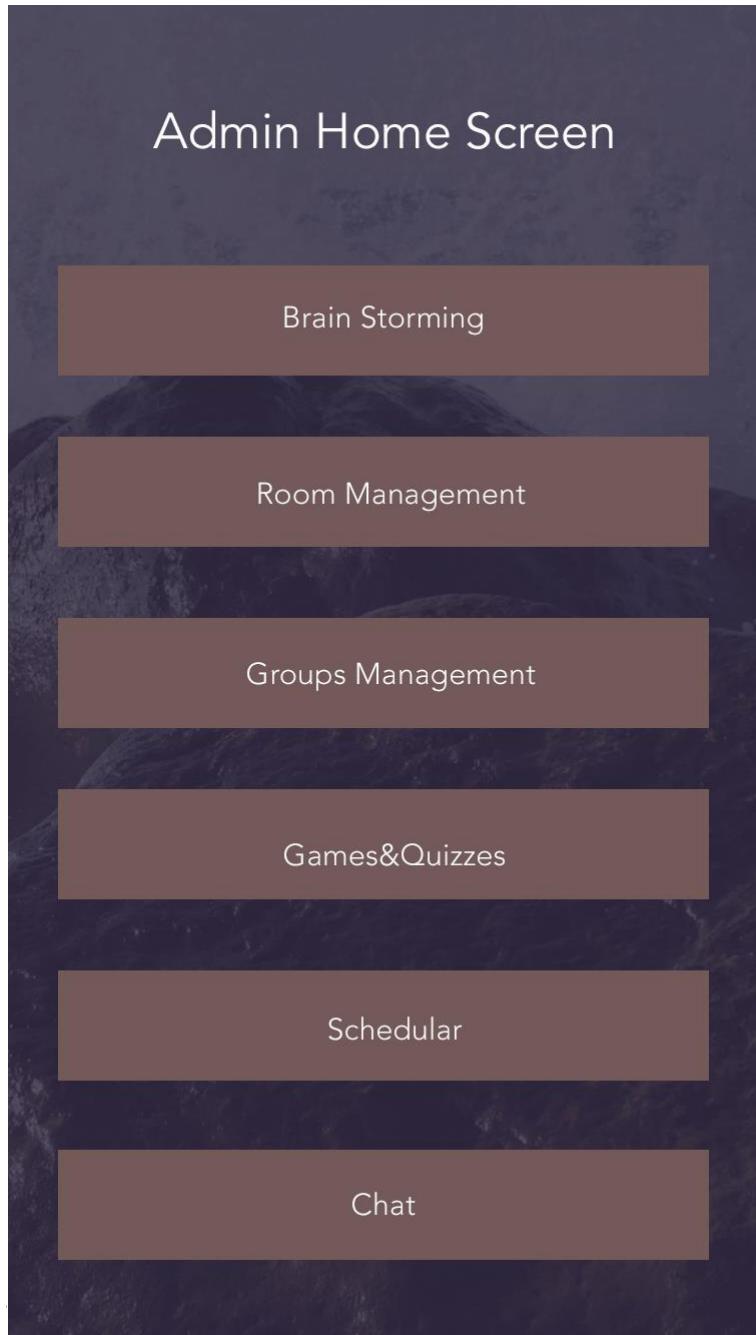
Already have an account? [Sign In](#)





A modal dialog titled "Create new Room" is shown. It contains fields for "Description", "Select date" (set to February 9, 2015), "Select time" (set to 9:00am - 10:00am), "Category" (set to None), "Location" (set to None), and "Name" (set to None). There are "X" and checkmark buttons at the top right of the modal.

Field	Value
Description	
Select date	February 9, 2015
Select time	9:00am - 10:00am
Category	None
Location	None
Name	None



A screenshot of a mobile application interface. At the top, there is a navigation bar with three horizontal lines on the left and a magnifying glass icon on the right. Below the navigation bar, the title "Brain storming sessions" is displayed in large white font. The main content area shows two session entries. Each entry consists of a title, a circular badge with a number, and a date. The first session is titled "Session 1 :(title)" with a badge showing "23" and a date of "November 8, 2017". The second session is titled "Session 2 :(title)" with a badge showing "22" and a date of "November 5, 2017". Below each session entry is a placeholder text "Type (individual or group)". At the bottom of the screen, there is a button labeled "Add new Session" with a plus sign icon.

A screenshot of a modal dialog box titled "Create new Session". The dialog has a dark header bar with a close button ("X") on the left and a checkmark button ("✓") on the right. The main body of the dialog contains four input fields with placeholder text and current values:

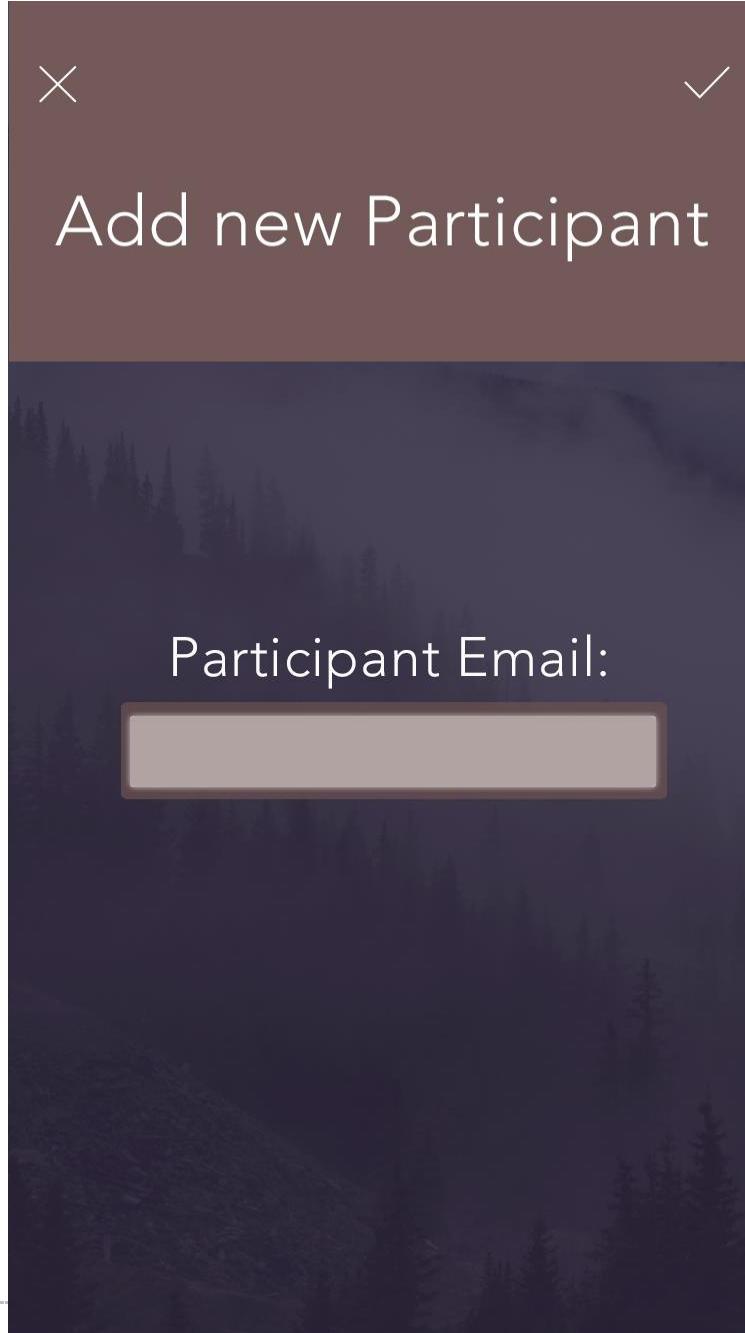
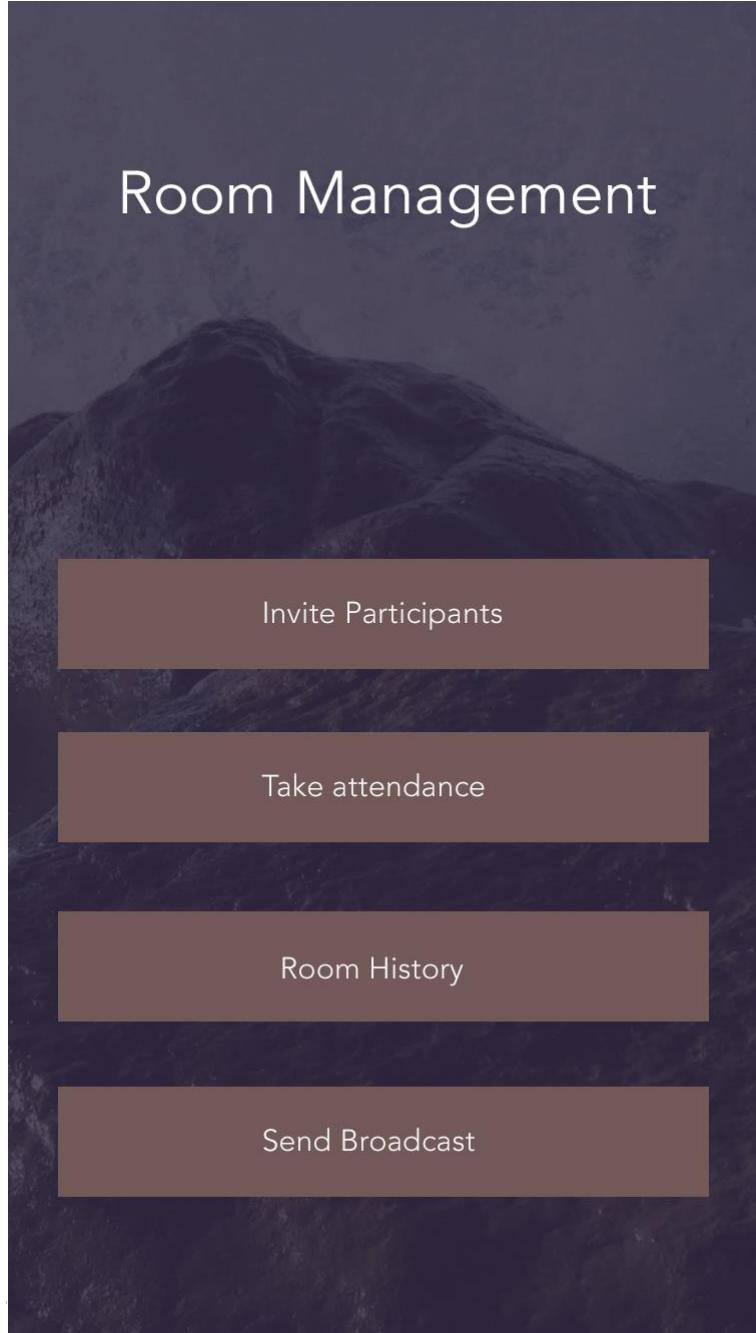
Label	Current Value
Select end date	November 9, 2018
Session Title	None
Session Type	None
Name	None

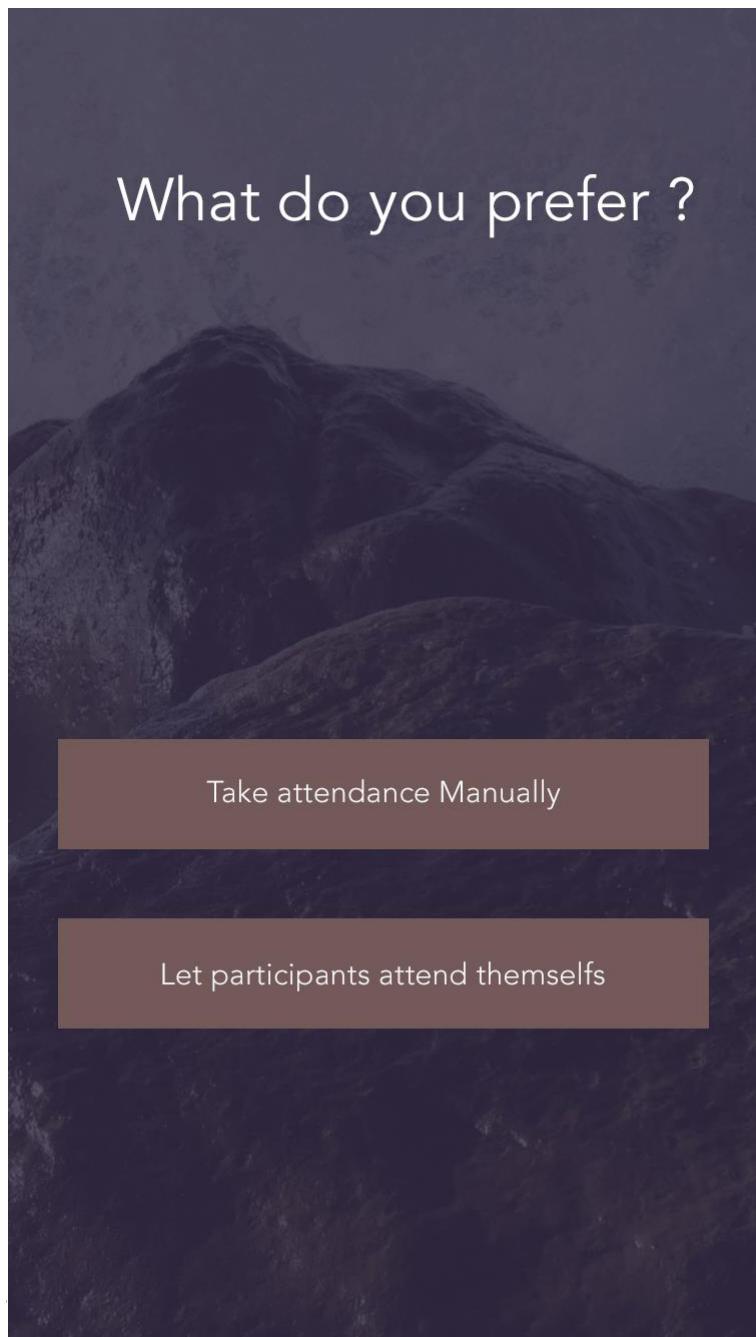
The image shows a dark-themed mobile application interface. At the top, there is a header with three horizontal bars on the left and the text "Group Names" in white. Below the header, there is a list of items, each consisting of a colored circle icon on the left, the text "Group Name" in white, and a number on the right. There are three items in the list: one with a teal circle and the number 5, one with a purple circle and the number 5, and one with an orange circle and the number 6. The background of the main screen is dark, and there is a faint, stylized illustration of leaves or branches at the bottom.

Group Name	Count
Group Name	5
Group Name	5
Group Name	6

The image shows a dark-themed mobile application interface. At the top, there is a header with three horizontal bars on the left and the text "Session details" in white. Below the header, there is a list of three items, each consisting of a colored circle icon on the left, some text in the middle, and "Idea" followed by a number on the right. There are three items in the list: one with an orange circle, "5pm-date", "Idea 1", and "Owner Name"; one with a cyan circle, "3 - 4pm-date", "Idea 2", and "Owner Name"; and one with an orange circle, "date", "Idea 3", and "Owner Name". The background of the main screen is dark.

