

University of California San Diego  
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## Use Cases



### **Team SEGFAULT**

Ashley Rujuin Chao - Business Analyst  
Inderpal Singh Dhillon - Software Architect  
Cong Tam Quang "Sasha" Hoang - Quality Assurance Lead  
Karissa Raelynn Jacobsen - UI Specialist  
Yutao Jiang - Senior System Analyst  
Alexander Hau Chung "Alex" Lui - Quality Assurance Lead  
Vincent Vo Nguyen - Algorithm Specialist  
Rui Ren - Database Specialist  
Jamicko John Macaraeg "Jam" Tan - Project Manager  
Kar Yi "Kai" Teh - Software Development Lead

**LEGEND: PRIORITY**

1	Must have : Main features, the app would not function without them
2	Should have : Useful features, the app would work less effectively without them
3	Could have : Nice to have features, the app would be largely the same without them

**LEGEND: STATUS**

<b>C: Cancelled</b>
<b>N: Not started</b>
<b>IP: In progress</b>
<b>D: Done</b>

## GLOSSARY

<b>household</b>	A collection of users that can create tasks for the household to do together.
<b>housemate</b>	Another user that is in the same household as the user.
<b>task</b>	A task has several settings which include recurring or housemate rotation.
<b>task details</b>	Task details include the name of the task, task description, due date of the task, and the person assigned to the task.
<b>task settings</b>	Task settings include whether or not the task is recurring, whether the task recurs at a specific time interval or when a user indicates the task needs to be done, and which members of the household that the task is assigned to.
<b>balance</b>	The amount that the user owes the housemate. A positive balance mean the user is owed that amount by the housemate. A negative balance mean the user owes that amount to the housemate.
<b>payment</b>	Separate from tasks, payments are recorded in a payment view tab. Payments are amounts owed from the user to a housemate.
<b>charge</b>	Separate from tasks, charges are recorded in a payment view tab. Charges are amounts owed from a housemate to the user.
<b>username</b>	The user's email address.

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## INTRODUCTION

The trash can is overflowing, the dishes haven't been washed for a week, someone's dirty sock is on the dining table, and the rent is overdue for the third month in a row. Nightmarish situations like these might be a regrettably common experience for the average UCSD student adjusting to college life and to living with housemates. It's easy for these simple but important household tasks to remain unfinished when the residents are constrained by busy schedules, life obligations, stress, or even plain negligence when a housemate simply refuses to do chores unless told to. In many households, the root of this problem lies in the lack of organization, delegation of chores, and an easy way to keep track of upcoming payment deadlines. With ChoreMate, an extremely sleek, simple, effective, and convenient household-management mobile application, these problems are history. ChoreMate allows for the equal distribution and cycling of household chores between residents, ensures chores and payments are completed on time through a real-time deadline-sorted task feed and notification system, and even functions as a convenient means of money management between housemates.

ChoreMate provides a unique and very much needed way of creating and delegating tasks to a person or household of people in a household with the ability to select the housemates responsible for the task each time it is completed. For example, with tasks like trash management, ChoreMate provides a way of delegating responsibility to all residents of a house equally to ensure that one house member is not overburdened by a chore that the other housemates are too lazy to do. When that task is completed, the house member who completed that task simply needs to mark the task as completed in the app, and the app will choose the next housemate responsible for the task based on the task's settings. This serves as an easy way to inform all house members of who had done a task and also notifies them of who is responsible for the task the next time it needs to be completed. Additionally, each task can be set as repeatable, recurring every week, month, or after a certain number of days,, according to the users' preferences. After these tasks are created, ChoreMate allows for convenient and non-confrontational ways to ensure that these tasks are completed on time through its deadline-sorted task feed and notification system.

With an innovative task feed and effective user-controlled notification system, ChoreMate significantly increases the likelihood that every task is completed on time. ChoreMate features a feed of tasks, sorted by deadline that updates in real-time according to task status and date. This

task feed makes it extremely easy to see when deadlines are approaching and which tasks must be completed as soon as possible. Additionally, any user can send notifications to remind their housemates to complete a task. It is often the case that nagging at a housemate to do their chores in person or through text may seem somewhat confrontational or irritating, and so that's why ChoreMate allows its users to send their housemates reminders through app notifications. As if ChoreMate's ingenious task-management system and task feed weren't enough to make it the perfect household task-management app, it also has the ability to create payments and charges between housemates.

