4.1.1.7 Clicking on POIs

Use Case: User click and check points of interests.

Primary Actor: Users

Secondary Actor: The system

Goal in Context: To highlight that POU and display information about this POI.

Preconditions: System has store POI and corresponding information, well-programmed and decorated with appropriate GUI

Trigger: user decide to check POI and get information

Scenario: User click on POI GUI on screen

Alternatives: User could open POI via the navigation bar

Exceptions: report issue of POI

Priority: medium

4.1.1.8 Favourites

Use Case: Marking or unmarking POIs as favorite

Primary Actor: User

Secondary Actor: Database

Goal in Context: To mark a POI as favorite to get quick access

Preconditions: POIs have implemented with attribute “favorite”

Trigger: User find somewhere is checked frequently

Scenario: 1. User click on one POI

2. User click on “favorite” bottom

Alternatives: None

Exceptions: Too many favorites user has added

Priority: medium

4.1.1.9 User Created Points of Interest (POI)

Use Case: User adding a new position in map

Primary Actor: User

Secondary Actor: Database

Goal in Context: Adding a new position

Preconditions: user has map of this POI

Trigger: user want to add a new point to check

Scenario: 1. User log into the system

2. User add a new position

3. User input information about this new position

Alternatives: None

Exceptions: Wrong information is added to the map

Priority: medium