Date	Idea	Owner
5pm-date	Idea 1	Owner Name
3 - 4pm-date	Idea 2	Owner Name
date	Idea 3	Owner Name





List of Participants names Q

<input type="radio"/>	Yazeed Absent
<input checked="" type="radio"/>	Mansour Present

✓

Send Broad Cast Message

Write a message:

Select participants:

Yazeed

Mansour

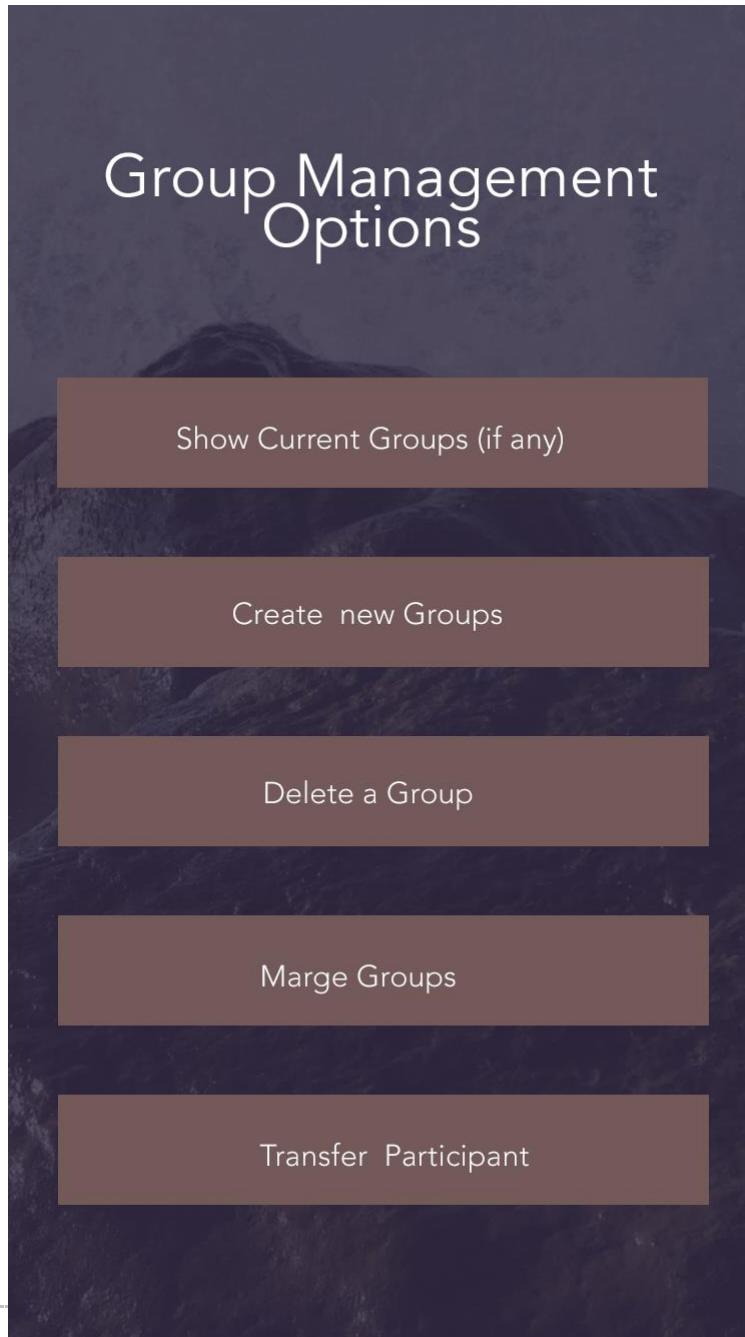
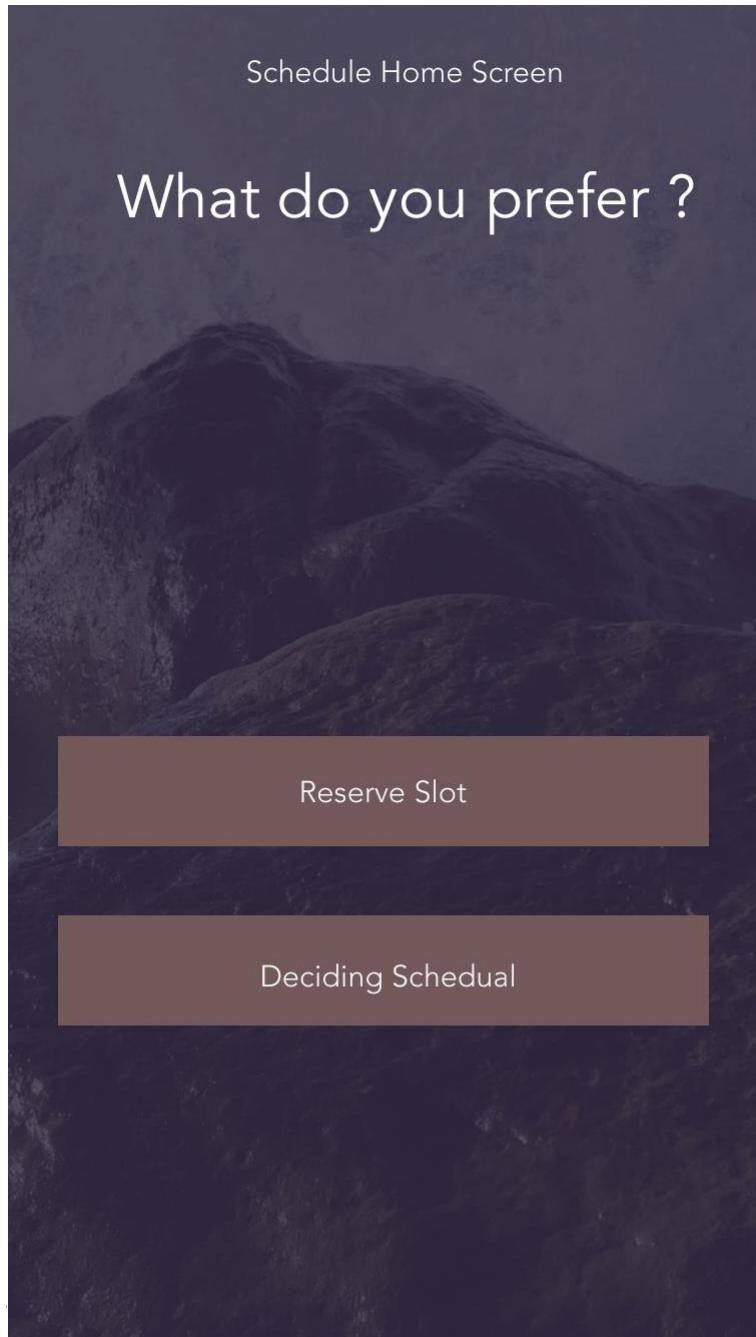
Select all

Send 

History Records

Name	#absences	Points		
		Quizes	Games	Votes
Yazeed	3 - dates			
Mansour	4 - dates			





✗ ✓

Create new Groups

Number of groups 4

Select Generation mode:

- City Based : same city participants
- Language Based
- Avarage Score-based
- Randomlly
- Manually

Participants Horizontal list: drag and drop

G1

G2

G3

G4

✗ ✓

Transfer Participants

Drag and drop the participant to the wanted room:

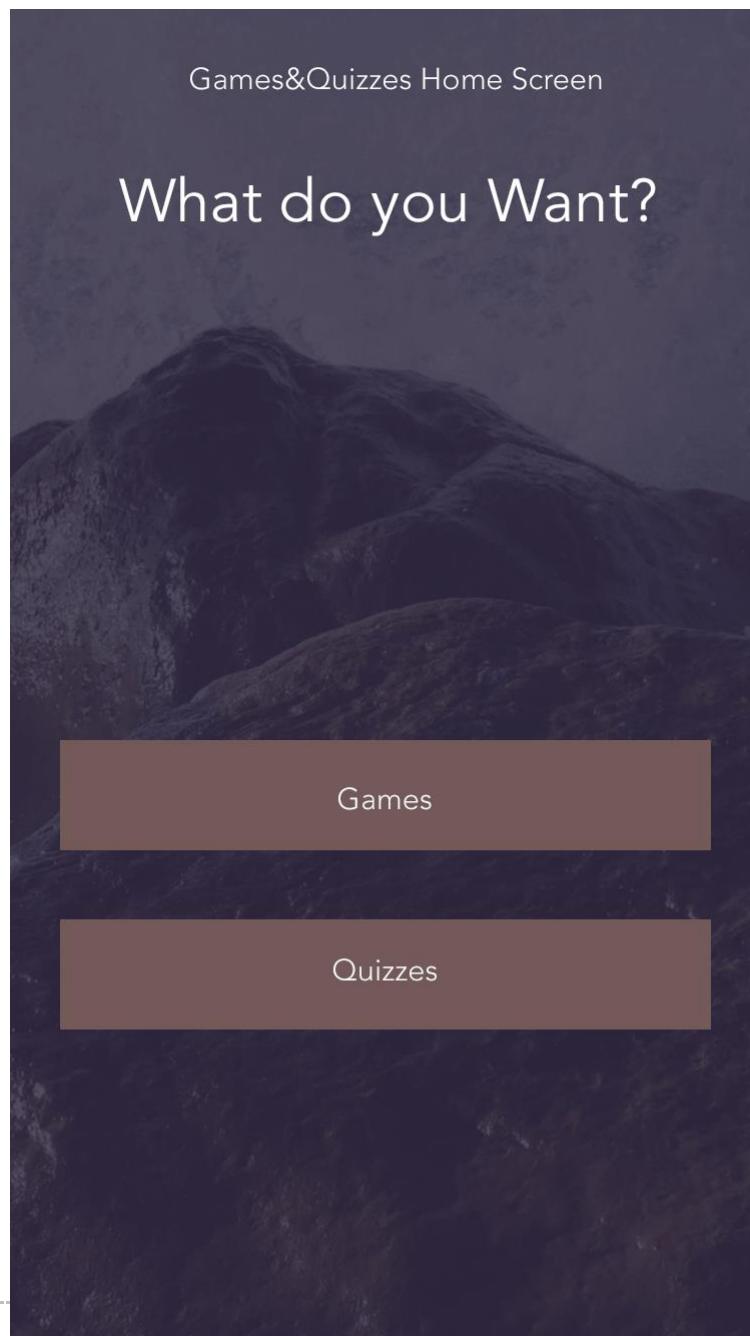
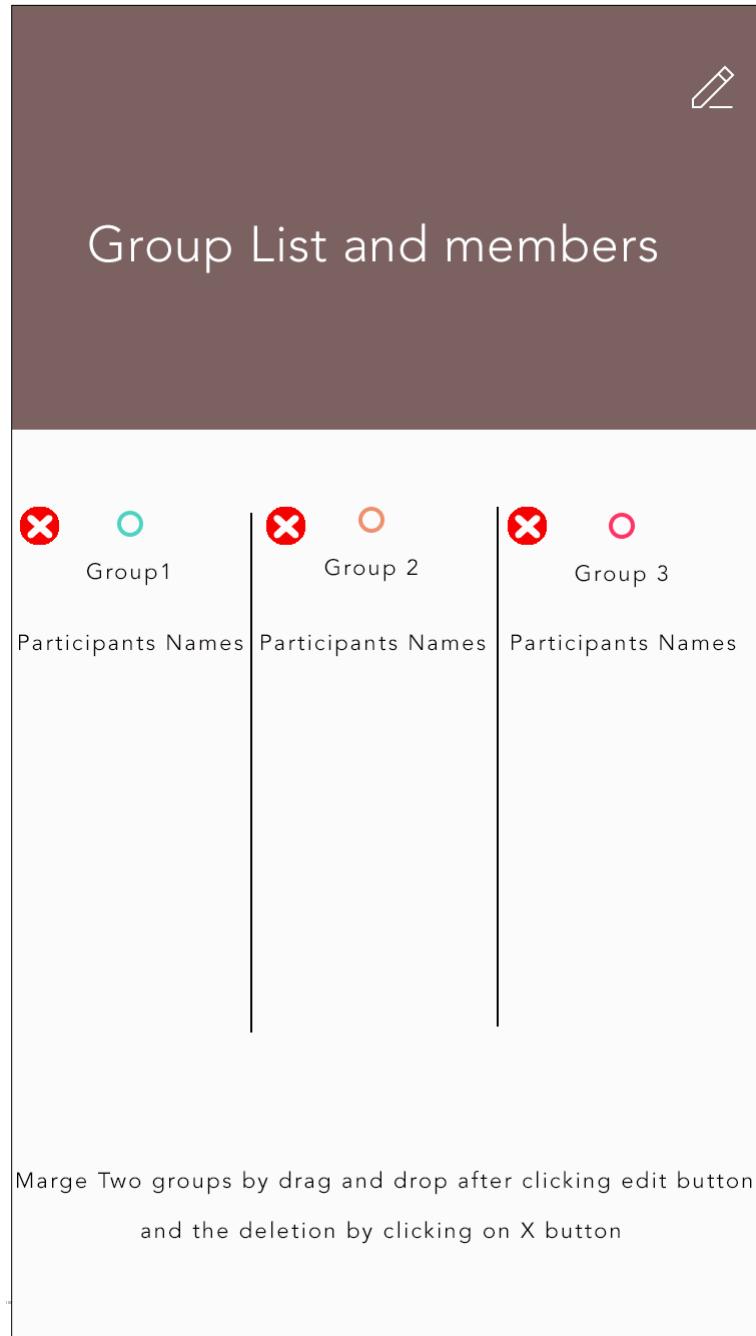
- Mansour
- Abdullah
- Alnhdi
- Yazeed