With ChoreMate, any house member can create payments or charges to any housemate to easily keep track of fees owed and fees to procure. It is not uncommon for residents to pay unequal amounts every month on different bills such as rent and other utilities, and it is often a hassle to compute the amounts to pay or charge housemates. Whenever a house member wants to create a charge or payment, they may enter an amount of money and select any number of housemates to charge or pay. They may also select an option to "Split" the payment, such that the amount of money entered will be split equally among each of the selected housemates. By automating the simple but sometimes annoying calculations, ChoreMate saves every user time and gives them confidence that monthly expenses are paid for equally, without the trouble of having to do the calculations themselves.

ChoreMate is the premiere mobile application for all of your household chore delegation and financial management needs. It puts an end to all of the organizational and responsibility issues that plagues most communal living systems, especially those with college-aged students. Tasks are flexible and can be created and customized according to the users' preferences, and then are displayed and sorted in a way that eliminates any scheduling or memorizational difficulties a user may have. This sorted task feed as well as an integrated user-controlled notification system drastically increases the likelihood that tasks are completed before their deadlines. Users also need not worry about the complications of money management when using ChoreMate, which provides an easy way to create payments and charges to housemates. ChoreMate is an advanced, creative, innovative, and groundbreaking tool specifically designed to make your and everyone else's home life easier. Gone are the late-payment fees, gone are the putrid smells from dirty dishes and overflowing trash cans, gone are the aggravating difficulties caused by simple problems, and gone is the stress, forever.

# UC-1 Register

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user registers an account to the database by submitting a valid email and password.
<b>User Goal</b>	The user wants to create an account.
<b>Desired Outcome</b>	The user will have an account.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	None
<b>Requirements</b>	SR-1
<b>Pre-condition</b>	The user downloads the app but has not yet registered an account.
<b>Post-condition</b>	The user's account data is stored in the database.
<b>Trigger</b>	The user wants to have their own personalized account and keep their own information separate from the information of other users.
<b>Workflow</b>	<ol style="list-style-type: none"><li>1. The user shall launch ChoreMate.</li><li>2. The system shall display the registration/login page.</li><li>3. The user shall click on the "Register" button.</li><li>4. The user shall submit their first name, last name, email, and password for registration.</li><li>5. The system shall create an account with the entered information.</li><li>6. The system shall take the user back to the login screen.</li></ol>
<b>Alternative Workflow</b>	<p>A text field is left blank:</p> <ol style="list-style-type: none"><li>4. The user shall leave one of the text fields blank.</li><li>5. The system shall display an error message telling the user to fill up that data field.</li></ol> <p>The confirmation password does not match the password:</p> <ol style="list-style-type: none"><li>5. The system shall display an error message telling the user that the two passwords don't match.</li></ol>



The email entered is invalid:

4. The user shall enter an invalid email..
5. The system shall tell the user that an account with the email already exists.

The email entered is already in use:

4. The user shall enter an email that is already used.
5. The system shall display an error message stating that register has failed.

The password entered is invalid:

4. The user shall enter an invalid password: the password is shorter than six characters or contains special characters.
5. The system shall tell the user that the password is invalid.

# UC-2 Login

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user logs in to their account using email and password.
<b>User Goal</b>	The user wants to access their account information and use the app's features.
<b>Desired Outcome</b>	The user has access to their account.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1
<b>Requirements</b>	SR-2
<b>Pre-condition</b>	The user has an account but is not logged in.
<b>Post-condition</b>	The user is logged in.
<b>Trigger</b>	The user wants to access their account.
<b>Workflow</b>	<ol style="list-style-type: none"><li>1. The user shall open ChoreMate.</li><li>2. The system shall display the registration/login page.</li><li>3. The user shall submit their email and password for login.</li><li>4. The system shall display a loading screen while it verifies the login information.</li><li>5. The system shall log the user into their account.</li></ol>
<b>Alternative Workflow</b>	<p>Invalid Email entered:</p> <ol style="list-style-type: none"><li>2. The user shall submit an an invalid email.</li><li>3. The system shall prompt the user that the email is not valid.</li></ol> <p>Incorrect Password entered:</p> <ol style="list-style-type: none"><li>2. The user shall submit an email that is in the database, but the password does not match.</li><li>3. The system shall tell the user that the password does not match.</li></ol>

# UC-3 Logout

<b>Priority</b>	2
<b>Status</b>	Done
<b>Description</b>	The user can logout of their account.
<b>User Goal</b>	The user wants to logout of their account.
<b>Desired Outcome</b>	The user is logged out of their account.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2
<b>Requirements</b>	SR-3
<b>Pre-condition</b>	The user has an account and is logged in.
<b>Post-condition</b>	The user is logged out of their account.
<b>Trigger</b>	The user wants to logout of the application.
<b>Workflow</b>	<ol style="list-style-type: none"><li>1. The user shall navigate to the user profile tab.</li><li>2. The user shall tap on the drop-down menu on the top right.</li><li>3. The system shall display the drop-down menu.</li><li>4. The user shall tap on the logout option.</li><li>5. The system shall log the user out.</li><li>6. The system shall take the user to the login screen.</li></ol>
<b>Alternative Workflow</b>	The user is not in a household yet: <ol style="list-style-type: none"><li>1. The user shall tap on the “Logout” button.</li><li>2. The system shall log the user out.</li><li>3. The system shall take the user to the login screen.</li></ol>