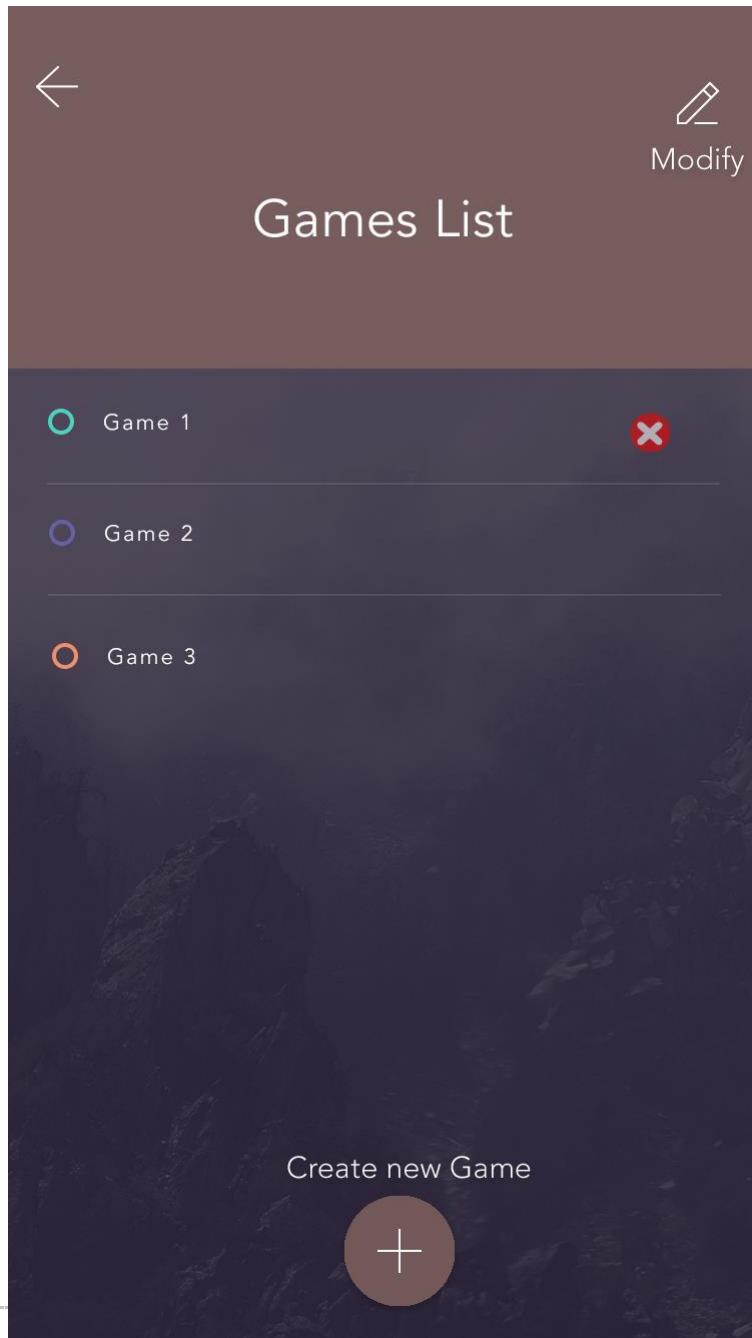
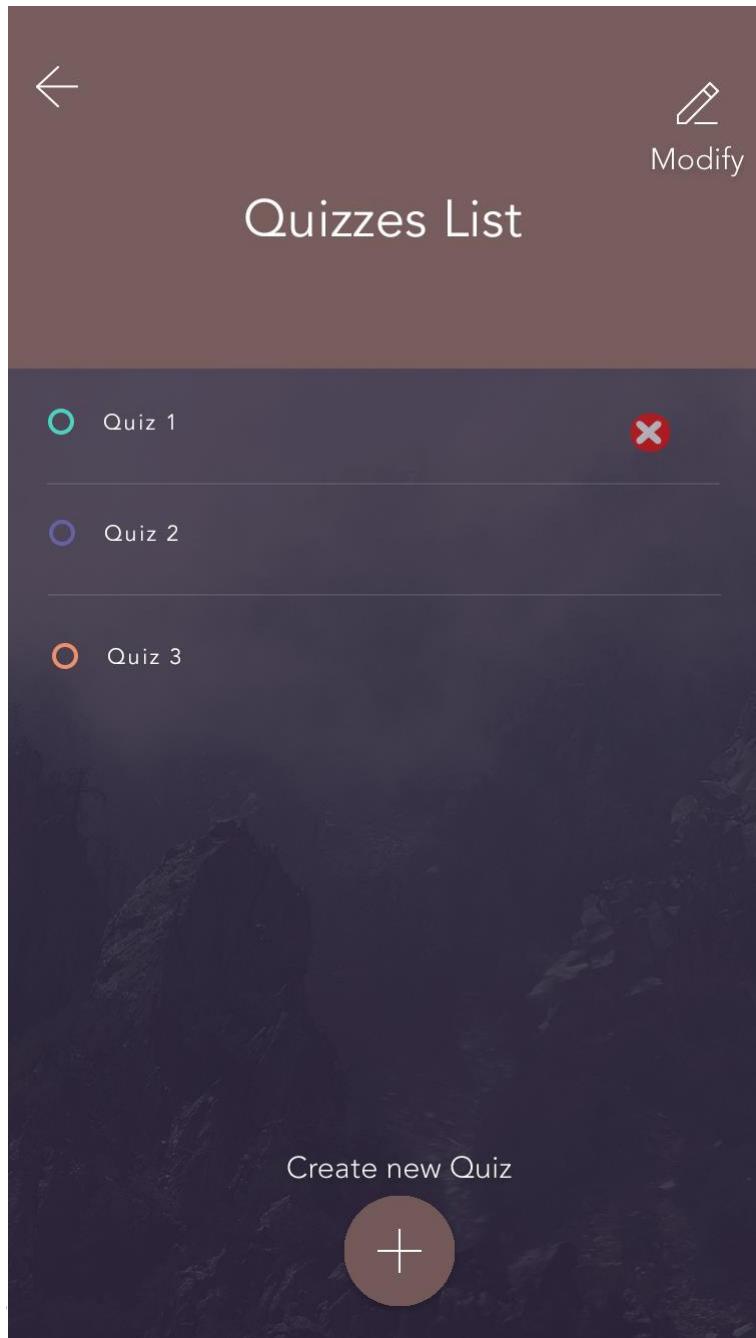
G1

G2

G3

G4





X ✓

Create new Quiz

Quiz date	November 9, 2018
Select time	9:00am - 10:00am
Number of questions	3
Graded	Yes/No
Session Title	None
Total Marks	23
Distribution of marks	23
Add Questions	Add from question bank

X ✓

Create new Game

Game date	November 9, 2018
Start time	9:00am - 10:00am
Choose game type	pass the pin/fast answer/ weighted question
Number of rounds	3
Game duration	20 mins
Game mode	Individual/Groups
Number of groups	4
Add Questions	Add from question bank

X ✓

Create new Question

Question Type:

- True or False
- Fill the blank
- Multiple answer
- Text

Question Category math/physics
History/Chemistry

Write the Question:

Question Level School/College

Add to question bank

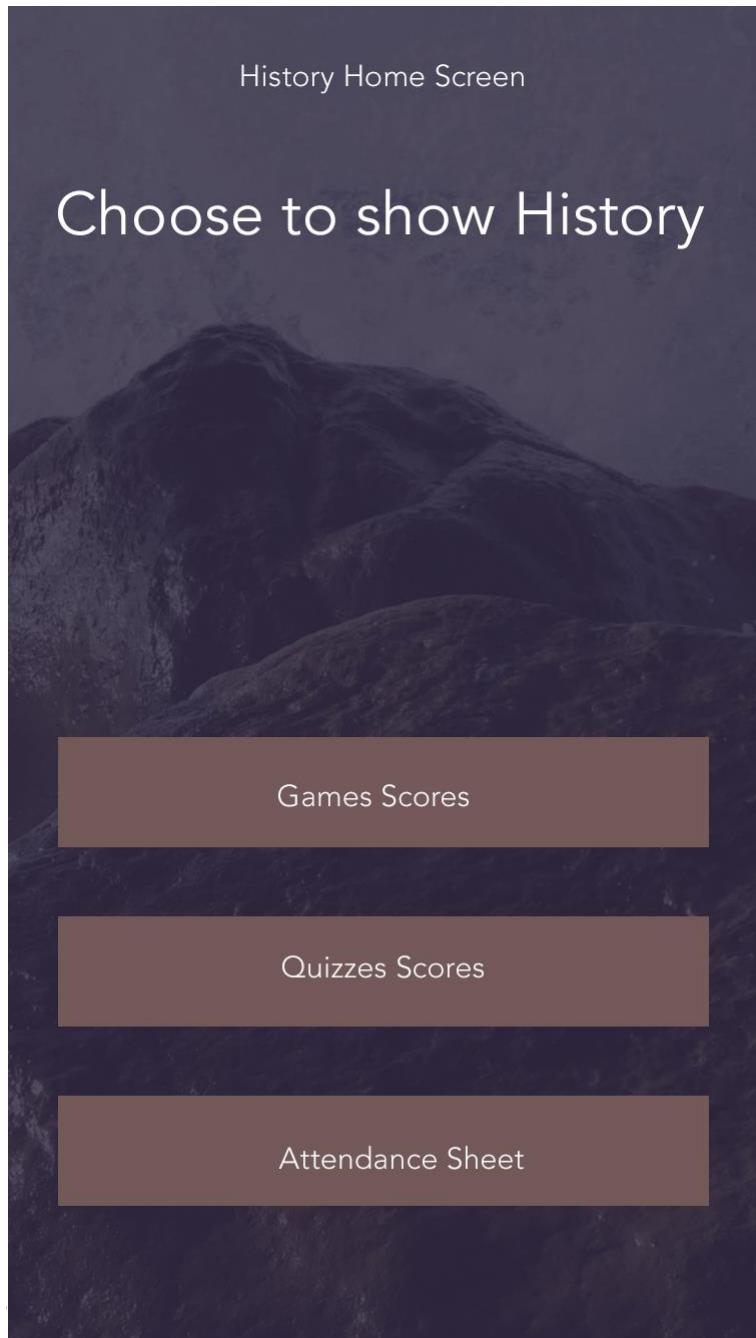
☰

Question Bank

Catagory	Level	Type
Question 1	Math	School
Question 2	Chemistry	College
Question 3	History	School

You can view the question by clicking on it

Add new Question

A screenshot of a table titled "Quizzes Scores" displayed on a mobile device. The table has a header row with three columns: "Title", "Posted Date", and "Score". Below the header, there are three data rows, each representing a quiz. The first row shows "Quiz 1" (Math) posted on "3 Aug-18" with a score of "23/100". The second row shows "Quiz 2" (Chemistry) posted on "4 Aug-18" with a score of "24/30". The third row shows "Quiz 3" (History) posted on "3 Aug-18" with a score of "13/20".

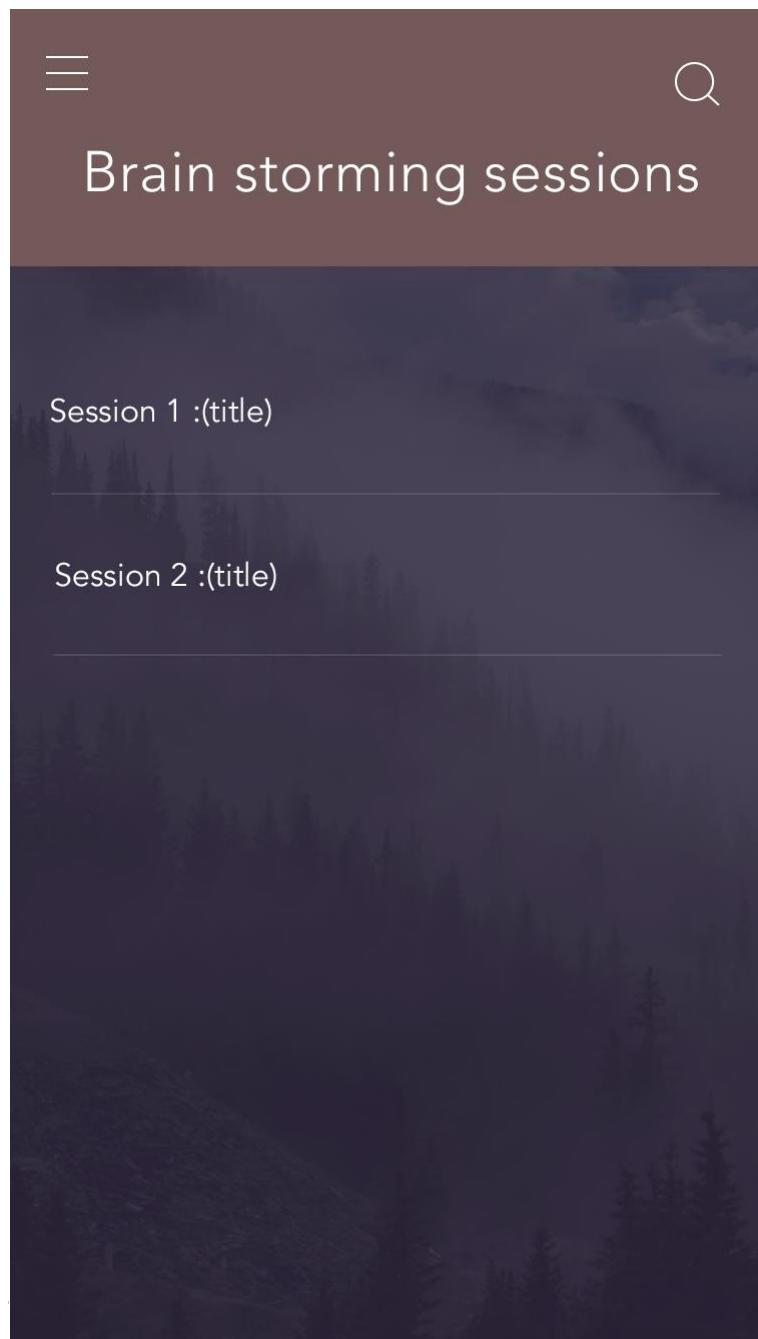
Title	Posted Date	Score	
Quiz 1	Math	3 Aug-18	23/100
Quiz 2	Chemistry	4 Aug-18	24/30
Quiz 3	History	3 Aug-18	13/20

Game Scores

	Title	Played Date	Result
○ Game 1	Math	4 Aug-19	Winner
○ Game 2	Chemistry	4 Aug-18	Loser
○ Game 3	History	4 Sep-18	Winner

Attendance Sheet

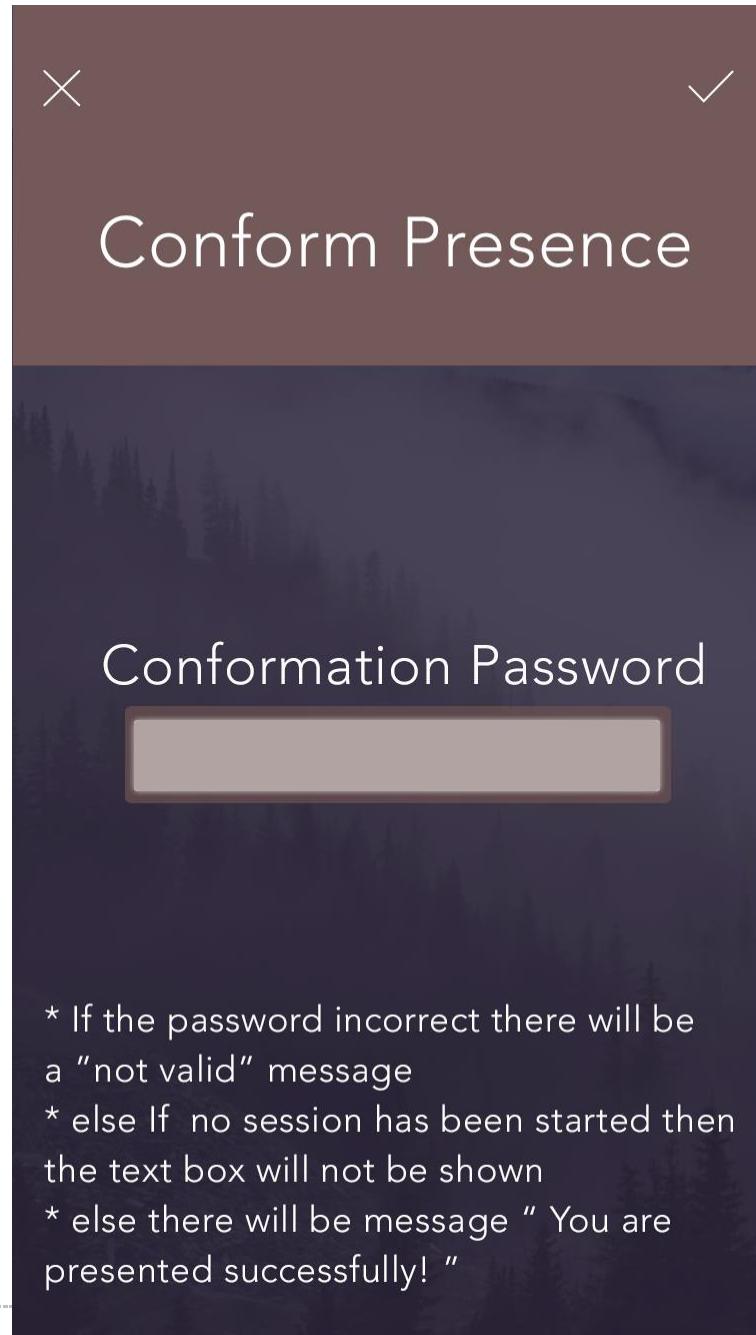
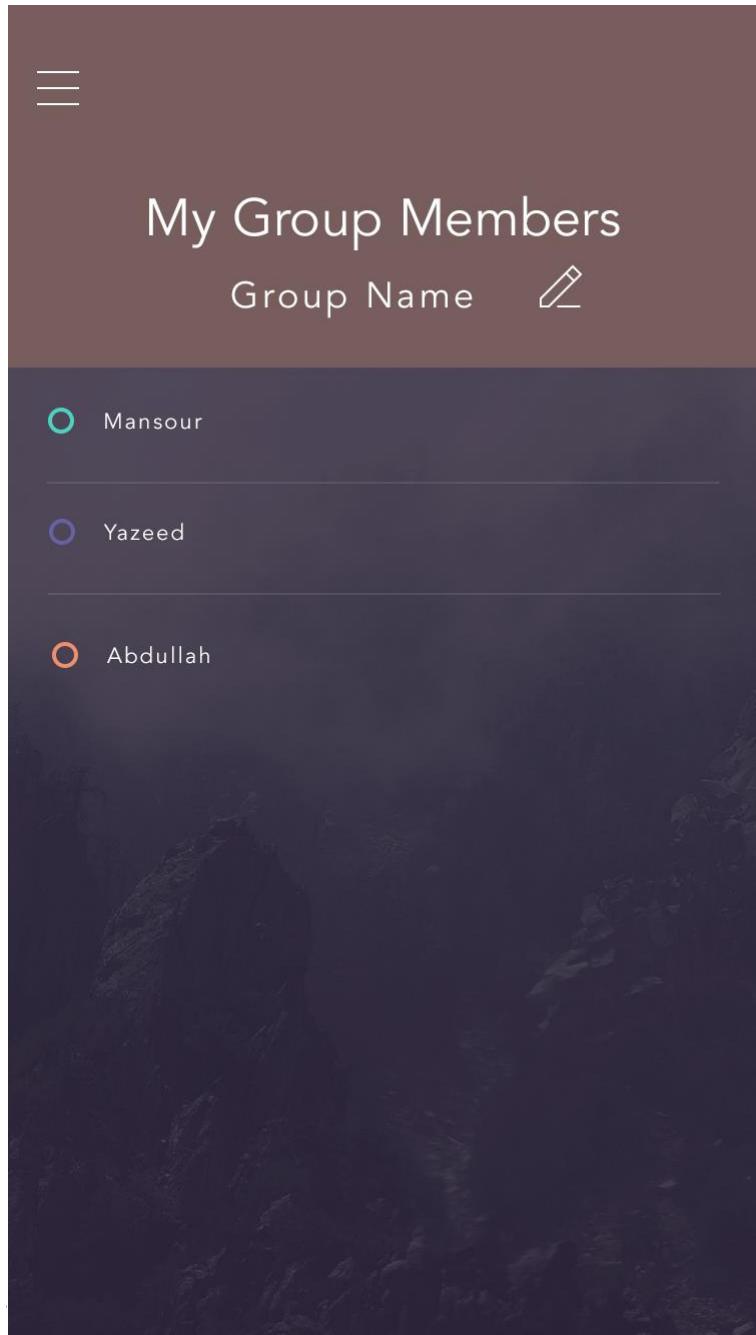
	Date	P / A
○ Day 1	6 Aug 18	Present
○ Day 2	5 Aug 18	Absent
○ Day 3	4 Aug 18	Present

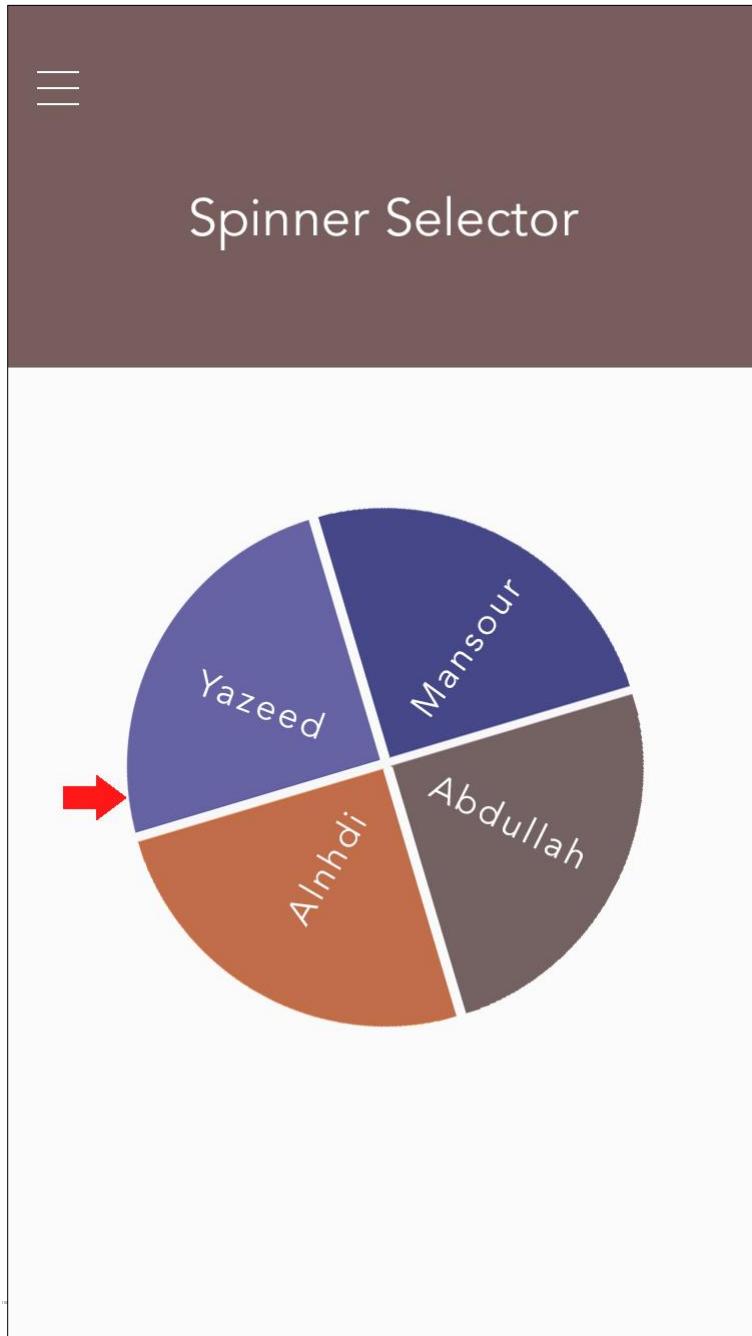


The screenshot shows a "Session details" page. The title "Session details" is at the top. Below it, there are three entries, each representing an idea:

- Idea 1**: 34 votes (red circle), 5pm-date (blue circle), Owner Name (gray text). The date is listed as "5pm-date".
- Idea 2**: 23 votes (green circle), 3 - 4pm-date (blue circle), Owner Name (gray text). The date is listed as "3 - 4pm-date".
- Idea 3**: 24 votes (red circle), date (gray text), Owner Name (gray text). The date is listed as "date".

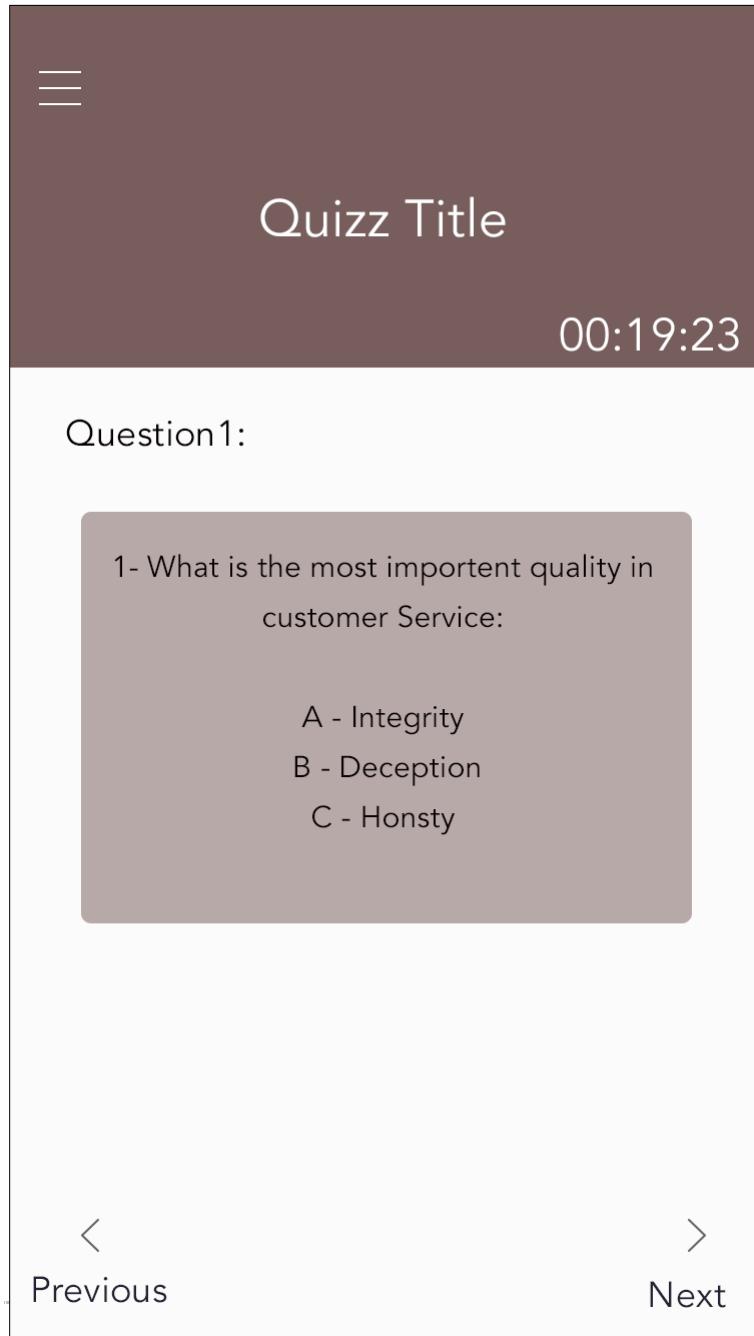
At the bottom of the screen is a light gray input bar with rounded corners, containing a small camera icon, the placeholder text "Write An Idea", and a "SEND" button.





Quizzes

Title	Duration
<input checked="" type="radio"/> Quiz Available Chapter 3 - Human resources	20 mins
<input checked="" type="radio"/> Quiz Available Chapter 1 - Candidate Selection	Infinite



The image shows a mobile application interface for a quiz. At the top, there is a dark header bar with a white '≡' icon on the left. Below the header, the title 'Quizz Title' is displayed in large white font. Underneath the title is a timer showing '00:19:23'. The main content area has a light gray background. A question is displayed in a dark gray rounded rectangle: '1- What is the most important quality in customer Service:'. Below the question are three options: 'A - Integrity', 'B - Deception', and 'C - Honsty'. At the bottom of the screen, there are navigation buttons: a left arrow labeled 'Previous' and a right arrow labeled 'Next'.

Quizz Title

00:19:23

Question1:

1- What is the most important quality in customer Service:

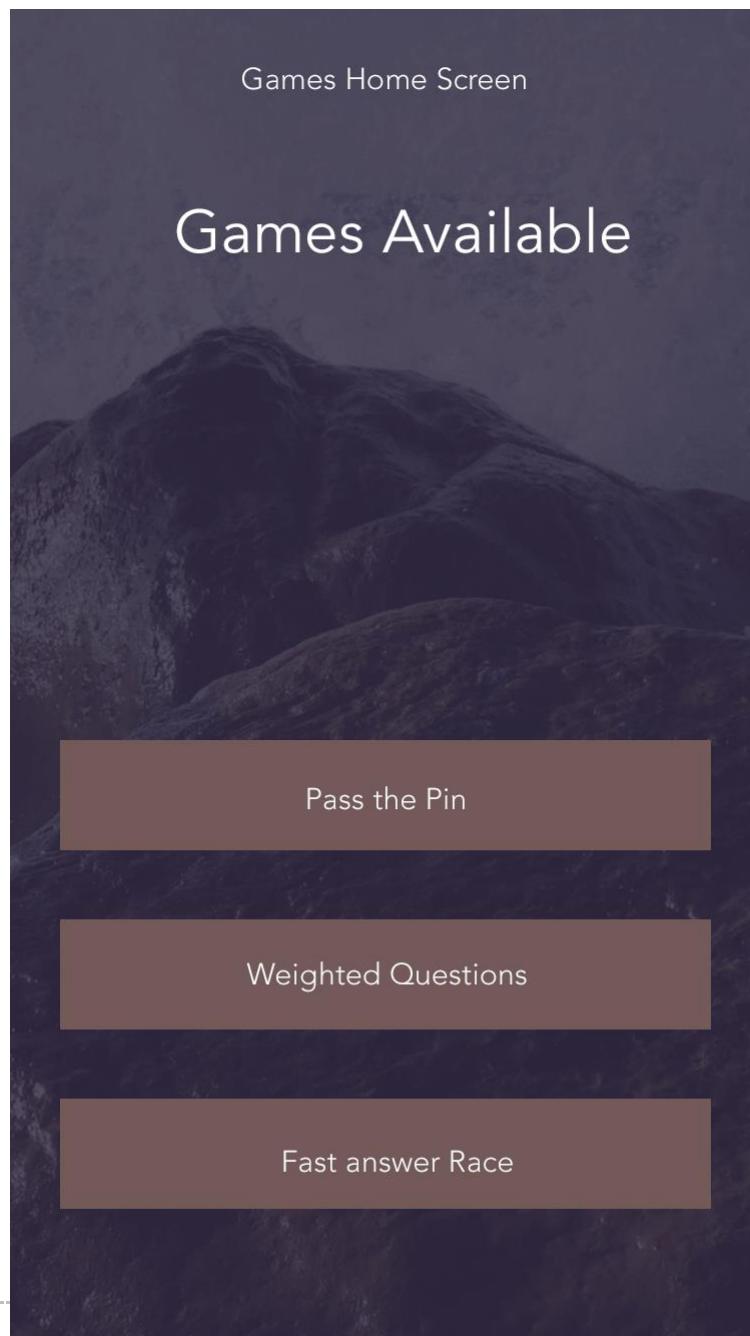
A - Integrity

B - Deception

C - Honsty

< Previous

Next >



The image shows a dark-themed mobile application interface for a game selection screen. The title 'Games Home Screen' is at the top. Below it, the text 'Games Available' is centered. In the center of the screen is a large, dark, textured image of a mountain. Overlaid on this image are three rectangular buttons with white text: 'Pass the Pin', 'Weighted Questions', and 'Fast answer Race'.