## UC-4 Password Recovery

<b>Priority</b>	2
<b>Status</b>	Done
<b>Description</b>	If the user forgets their password, an email containing the link to reset their password will be sent to them.
<b>User Goal</b>	The user wants to login to their account, but forgets their password.
<b>Desired Outcome</b>	The user has a new password.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1
<b>Requirements</b>	SR-4.
<b>Pre-condition</b>	The user has an account but forgets their password and is not yet logged in.
<b>Post-condition</b>	The user is emailed a link to a form to reset the password.
<b>Trigger</b>	The user forgot their password.
<b>Workflow</b>	<ol style="list-style-type: none"><li>1. The user shall open ChoreMate.</li><li>2. The system shall display the registration/login page.</li><li>3. The user shall tap on "Forgot Password".</li><li>4. The user shall enter the email that they use to login.</li><li>5. The system shall send an email containing a link for the user to change their password.</li></ol>
<b>Alternative Workflow</b>	The email entered is invalid: <ol style="list-style-type: none"><li>4. The user shall enter anything but an email address.</li><li>5. The system shall display an error message saying the input is invalid.</li></ol>

# UC-5 Create Household

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user will be able to create a household.
<b>User Goal</b>	The user wants to create a household.
<b>Desired Outcome</b>	The user is in a new household.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2
<b>Requirements</b>	SR-5
<b>Pre-condition</b>	The user is logged in but is not in a household.
<b>Post-condition</b>	The user is in a household.
<b>Trigger</b>	The user wants to be in a household but their housemates have not yet created a household.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The system shall display the no household screen with the option of creating or joining a household.</li> <li>2. The user shall choose to create a household.</li> <li>3. The system shall prompt the user to enter a household name and emails.</li> <li>4. The user shall enter the household name.</li> <li>5. The user shall tap on "Create Household".</li> <li>6. The system shall create a household with the user in it.</li> <li>7. The system shall redirect the user to the home page.</li> </ol>
<b>Alternative Workflow</b>	<p>The user decides not to create a household:</p> <ol style="list-style-type: none"> <li>3. The user shall tap on the back button.</li> <li>4. The system shall redirect the user to the no household page.</li> </ol> <p>The user wants to send email invites:</p> <ol style="list-style-type: none"> <li>3. The user shall enter the emails of the housemates the user wants to invite.</li> <li>4. The user shall tap on "Create Household".</li> </ol>

5. The system shall create a household with the user in it.
6. The system shall redirect the user to the home page.
7. The system shall send invite emails to the emails entered.

# UC-6 Join Household

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user will be able to join a household.
<b>User Goal</b>	The user wants to join a household.
<b>Desired Outcome</b>	The user joins an already existing household.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5, UC-9
<b>Requirements</b>	SR-6
<b>Pre-condition</b>	The user is logged in, is not in a household yet, and has received an invite code from another user.
<b>Post-condition</b>	The user is in the household that their housemates allowed them to join.
<b>Trigger</b>	The user wants to join a household that their housemate has created.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The system shall display the no household screen with the option of creating or joining a household.</li> <li>2. The user shall enter the household code.</li> <li>3. The user shall tap on "Join Household".</li> <li>4. The system shall add the user to the household.</li> <li>5. The system shall redirect the user to the home page.</li> </ol>
<b>Alternative Workflow</b>	<p>The invite code entered does not exist:</p> <ol style="list-style-type: none"> <li>4. The system shall display an error message saying the invite code is invalid.</li> </ol>

# UC-7 Rename Household

<b>Priority</b>	3
<b>Status</b>	Done
<b>Description</b>	The user will be able to change the name of the household.
<b>User Goal</b>	The user wants to change the name of the household.
<b>Desired Outcome</b>	The household has a new name.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5
<b>Requirements</b>	SR-7
<b>Pre-condition</b>	The user is in a household and is in the household tab.
<b>Post-condition</b>	The household has a different name.
<b>Trigger</b>	The user wants to personalize their household.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on the dropdown menu on the top right corner.</li> <li>2. The system shall display the dropdown menu.</li> <li>3. The user shall tap on "Rename Household".</li> <li>4. The system shall prompt the user for a household name.</li> <li>5. The user shall enter a household name.</li> <li>6. The user shall tap on "OK".</li> <li>7. The system shall change the name of the household.</li> </ol>
<b>Alternative Workflow</b>	<p>The user wants to cancel the change:</p> <ol style="list-style-type: none"> <li>5. The user shall tap on "Cancel".</li> <li>6. The system shall dismiss the dialog.</li> </ol> <p>The user does not enter a new household name:</p> <ol style="list-style-type: none"> <li>5. The user shall leave the household name empty.</li> <li>6. The user shall tap on "OK".</li> <li>7. The system shall display an error message.</li> </ol>