Games Home Screen

Games Available

Pass the Pin

Weighted Questions

Fast answer Race



Pass the Pen (Active)

Question for the current (Group 3):

1- What is the most important quality in customer Service:

- A - Integrity
- B - Deception
- C - Honsty

Choose the next group: [options bar]

Prepare Questions



Weighted Questions

Current Score: 23

Choosed Question1:

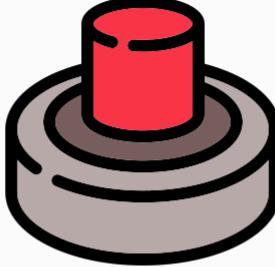
1- What is the most important quality in customer Service:

- A - Integrity
- B - Deception
- C - Honsty

Fast Answer Race (Active)

First group clicked: Group 3

Click the buzzer !!



The first screen shows the title "Fast Answer Race (Active)" at the top. Below it is a message "First group clicked: Group 3" in a grey box. At the bottom, there is a red cylindrical buzzer icon with the text "Click the buzzer !!".

Game Result

* It will be shown separately in the actual scenario
I put it together to reduce number of screens

Winner in Pass the Pen is:

Group 3

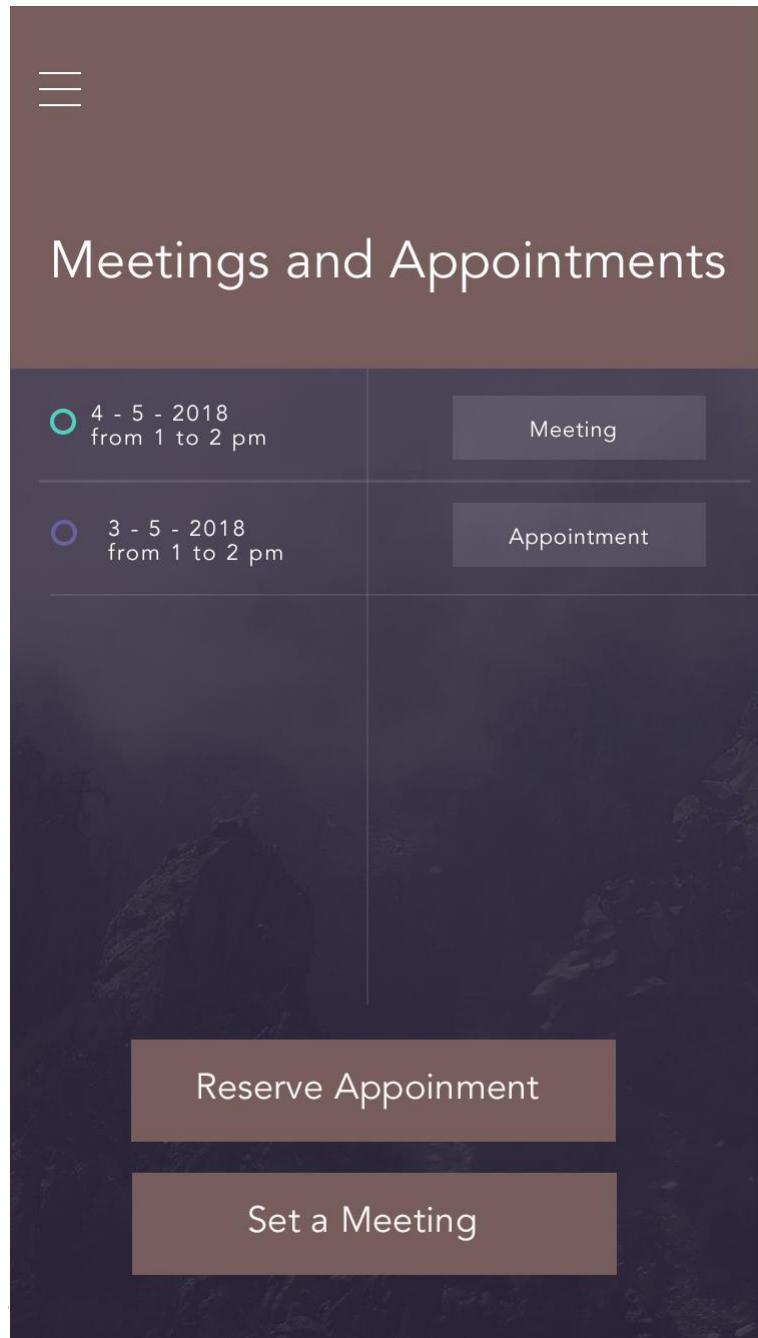
Winner in Weighted question is :

Mansour
with total score: 25

Winner in Fast Race Answer is:

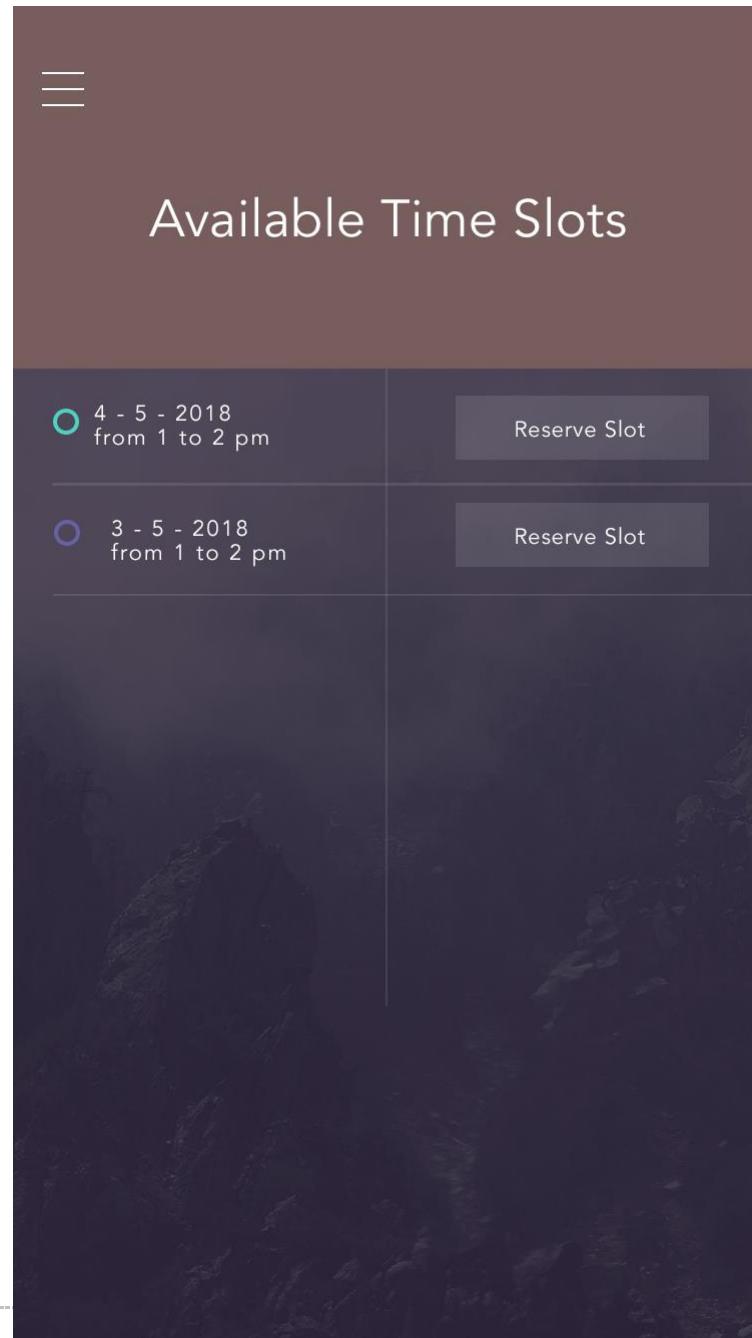
Group 3

The second screen shows the title "Game Result" at the top. Below it is a note: "* It will be shown separately in the actual scenario I put it together to reduce number of screens". Then it lists the winners for three categories: "Pass the Pen" (Group 3), "Weighted question" (Mansour, total score 25), and "Fast Race Answer" (Group 3).



Meetings and Appointments

<input type="radio"/> 4 - 5 - 2018 from 1 to 2 pm	<input type="button" value="Meeting"/>
<input type="radio"/> 3 - 5 - 2018 from 1 to 2 pm	<input type="button" value="Appointment"/>



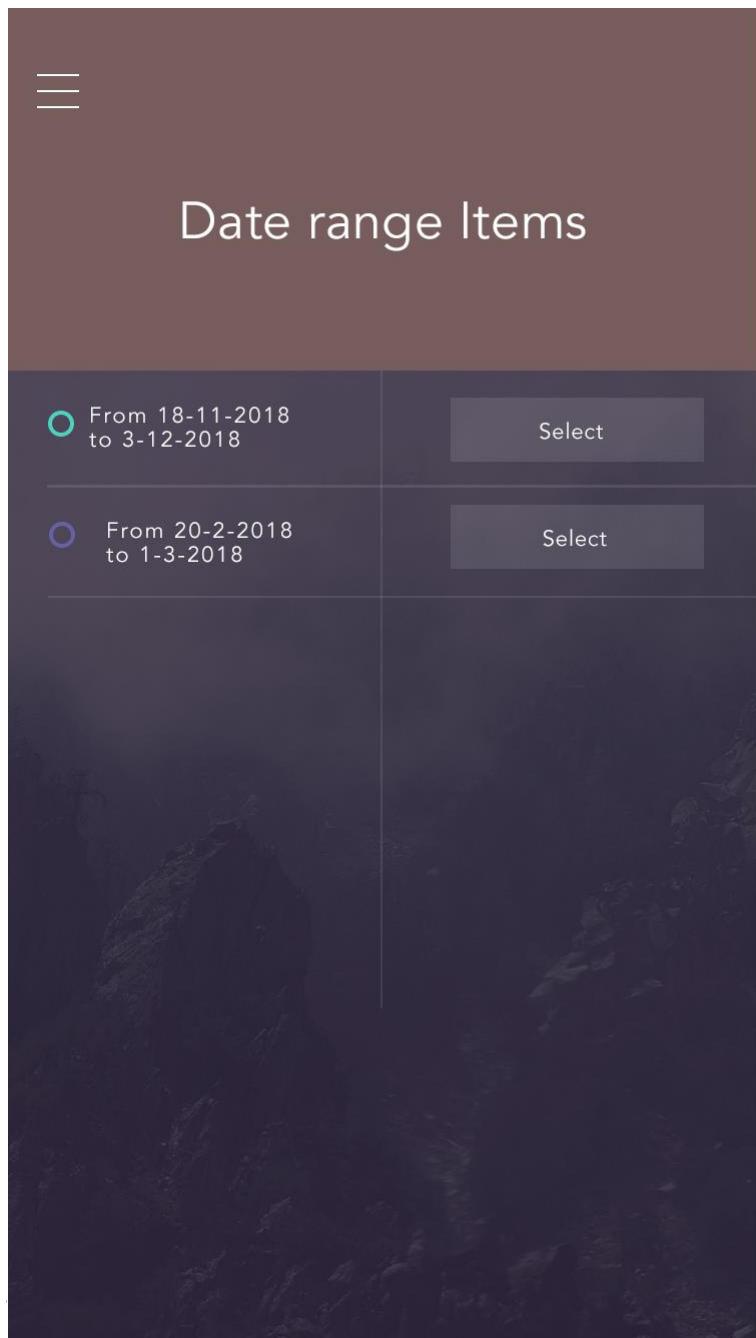
Available Time Slots

<input type="radio"/> 4 - 5 - 2018 from 1 to 2 pm	<input type="button" value="Reserve Slot"/>
<input type="radio"/> 3 - 5 - 2018 from 1 to 2 pm	<input type="button" value="Reserve Slot"/>

Date range Items

From 18-11-2018 to 3-12-2018 Select

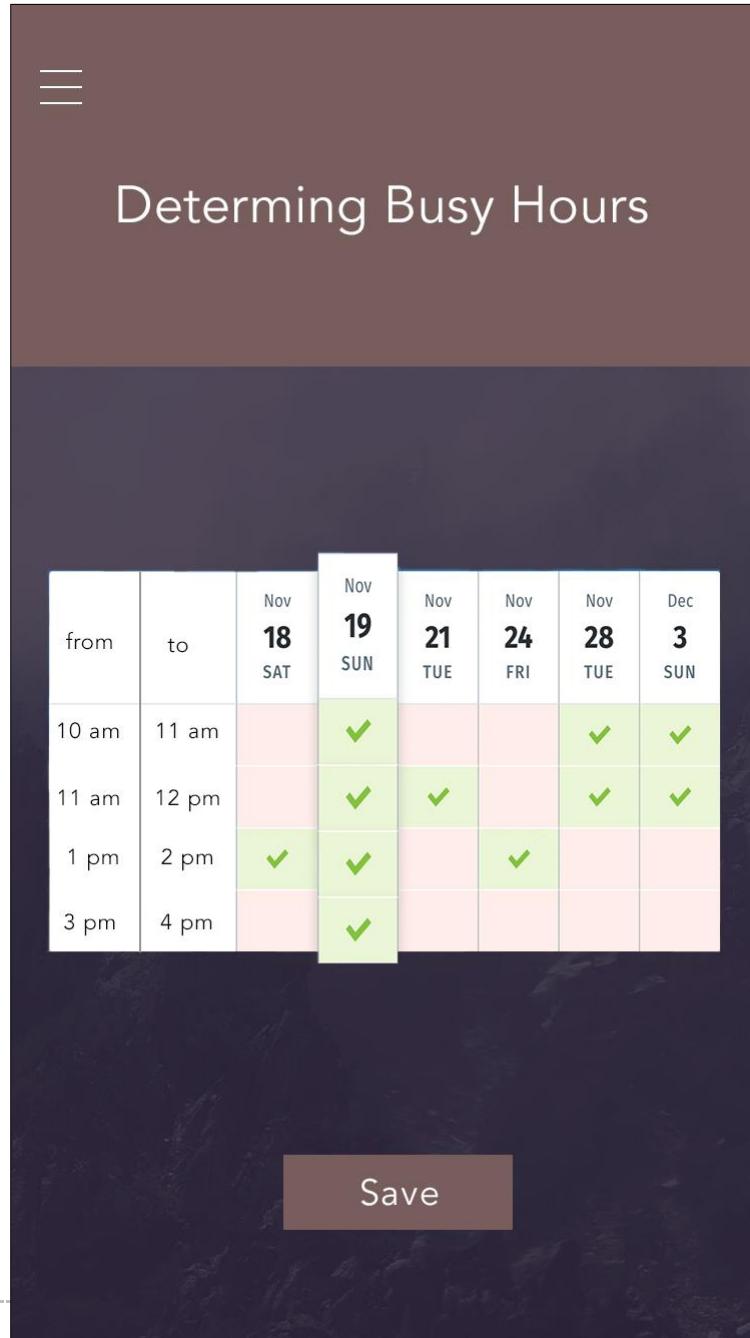
From 20-2-2018 to 1-3-2018 Select



Determing Busy Hours

from	to	Nov 18 SAT	Nov 19 SUN	Nov 21 TUE	Nov 24 FRI	Nov 28 TUE	Dec 3 SUN
10 am	11 am		✓			✓	✓
11 am	12 pm		✓	✓		✓	✓
1 pm	2 pm	✓	✓		✓		
3 pm	4 pm		✓				

Save



INITIAL TEST CASES

Test Cases Content		179
1	[UC 01 -04] – [Create Room]	179
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Initial Test Cases

1 [UC 01 -04] - [Create Room]

Test Case ID:	01	Test Case Name:	Create Room test case	Date Created:	2017-11-15
Description:	The main objective of this test case is to ensure that the room admin can create new room and the system can detect if there is duplicate room (both has the same name)				
Use Case Reference#:	[Use Case – UC 01- 03]				
Pre-conditions:	1. Abdullah is logged in as room admin 2. Abdullah is in the room lists screen				
Scenario #1:					
Step	Action		Expected System Response		
1	Abdullah clicks on create new room button		The system shall show screen to ask Ahmed to fill the new room information		
2	Abdullah enter these information: Room Name: " SWE417" Room Location: "24-132" Room Schedule: "M (12:30-1:00), T (2:00-3:00)" Room Category: " Educational" Then click create Room		The system shall validate if the name of the room is unique for Abdullah's rooms Then show screen to ask Abdullah if he wants to add participants		
3	Abdullah select add participant later		System shall generate room id and save the new room		

		System shall add the new room to Abdullah rooms list screen
Scenario #2:		
Step	Action	Expected System Response
1	Abdullah clicks on create new room button	The system shall show screen to ask Ahmed to fill the new room information
2	Abdullah enter these information: Room Name: "SWE417" Room Location: "24-132" Room Schedule: "M (12:30-1:00), T (2:00-3:00)" Room Category: "Educational" Then click create Room	The system shall validate if the name of the room is unique for Abdullah's rooms System shall show message "Room with name 'SWE417' is already exist" System shall ask Abdullah to change room name
3	Abdullah changes room name to "SWE316"	The system shall validate if the name of the room is unique for Abdullah's rooms Then show screen to ask Abdullah if he wants to add participants
4	Abdullah select add participant later	System shall generate room id and save the new room System shall add the new room to Abdullah rooms list screen

Post-conditions:	<p>1-new Room is created with its information</p> <p>The following options should be checked:</p> <ul style="list-style-type: none">a-View room list screen of Abdullah and check if the created room exists thereb-Check database

2 [UC 01 -06] - [Invite Participants to Room]

Test Case ID:	02	Test Case Name:	Invite participant test case	Date Created:	2017-11-15
Description:	The main objective of this test case is to ensure that the room admin can invite participant to rooms created by him				
Use Case Reference#:	[Use Case – UC 01- 5]				
Pre-conditions:	<ul style="list-style-type: none"> 1. Abdullah is logged in as room admin 2. There exist a room "SWE417" with one participant - Ali and email address "Ali1131@gmail.com" 3. Abdullah is in the room list screen 4. There exists participant" Ahmad" with email address Ahmad1131@gmail.com and valid account and he is not involved in the room SWE417 5. There exists participant" Yazeed" with email address yazid1131@gmail.com and valid account and he is not involved in the room SWE417 				
Scenario #1:					
Step	Action		Expected System Response		
1	Abdullah clicks on room "SWE417"		The system shall show room options screen of SWE417		
2	Abdullah clicks on room management option:		The system shall show room management screen		
3	Abdullah clicks on add participant		System shall show add participant screen		

		And ask the admin to enter email address of the participant
4	<p>Abdullah shall enter email address " Ahmad1131@gmail.com"</p> <p>Abdullah shall select invite</p>	<p>System shall check if this email address is existing and this participant is already in the room</p> <p>System shall show message "participant has been invited successfully"</p> <p>System shall add the participant to the room</p>

Scenario #2:		
Step	Action	Expected System Response
1	Abdullah clicks on room "SWE417"	The system shall show room options screen of SWE417
2	Abdullah clicks on room management option:	The system shall show room management screen
3	Abdullah clicks on add participant	<p>System shall show add participant screen</p> <p>And ask the admin to enter email address of the participant</p>
4	Abdullah shall enter email address " dummy11415174@gmail.com"	System shall check if this email address is existing

	Abdullah shall select invite	System shall show message "No participants exists with this email address" System shall ask admin to reenter email address or cancel operation
5	Abdullah shall enter email address "yazid1131@gmail.com" Abdullah shall select invite	System shall check if this email address is existing and this participant is already in the room System shall show message "participant has been invited successfully" System shall add the participant to the room
Scenario #3:		
Step	Action	Expected System Response
1	Abdullah clicks on room "SWE417"	The system shall show room options screen of SWE417
2	Abdullah clicks on room management option:	The system shall show room management screen
3	Abdullah clicks on add participant	System shall show add participant screen

		And ask the admin to enter email address of the participant
4	<p>Abdullah shall enter email address " Ali1131@gmail.com"</p> <p>Abdullah shall select invite</p>	<p>System shall check if this email address is existing and this participant is already in the room</p> <p>System shall show message "Participant with this email is already in the room"</p> <p>System shall ask admin to reenter email address or cancel operation</p>
5	Abdullah clicks on cancel	System shall cancel the operation and show room management screen
Post-conditions:		
<p>1-Ahmed, Ali and Yazeed should be participants in the room "SWE417"</p> <p>The following options should be checked:</p> <p>a-check that Ahmad, Ali and Yazeed are invited to the room "SWE417" be using their accounts</p> <p>b-Check database</p>		

3 [UC 01 -09] - [Take Attendance of Participants]

Test Case ID:	03	Test Case Name:	Take attendance by admin	Date Created:	2017-11-15
Description:	The main objective of this test case is to ensure that the room admin can take attendance of the room participants using attendance sheet				
Use Case Reference#:	[Use Case – UC 01- 08]				
Pre-conditions:	<p>1- Abdullah is logged in as room admin</p> <p>2-Room "SWE417" exist</p> <p>3-Room "SWE417" has three participants with valid accounts</p> <ul style="list-style-type: none"> - Ali - Ahmad - Yazid <p>2- Abdullah is in the Take attendance options screen of room "SWE417"</p>				
Scenario #1:					
Step	Action		Expected System Response		
1	Abdullah clicks on Take attendance manually		The system shall show participants daily attendance sheet screen		
2	Abdullah Mark Ahmad and Ali only and then click save attendance		The system shall save the selected participants as present and other as absence		
Post-conditions:	1-Ali and Ahmed are stored as present				

	<p>The following options should be checked:</p> <p>a-View attendance history of Ali, Ahmad and Yazeed to check the absence of this day by using [UC – 01 – 12]- [Participants views his history]</p> <p>b-Check database</p>
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4 [UC 01 -11] - [Send Broadcast Message]

Test Case ID:	04	Test Case Name:	Send broadcast test case	Date Created:	2017-11-15
Description:	The main objective of this test case is to ensure that the room admin can send broadcast to his room participant and check the exceptions				
Use Case Reference#:	[Use Case – UC 01- 10]				
Pre-conditions:	<ol style="list-style-type: none"> 1. Abdullah is logged in as room admin 2. There exist two room <ul style="list-style-type: none"> a- SWE417 that has three participants <ul style="list-style-type: none"> - Ahmad - Ali - Yazid b-SWE316 that does not have any participants 3. Abdullah is in the room list screen 4. Ahmad, Ali and Yazeed are exist as participants and they have valid accounts 				
Scenario #1:					
Step	Action		Expected System Response		
1	Abdullah clicks on room "SWE417"		The system shall show room options screen of SWE417		
2	Abdullah clicks on room management option:		The system shall show room management screen		
3	Abdullah clicks on send Broadcast option		System shall check if this room has participant System shall show broadcast screen		

4	<p>Abdullah shall select two participants Ahmad and Ali and enter massage "Hello World !!"</p> <p>Abdullah shall select send broadcast</p>	<p>System shall check that at least one participant is selected</p> <p>System shall show massage to the participants screens</p>
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Scenario #2:	
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Step	Action	Expected System Response
1	Abdullah clicks on room "SWE316"	The system shall show room options screen of SWE316
2	Abdullah clicks on room management option:	The system shall show room management screen
3	Abdullah clicks on send Broadcast option	<p>System shall check if this room has participant</p> <p>System shall show massage "This room has no participants !!"</p>

Scenario #3:	
---------------------	--

Step	Action	Expected System Response
------	--------	--------------------------

1	Abdullah clicks on room "SWE417"	The system shall show room options screen of SWE417
2	Abdullah clicks on room management option:	The system shall show room management screen
3	Abdullah clicks on send Broadcast option	System shall check if this room has participant System shall show broadcast screen
4	Abdullah shall not select any participants and enter message "Hello World !!" Abdullah shall select send broadcast	System shall check that at least one participant is selected System shall show message "You should select at least one participant"
Post-conditions:		
<p>1-Broadcast is sent to selected participant</p> <p>The following options should be checked:</p> <ul style="list-style-type: none"> a-check that broadcast has been received by participants accounts b-Check database 		

5 [UC 02 -01] - [Create Schedule]

Test Case ID:	05	Test Case Name:	Test Create Schedule by Admin	Date Created:	2017-11-14
Description:	The main objective of this test case is to ensure that the admin can create a schedule that describes his free time slots.				
Use Case Reference#:	[UC 02 -01] – [Create Schedule]				
Pre-conditions:	1. The Admin is logged-in. 2. The Admin is in Admin Home Page.				
Scenario #1:					
Step	Action		Expected System Response		
1	Admin Sami selects “Schedule” from his Home screen.		The system displays the Schedule Options screen, and offers Sami an action to “Edit Schedule”		
2	Sami clicks “Edit Schedule”		The system displays “Edit Schedule” screen, and initially it is empty. The system prompts Sami to Add Time Slot.		
3	Sami clicks Add Time Slot.		The system displays a window that prompts the following information: i. Time-slot Start Time ii. Time-slot End Time iii. Day Name.		

		iv. Number of participants that the actor can receive during this time-slot.
4	<p>Sami fills-in the fields as:</p> <p>Time-slot Start Time = "10:00 AM"</p> <p>Time-slot End Time = "11:00 AM"</p> <p>Day Name = "Sunday"</p> <p>Number of participants that the actor can receive during this time-slot = "6 participants"</p> <p>Then, Sami clicks Add.</p>	<p>The system saves the time slot added, and makes the time-slot available to Participants added by Sami.</p> <p>The system directs Sami back to "Edit Schedule" screen, and now it should display the recent time slot added by Sami, with the entered fields.</p> <p>The system offers Sami to add another Time Slot, or Go Back to Home screen.</p>
5	Sami clicks Add Time Slot.	<p>The system displays a window that prompts the following information:</p> <ul style="list-style-type: none"> i. Time-slot Start Time ii. Time-slot End Time iii. Day Name. <p>iv. Number of participants that the actor can receive during this time-slot.</p>
6	<p>Sami fills-in the fields as:</p> <p>Time-slot Start Time = "8:00 AM"</p> <p>Time-slot End Time = "10:00 AM"</p> <p>Day Name = "Wednesday"</p> <p>Number of participants that the actor can receive during this time-slot = "10 participants"</p> <p>Then, Sami clicks Add.</p>	<p>The system saves the time slot added, and makes the time-slot available to Participants added by Sami.</p> <p>The system directs Sami back to "Edit Schedule" screen, and now it should display the recent two-time slot added by Sami, with the entered fields.</p>

		The system offers Sami to add another Time Slot, or Go Back to Home screen.
7	Sami clicks Back.	The system directs Sami back to his Home screen.
Post-conditions:		
	<ol style="list-style-type: none">1. The two time-slots added by Sami are saved in the system, and available to Same room's participants. The following two options shall be checked:<ol style="list-style-type: none">a. System Databaseb. Use Case:<ol style="list-style-type: none">i. [UC o2 -o3] – [Reserve Appointment with Admin]	

6 [UC 02 -03] - [Reserve Appointment with Admin]

Test Case ID:	06	Test Case Name:	Test Reserve Appointment with Admin by Participant.	Date Created:	2017-11-14
Description:	The main objective of this test case is to ensure participant can reserve an appointment with his Admin.				
Use Case Reference#:	[UC 02 -03] – [Reserve Appointment with Admin]				
Pre-conditions:	1. Participant is logged-in. 2. Participant is in His Home screen. 3. At least one time-slot is created by participant's Admin.				
Scenario #1:					
Step	Action		Expected System Response		
1	Loui selects Scheduler from his Home screen.		The system displays the Scheduler screen. The system offers Loui an action to Reserve an Appointment with the Admin.		
2	Loui selects "Reserve an Appointment with the Admin."		The system displays the list of time slots created by Loui's Admin. Now, it should display two time-slots as: a. Sunday – 10:00 till 11:00 AM. b. Wednesday – 8:00 till 10:00 AM. The system prompts Loui to choose one.		
3	Loui selects the first time-slot: a. "Sunday – 10:00 till 11:00 AM." And clicks Reserve.		The system enrolls Loui in this time-slot.		

4	Loui tries to select another time slot: b. Wednesday – 8:00 till 10:00 AM. And Clicks reserve.	The system shows a message: "You're already enrolled in a time-slot"
5	Loui clicks Back.	The system directs Loui back to Scheduler screen.
Post-conditions:	<ol style="list-style-type: none">1. Loui has reserved time-slot. And the information is saved in the system's database. The following two options shall be checked:<ol style="list-style-type: none">a. System Database	

7 [UC 03 -01] - [Generate Group]

Test Case ID:	07	Test Case Name:	Test Generate Groups by Admin.	Date Created:	2017-11-14
Description:	The main objective of this test case is to ensure the admin can create groups of participants.				
Use Case Reference#:	[UC 03 -01] – [Generate Group]				
Pre-conditions:	1. Admin is logged in. 2. Admin is in his Home screen.				
Scenario #1:					
Step	Action		Expected System Response		
1	Admin Rami selects Group Management from his Home screen		The system displays Groups Management screen. The system offers Rami an action to generate groups.		
2	Rami selects Generate Groups.		The system displays Groups Generation screen. The system prompts to enter one of the following: a. Number of Participants per group. b. Number of groups. The system prompts Rami to choose and fill in the number.		

3	<p>Rami chooses the first option:</p> <ul style="list-style-type: none"> a. Number of Participants per group. <p>And Enters "5 per group".</p> <p>And Clicks Next.</p>	<p>The system prompts the actor to select Generation Mode. Five modes are displayed:</p> <ul style="list-style-type: none"> a. City-based b. Language-based c. Average-score based. d. Randomly e. Manually.
4	<p>Rami chooses:</p> <ul style="list-style-type: none"> a. City-Based <p>And selects Generate.</p>	<p>The system generates groups of 5 members per group so that most members in the team belong to the same city.</p> <p>The system displays the groups to be generated with the names of participants in each.</p> <p>The system prompts Rami to Confirm.</p>
5	<p>Rami Confirms group generation.</p>	<p>The system enrolls each participant in their respective group.</p> <p>The system directs the actor back to the Groups Management screen.</p>

Scenario #2:		
Step	Action	Expected System Response
1	<p>Admin Rami selects Group Management from his Home screen</p>	<p>The system displays Groups Management screen.</p>

		The system offers Rami an action to generate groups.
2	Rami selects Generate Groups. And Enters “5 per group”. And Clicks Next.	The system displays Groups Generation screen. The system prompts to enter one of the following: <ul style="list-style-type: none">a. Number of Participants per group.b. Number of groups. The system prompts Rami to choose and fill in the number.
3	Rami chooses the first option: <ul style="list-style-type: none">b. Number of Participants per group. And Enters “5 per group”. And Clicks Next.	The system prompts the actor to select Generation Mode. Five modes are displayed: <ul style="list-style-type: none">a. City-basedb. Language-basedc. Average-score based.d. Randomlye. Manually.
4	Rami chooses: “Randomly” And selects Generate.	the system randomly generates groups of 5 members at most per group. The system displays the groups to be generated with the names of participants in each. The system prompts Rami to Confirm.

5	Rami confirms generation.	The system enrolls each participant in their respective group. The system directs the actor back to the Groups Management screen.
Post-conditions:	<ol style="list-style-type: none">Groups are generated based on Rami's chosen criteria. Groups are saved in the system database. <p>The following two options shall be checked:</p> <ol style="list-style-type: none">System Database	

8 [UC 04 -01] - [Create Brainstorming Session]

Test Case ID:	08	Test Case Name:	Test Create Brainstorming Session by Admin	Date Created:	2017-11-14
Description:	The main objective of this test case is to ensure that the admin can create a brainstorming session, and thereafter is available to the participants of his/her room.				
Use Case Reference#:	[UC 04 -01] – [Create Brainstorming Session]				
Pre-conditions:	1. Admin is logged in. 2. Admin is in brainstorming session.				
Scenario #1:					
Step	Action		Expected System Response		
1	Admin Ahmed selects Create a New Brainstorming Session from the screen.		The system displays the following fields: a. Session Title b. Session Type: either Individual or Groups. c. Initial State: either Enabled or Disabled.		
2	Ahmed fills in the fields as follows: Session title = "Starting up a business" Session type= "Individual" Initial State = "Enabled" Ahmed then clicks submit.		The system checks the title as not empty, and the type and state are selected successfully. The System creates and saves a brainstorming session with the following info: Session title = "Starting up a business" Session type= "Individual"		

		<p>Initial State = "Enabled"</p> <p>The System makes this session available to the participants owned by Ahmed.</p> <p>The System directs Ahmed back to the Brainstorming Sessions Screen, and lists down the last created session.</p>
Scenario #2:		
Step	Action	Expected System Response
1	Admin Ahmed selects Create a New Brainstorming Session from the screen.	<p>The system displays the following fields:</p> <ul style="list-style-type: none"> a. Session Title b. Session Type: either Individual or Groups. c. Initial State: either Enabled or Disabled.
2	<p>Ahmed only fills in the following fields:</p> <p>Session type= "Group"</p> <p>Initial State = "Disabled"</p> <p>, And does not fill in the field Session Title.</p> <p>Ahmed clicks submit.</p>	<p>The system checks the title session and finds it empty.</p> <p>The system shows the following message to the Ahmed:</p> <p>"You have not filled in the session title!"</p>

3	<p>Ahmed fills in the title session as "Senior projects ideas"</p> <p>Ahmed clicks submit.</p>	<p>The system checks the title as not empty, and the type and state are selected successfully.</p> <p>The System creates and saves a brainstorming session with the following info:</p> <p>Session title = "Senior projects ideas"</p> <p>Session type= "Group"</p> <p>Initial State = "Disabled"</p> <p>The System makes this session unavailable to the participants owned by Ahmed.</p> <p>The System directs Ahmed back to the Brainstorming Sessions Screen, and lists down the last created session.</p>
Post-conditions	<p>1. The brainstorming session is created by Ahmed and stored in the database.</p> <p>The following two options shall be checked:</p> <ol style="list-style-type: none">a. System Databaseb. Use Case:<ol style="list-style-type: none">i. [UC 04 -03] – [Enter Brainstorming Session]	

9 [UC 04 -03] - [Enter Brainstorming Session]

Test Case ID:	09	Test Case Name:	Test Entering & contributing to a brainstorming session by a participant	Date Created:	2017-11-14
Description:	The main objective of this test case is to ensure that the participant can enter a brainstorming session, writes to it and see other texts sent by others.				
Use Case Reference#:	[UC 04 -03] – [Enter Brainstorming Session]				
Pre-conditions:	1. The Participant is logged-in 2. The Participant is in Participant Home screen 3. At least one brainstorming session is available.				
Scenario #1:					
Step	Action		Expected System Response		
1	Participant Abdullah selects Brainstorming from his Home Screen.		The system displays the available sessions in the database, which are: a. "Starting up a business" b. "Senior project ideas"		
2	Abdullah selects a brainstorming session "Starting up a business"		The system displays the "Brainstorming Session Details" of the selected session titled "Starting up a business" The system loads all texts that exist in the database with the following two fields: a. Idea Text b. Idea Likes count		
			The system offers Ahmed two actions to be taken: a. Add an Idea.		

		b. Like an Idea
3	Abdullah selects "Add an Idea"	The system prompts the actor to enter the text.
4	Abdullah writes: "The business must be reached by all society classes" Then, clicks send.	The System directs the user back to "Brainstorming Session Details" and shows his recent added idea. The system sends Abdullah's idea to all other participants in the session.

Scenario #2:		
Step	Action	Expected System Response
1	Participant Abdullah selects Brainstorming from his Home Screen.	The system displays the available sessions in the database, which are: c. "Starting up a business" d. "Senior project ideas"
2	Abdullah selects a brainstorming session "Starting up a business"	The system displays the "Brainstorming Session Details" of the selected session titled "Starting up a business" The system loads all texts that exist in the database with the following two fields: c. Idea Text d. Idea Likes count The system offers Ahmed two actions to be taken: c. Add an Idea. d. Like an Idea

3	Abdullah Likes the first displayed idea.	The system increments the number of likes of the first idea and sends the new number of likes to all other participants in the session.
Post-conditions:		
<p>1. The brainstorming session with title “Starting up a business” is viewed by Abdullah, and Abdullah has added his idea, and liked the first displayed idea.</p> <p>The following two options shall be checked:</p> <ul style="list-style-type: none">c. System Databased. Use Case:<ul style="list-style-type: none">i. [UC 04 -05] – [View Summary of Brainstorming Session]		

10 [UC 05 -01] - [Create Game]

Test Case ID:	10	Test Case Name:	Test Create game by Admin	Date Created:	2017-11-14
Description:	The main objective of this test case is to ensure that the admin can create a new game, and thereafter is available to the participants of his/her room.				
Use Case Reference#:	[UC 05 -01] - [Create Game]				
Pre-conditions:	1. Admin is logged in. 2. Admin is in games screen.				
Scenario #1:					
Step	Action		Expected System Response		
1	Admin Ahmed selects Create a New game from the screen.		The system displays the following fields: <ul style="list-style-type: none"> - Game type. - Game start time. - The game duration. - Game date. - Number of rounds. - Individual or groups. - Number of groups. - Use of existing groups or generate new groups. 		
2	Ahmed fills in the fields as follows: Game Type = "Pass the Pin" Game start time= 10:00 AM The game duration = 30 min Game date = 11/15/2017		The system checks the time, date, duration, number of groups and number of rounds as not empty, and the type and groups or individual are selected successfully.		

	<p>Number of rounds = 6</p> <p>Individual or groups = groups</p> <p>Number of groups = 4</p> <p>Use of existing groups or generate new groups = Use of existing groups</p> <p>Ahmed then clicks submit.</p>	<p>The System creates and saves the new game with the following info:</p> <p>Game Type = "Pass the Pin"</p> <p>Game start time= 10:00 AM</p> <p>The game duration = 30 min</p> <p>Game date = 11/15/2017</p> <p>Number of rounds = 6</p> <p>Individual or groups = groups</p> <p>Number of groups = 4</p> <p>Use of existing groups or generate new groups = Use of existing groups</p>
3	<p>Since the type is "Pass the Pin"</p> <p>Ahmed enters</p> <p>Number of tries = 2</p>	<p>The system saves the game rules:</p> <p>Number of tries= 2</p> <p>The System makes this game available to the participants owned by Ahmed.</p> <p>The System directs Ahmed back to the games Screen, and lists down the last created games.</p>
Scenario #2:		
Step		
1	Admin Ahmed selects Create a New game from the screen.	<p>The system displays the following fields:</p> <ul style="list-style-type: none"> - Game type.

		<ul style="list-style-type: none"> - Game start time. - The game duration. - Game date. - Number of rounds. - Individual or groups. - Number of groups. - Use of existing groups or generate new groups.
2	<p>Ahmed fills in the fields as follows:</p> <p>Game Type = "Weighted Question"</p> <p>Game start time= 10:00 AM</p> <p>The game duration = 30 min</p> <p>Game date = 11/15/2017</p> <p>Number of rounds = 6</p> <p>Individual or groups = groups</p> <p>Number of groups = 4</p> <p>Use of existing groups or generate new groups = Use of existing groups</p> <p>Ahmed then clicks submit.</p>	<p>The system checks the time, date, duration, number of groups and number of rounds as not empty, and the type and groups or individual are selected successfully.</p> <p>The System creates and saves the new game with the following info:</p> <p>Game Type = "Weighted Question"</p> <p>Game start time= 10:00 AM</p> <p>The game duration = 30 min</p> <p>Game date = 11/15/2017</p> <p>Number of rounds = 6</p> <p>Individual or groups = groups</p> <p>Number of groups = 4</p> <p>Use of existing groups or generate new groups = Use of existing groups</p>
3	<p>Since the type is "Weighted Questions"</p> <p>Ahmed prepares the questions:</p> <p>[UC 05 -11] [Add Questions to the Bank]</p>	<p>The system saves the game Question:</p> <p>The System makes this game available to the participants owned by Ahmed.</p>

	<p>[UC 05 -12] [Get Questions from the Bank]</p> <p>[UC 05 -06] [Prepare Questions by Admin]</p>	The System directs Ahmed back to the games Screen, and lists down the last created games.
Scenario #3:		
Step	Action	Expected System Response
1	Admin Ahmed selects Create a New game from the screen.	<p>The system displays the following fields:</p> <ul style="list-style-type: none"> - Game type. - Game start time. - The game duration. - Game date. - Number of rounds. - Individual or groups. - Number of groups. - Use of existing groups or generate new groups.
2	<p>Ahmed fills in the fields as follows:</p> <p>Game Type = "Fast Answer Rate"</p> <p>Game start time= 10:00 AM</p> <p>The game duration = 30 min</p> <p>Game date = 11/15/2017</p> <p>Number of rounds = 6</p> <p>Individual or groups = groups</p> <p>Number of groups = 4</p> <p>Use of existing groups or generate new groups = Use of existing groups</p>	<p>The system checks the time, date, duration, number of groups and number of rounds as not empty, and the type and groups or individual are selected successfully.</p> <p>The System creates and saves the new game with the following info:</p> <p>Game Type = "Fast Answer rate"</p> <p>Game start time= 10:00 AM</p> <p>The game duration = 30 min</p>

	Ahmed then clicks submit.	Game date = 11/15/2017 Number of rounds = 6 Individual or groups = groups Number of groups = 4 Use of existing groups or generate new groups = Use of existing groups
3	Since the type is "Fast Answer Race" Ahmed prepares the questions: [UC 05 -11] [Add Questions to the Bank] [UC 05 -12] [Get Questions from the Bank] [UC 05 -06] [Prepare Questions by Admin]	The system saves the game Question: The System makes this game available to the participants owned by Ahmed. The System directs Ahmed back to the games Screen, and lists down the last created games.
Post-conditions	<p>2. The game is created by Ahmed and stored in the database. The following two options shall be checked:</p> <ul style="list-style-type: none"> e. System Database f. Use Case: <ul style="list-style-type: none"> i. [UC 05 -03] – [Play “Pass the Pin”] ii. [UC 05 -03] – [Play “Weighted Questions”] iii. [UC 05 -03] – [Play “Fast Answer Race”] 	

11 [UC 05 -08] - [Create Quiz]

Test Case ID:	11	Test Case Name:	Test Create quiz by Admin	Date Created:	2017-11-14
Description:	The main objective of this test case is to ensure that the admin can create a new quiz, and thereafter is available to the participants of his/her room.				
Use Case Reference#:	[UC 05 -08] - [Create Quiz]				
Pre-conditions:	1. Admin is logged in. 2. Admin is in quizzes screen.				
Scenario #1:					
Step	Action		Expected System Response		
1	Admin Ahmed selects Create a New quiz from the screen.		The system displays the following fields: <ul style="list-style-type: none"> - Quiz Date - Quiz Time. - Quiz Duration - Number of questions - Graded or ungraded. - If Graded, total marks. - If graded, distribution of marks. 		
2	Ahmed fills in the fields as follows: Quiz Time time= 10:00 AM The quiz duration = 30 min Quiz date = 11/15/2017 Number of Questions = 6 Graded or Ungraded = graded		The system checks the time, date, duration, number of questions and number of rounds as not empty, and the graded or ungraded are selected successfully.		

	Ahmed then clicks submit.	The System creates and saves the new game with the following info: Quiz Time time= 10:00 AM The quiz duration = 30 min Quiz date = 11/15/2017 Number of Questions = 6 Graded or Ungraded = graded
3	Since the type is "Graded" Ahmed prepares the question with assigning marks [UC 05 -11] [Add Questions to the Bank] [UC 05 -12] [Get Questions from the Bank] [UC 05 -06] [Prepare Questions by Admin]	The system saves the questions The System makes this quiz available to the participants owned by Ahmed. The System directs Ahmed back to the quizzes Screen, and lists down the last created quizzes.
Scenario #2:		
Step		
1	Admin Ahmed selects Create a New quiz from the screen.	The system displays the following fields: <ul style="list-style-type: none"> - Quiz Date - Quiz Time. - Quiz Duration - Number of questions - Graded or ungraded. - If Graded, total marks.

		<ul style="list-style-type: none"> - If graded, distribution of marks.
2	<p>Ahmed fills in the fields as follows:</p> <p>Quiz Time time= 10:00 AM</p> <p>The quiz duration = 30 min</p> <p>Quiz date = 11/15/2017</p> <p>Number of Questions = 6</p> <p>Graded or Ungraded = ungraded</p> <p>Ahmed then clicks submit.</p>	<p>The system checks the time, date, duration, number of questions and number of rounds as not empty, and the graded or ungraded are selected successfully.</p> <p>The System creates and saves the new game with the following info:</p> <p>Quiz Time time= 10:00 AM</p> <p>The quiz duration = 30 min</p> <p>Quiz date = 11/15/2017</p> <p>Number of Questions = 6</p> <p>Graded or Ungraded = ungraded</p>
3	<p>Since the type is "Ungraded"</p> <p>Ahmed prepares the question without assigning marks</p> <p>[UC 05 -11] [Add Questions to the Bank]</p> <p>[UC 05 -12] [Get Questions from the Bank]</p> <p>[UC 05 -06] [Prepare Questions by Admin]</p>	<p>The system saves the questions</p> <p>The System makes this quiz available to the participants owned by Ahmed.</p> <p>The System directs Ahmed back to the quizzes Screen, and lists down the last created quizzes.</p>
Post-conditions	<p>3. The quiz is created by Ahmed and stored in the database.</p> <p>The following two options shall be checked:</p> <p>g. System Database</p> <p>h. Use Case:</p>	

	i. [UC 05 -15] – [Answer Quiz]
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12 [UC 05 -14] - [Selects Participants Randomly]

Test Case ID:	12	Test Case Name:	Test randomizer	Date Created:	2017-11-14
Description:	The main objective of this test case is to ensure that the admin can use the randomizer, and thereafter the results shall be shown to the Admin and participants.				
Use Case Reference#:	[UC 05 -14] - [Selects Participants Randomly]				
Pre-conditions:	3. Admin is logged in. 4. Admin is games screen.				
Scenario #1:					
Step	Action		Expected System Response		
1	Admin Ahmed selects the randomizer		The system displays the randomizer		
2	Ahmed fills in the fields as follows: Groups or Individuals = "Individuals" Ahmed checks the following: By gender. By Age. Exclude previous participants that have been chosen.		The system checks the Groups or Individuals are selected successfully. The System saves the following info: Groups or Individuals = "Individuals" Ahmed checks the following: By gender. By Age. Exclude previous participants that have been chosen.		
3	Ahmed then clicks submit.		The system activates the randomizer and shows the result.		

Scenario #2:		
Step		
1	Admin Ahmed selects the randomizer	The system displays the randomizer
2	Ahmed fills in the fields as follows: Groups or Individuals = "Groups"	The system checks the Groups or Individuals are selected successfully. And checks the existence of the groups.
3	Ahmed then clicks submit.	The system activates the randomizer and shows the result.
Post-conditions	1. The randomizer chose of the groups/individuals	

Project Plan

Risk Analysis

Risk ID: R-01

Category: Technical

Risk Description: Rare XML GUI libraries

Risk Impact: Poor design and non-confidence user interface

Risk Probability: Low

Risk Severity: Critical

Actions to Be Taken: Looking for the most appropriate library that will support the product

Risk ID: R-02

Category: Operation

Risk Description: Problems in android simulator

Risk Impact: hard to perform testing

Risk Probability: Low

Risk Severity: Negligible

Actions to Be Taken: buying low price android devices to perform testing

Risk ID: R-03

Category: Technical

Risk Description: Rare solutions for programming problems

Risk Impact: Product quality will be not as expected

Risk Probability: medium

Risk Severity: Negligible

Actions to Be Taken: Ask professional programmers to help online like using stake Overflow website

Risk ID: R-04

Category: Technical

Risk Description: Features are not supported by Android

Risk Impact: Product quality will be not as expected, and some features might be missed

Risk Probability: Low

Risk Severity: Catastrophic

Actions to Be Taken: make some changes to the feature till make it supported or ignore it in the worst case till being supported

Risk ID: R-05

Category: Technical

Risk Description: Change request conflicts with requirements

Risk Impact: Requirements might be changed so the cost will increase to implement this change

Risk Probability: Medium

Risk Severity: Critical

Actions to Be Taken: Arrange meeting with the stakeholders to discuss this request and update it to be compatible with our system

Risk ID: R-06

Category: Technical

Risk Description: Senior Project Instructor is changed.

Risk Impact: The new instructor can have different views about the current project

Risk Probability: low

Risk Severity: Negligible

Actions to Be Taken:

- Have a meeting with the new instructor, explaining to him the motives behind the decisions we took with the former instructor and try to convince him.
- If he is not convinced, we will adopt views in a way that will result in a minimum change on the existing project.

Risk ID: R07

Category: Programmatic

Risk Description: New member joining the team.

Risk Impact: The new member will not be familiar with the project. He could also have a conflicting opinion about the project and its capabilities or design decisions.

Risk Probability: low

Risk Severity: Negligible

Actions to Be Taken:

- Have a meeting with the new member, and get him familiar with the project specifications.
- In case he comes up with a conflicting opinion about the project specifications, we will see if it is a small change then we will incorporate it to the project. If it requires a big shift, his proposition will be dropped.
- In case he comes up with a conflicting opinion about the project design, we will see if it is worth replacing the current one. Otherwise his proposition will be dropped.

Risk ID: R08

Category: Technical

Risk Description: Disagreement among the team members about a design decision.

Risk Impact: Disagreement can drive the members to have a negative attitude towards the project

Risk Probability: medium

Risk Severity: Negligible

Actions to Be Taken:

- Each member will present their idea upon the design decision under conflict. Then, the other members will vote if they are in favor of each idea. At the end, the idea with highest number of votes will be considered. If two or more ideas have the same number of votes, then one will be chosen randomly using any online randomization tool.

Risk ID: R09

Category: Programmatic

Risk Description: Existing member drops the course.

Risk Impact: It will slow down the development time.

Risk Probability: medium

Risk Severity: Catastrophic

Actions to Be Taken:

- All members will meet to discuss the case. The tasks of the former member will be distributed among the current members.

- If the tasks are big enough, and time will not allow to do them, they will be ignored partially in a way that does not affect the whole project.

Risk ID: R10

Category: Operation

Risk Description: Slow learning curve for technologies to be used.

Risk Impact: It will slow down the development time, and lead to delays of deliverables.

Risk Probability: medium.

Risk Severity: Catastrophic

Actions to Be Taken:

- Any member who has a knowledge of the technology to be used will meet those members who are not familiar with the technology, and explain to the basics of it and how it can be used to support the project.
- If all members are not familiar with the technology, all members will search in the internet for a good crash course on that technology. Once found, it will share with the other members.

Risk ID: R11

Category: Scheduling

Risk Description: Stakeholders unavailability.

Risk Impact: Project specifications will have less input which might affect the final product.

Risk Probability: medium

Risk Severity: Critical

Actions to Be Taken:

- If the meeting is not possible, we will try to arrange for an online meeting. If that is not possible either, we will send an email explaining to them the project, and asking them to provide their feedback.

Risk ID: R12

Category: Scheduling

Risk Description: Lack of Time. Team members may not have the sufficient time to do their assigned tasks

Risk Impact: Some tasks are dependent on others, hence any delay on one will delay the next one. Eventually, it will be the deliverables will not be submitted on time.

Risk Probability: medium

Risk Severity: Critical

Actions to Be Taken:

- Any member not having enough time to finish their assigned task will be supported by another member who has the time to help him out.
- If all other members are busy, we will have a meeting with instructor to provide help or extend the deadlines.

Risk ID: R13

Category: Technical

Risk Description: Proposed requirements specifications affect the hardware resources of the mobile.

Risk Impact: It will drain the battery or consume memory, and hence lead to not using the application.

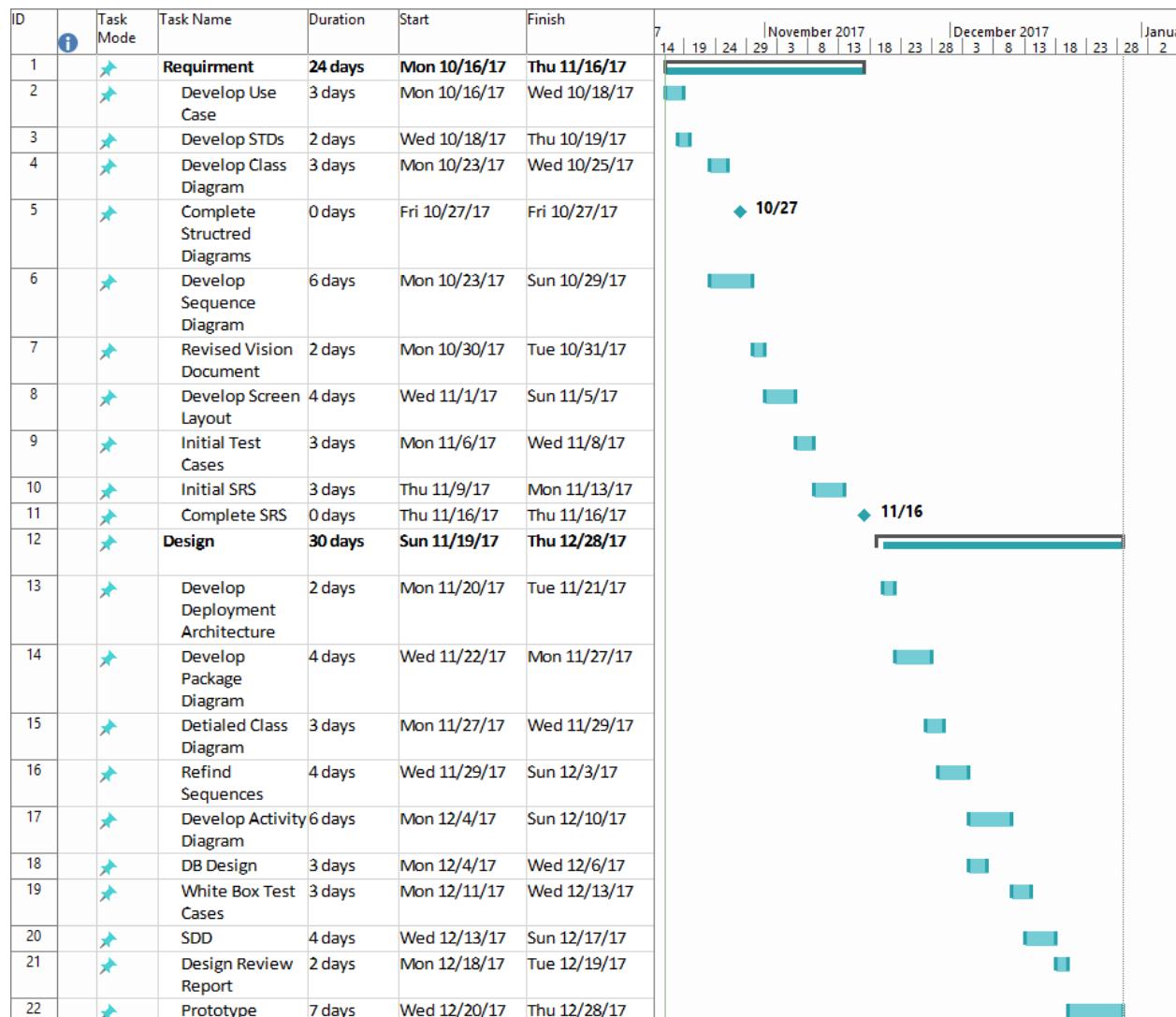
Risk Probability: medium

Risk Severity: Catastrophic

Actions to Be Taken:

- Re-design the current feature.
- If the issue still exists, the feature will be changed so that the functionality is implemented on the server side.

Work Breakdown Structure



Project Schedule

ID	Task Mode	Task Name	Work	Start	Finish	Resource Names	Details	Sep 17, '17	S	M	T	W
1	Requirement	Develop Use Case	76 hrs	Mon 10/23/17	Mon 11/27/17	Abdullah Alnahdi, Aqarni, Alnahdi, Aldandor, Allahim	Work					
2		Abdullah Alqarni	12 hrs	Mon 10/23/17	Mon 10/23/17	Abdullah Alqarni	Work					
		Abdullah Alnahdi	3 hrs	Mon 10/23/17	Mon 10/23/17	Abdullah Alnahdi	Work					
		Mansor Aldandor	3 hrs	Mon 10/23/17	Mon 10/23/17	Mansor Aldandor	Work					
		Yazeed Allahim	3 hrs	Mon 10/23/17	Mon 10/23/17	Yazeed Allahim	Work					
3	STDs	Develop STDs	8 hrs	Mon 10/30/17	Mon 10/30/17	Abdullah Alnahdi, Aqarni, Alnahdi, Allahim	Work					
		Abdullah Alqarni	4 hrs	Mon 10/30/17	Mon 10/30/17	Abdullah Alqarni	Work					
		Abdullah Alnahdi	4 hrs	Mon 10/30/17	Mon 10/30/17	Abdullah Alnahdi	Work					
4	Diagram	Develop Class Diagram	8 hrs	Mon 10/30/17	Mon 10/30/17	Yazeed Allahim	Work					
		Yazeed Allahim	8 hrs	Mon 10/30/17	Mon 10/30/17	Yazeed Allahim	Work					
5	Diagram	Complete Structured Diagrams	0 hrs	Sun 11/5/17	Sun 11/5/17		Work					
6	Sequence Diagram	Develop Sequence Diagram	16 hrs	Mon 11/6/17	Mon 11/6/17	Abdullah Alnahdi, Abdullaah Alqarni, Abdullaah Alnahdi, Mansor Aldandor, Yazeed Allahim	Work					
		Abdullah Alqarni	4 hrs	Mon 11/6/17	Mon 11/6/17	Abdullah Alqarni	Work					
		Abdullah Alnahdi	4 hrs	Mon 11/6/17	Mon 11/6/17	Abdullah Alnahdi	Work					
		Mansor Aldandor	4 hrs	Mon 11/6/17	Mon 11/6/17	Mansor Aldandor	Work					
		Yazeed Allahim	4 hrs	Mon 11/6/17	Mon 11/6/17	Yazeed Allahim	Work					
7	Vision Document	Revised Vision Document	4 hrs	Mon 11/13/17	Mon 11/13/17	Abdullah Alqarni, Yazeed Allahim	Work					
		Abdullah Alqarni	2 hrs	Mon 11/13/17	Mon 11/13/17	Abdullah Alqarni	Work					
		Yazeed Allahim	2 hrs	Mon 11/13/17	Mon 11/13/17	Yazeed Allahim	Work					
8	Screen Layout	Develop Screen Layout	8 hrs	Mon 11/13/17	Mon 11/13/17	Abdullah Alqarni, Mansor Aldandor	Work					
		Abdullah Alqarni	4 hrs	Mon 11/13/17	Mon 11/13/17	Abdullah Alqarni	Work					
		Mansor Aldandor	4 hrs	Mon 11/13/17	Mon 11/13/17	Mansor Aldandor	Work					
9	Test Cases	Initial Test Cases	8 hrs	Mon 11/20/17	Mon 11/20/17	Abdullah Alnahdi, Yazeed Allahim	Work					
		Abdullah Alnahdi	4 hrs	Mon 11/20/17	Mon 11/20/17	Abdullah Alnahdi	Work					
		Yazeed Allahim	4 hrs	Mon 11/20/17	Mon 11/20/17	Yazeed Allahim	Work					
10	SRS	Initial SRS	12 hrs	Wed 11/22/17	Wed 11/22/17	Abdullah Alqarni, Abdullaah Alnahdi, Mansor Aldandor, Yazeed Allahim	Work					
		Abdullah Alqarni	3 hrs	Wed 11/22/17	Wed 11/22/17	Abdullah Alqarni	Work					
		Abdullah Alnahdi	3 hrs	Wed 11/22/17	Wed 11/22/17	Abdullah Alnahdi	Work					
		Mansor Aldandor	3 hrs	Wed 11/22/17	Wed 11/22/17	Mansor Aldandor	Work					
		Yazeed Allahim	3 hrs	Wed 11/22/17	Wed 11/22/17	Yazeed Allahim	Work					
11	SRS	Complete SRS	0 hrs	Mon 11/27/17	Mon 11/27/17		Work					

References

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<https://stormboard.com>
2. *Doodle for events scheduling.*
<http://doodle.com/>
3. *RandomNamePicker* for selecting a name from spinner-like-wheel.
<https://www.classtools.net/random-name-picker/>
4. *SyncBuzzer* Android App for fastest buzzer click via same WIFI.
 - Google Play App Link:
<https://play.google.com/store/apps/details?id=com.SAXapp.SAXBuzzer&hl=en>
 - YouTube Video Demonstration: https://youtu.be/ua0CKJLvl_s
5. *Further Reading* about teaching ideas and academic articles
<http://iteslj.org>
6. *Further Reading* about Classroom activities and games.
 - <http://busysteacher.org>
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