# UC-8 Delete Household

<b>Priority</b>	2
<b>Status</b>	Done
<b>Description</b>	The user can delete the household.
<b>User Goal</b>	The user no longer needs a household.
<b>Desired Outcome</b>	The household is deleted.
<b>Actor</b>	Any of the users from this household.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5, UC-6
<b>Requirements</b>	SR-8
<b>Pre-condition</b>	The user is logged in, in a household and at the household tab.
<b>Post-condition</b>	The household no longer exists in the database.
<b>Trigger</b>	The household no longer lives together.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on the dropdown menu on the top-right corner.</li> <li>2. The system shall display the dropdown menu.</li> <li>3. The user shall tap on "Delete Household".</li> <li>4. The system shall prompt the user.</li> <li>5. The user shall tap on "OK".</li> <li>6. The system shall delete the household.</li> <li>7. The system shall redirect the user to the no household screen.</li> </ol>
<b>Alternative Workflow</b>	<p>The user cancels the deletion of the household:</p> <ol style="list-style-type: none"> <li>4. The user shall tap on "Cancel".</li> <li>5. The system shall leave household unchanged.</li> </ol>

# UC-9 Invite Housemate

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user can invite new housemates to the household.
<b>User Goal</b>	The user needs to invite their new housemate that just moved in.
<b>Desired Outcome</b>	The housemate successfully joins the household.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5, UC-6
<b>Requirements</b>	SR-9
<b>Pre-condition</b>	The user has been logged in, in a household and the user is at the household tab.
<b>Post-condition</b>	The housemate the user has invited is sent an invite email.
<b>Trigger</b>	The user wants to add a new housemate to the household.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on the dropdown menu on the top-right corner.</li> <li>2. The user shall tap on "Invite Housemate".</li> <li>3. The system shall prompt the user for the email of the housemate.</li> <li>4. The user shall enter the housemate's email.</li> <li>5. The system shall send an invite to the new housemate to join the household with the invite code..</li> <li>6. The system shall redirect the user back to the home page.</li> </ol>
<b>Alternative Workflow</b>	<p>The email entered is invalid:</p> <ol style="list-style-type: none"> <li>5. The system shall display an error message that the email is invalid.</li> </ol> <p>The user wants to cancel sending an invite:</p> <ol style="list-style-type: none"> <li>4. The user shall tap on the back button.</li> <li>5. The system shall redirect the user back to the home page.</li> </ol>

# UC-10 Remove Housemate

<b>Priority</b>	2
<b>Status</b>	Done
<b>Description</b>	The user can remove housemates from the household.
<b>User Goal</b>	The user needs to remove their housemate that just moved out.
<b>Desired Outcome</b>	The housemate is successfully deleted from the household and cannot access it anymore.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5, UC-6, UC-9
<b>Requirements</b>	SR-10
<b>Pre-condition</b>	The user has been logged in, is a current member of a household, and is on the household tab.
<b>Post-condition</b>	The housemate is removed from the household.
<b>Trigger</b>	The user wants to remove an ex-housemate from the household.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on another housemate.</li> <li>2. The system shall display the housemate's profile.</li> <li>3. The user shall tap on "Remove Housemate".</li> <li>4. The system shall confirm the action with the user.</li> <li>5. The user shall tap on "YES".</li> <li>6. The system shall remove that user from the household.</li> </ol>
<b>Alternative Workflow</b>	<p>The user chooses to remove themselves:</p> <ol style="list-style-type: none"> <li>7. The system shall redirect the user to the create/join household screen.</li> </ol> <p>The user decides to cancel the housemate removal:</p> <ol style="list-style-type: none"> <li>5. The user shall tap on "NO".</li> <li>6. The system shall leave the housemate details unchanged.</li> </ol>

# UC-11 View Housemates

<b>Priority</b>	2
<b>Status</b>	Done
<b>Description</b>	The user can view their current housemates.
<b>User Goal</b>	The user wants to know who is in the household or look at their profiles.
<b>Desired Outcome</b>	The user will be able to view their housemates.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5, UC-6.
<b>Requirements</b>	SR-11
<b>Pre-condition</b>	The user has logged in and is a member of a household.
<b>Post-condition</b>	The user can see their housemates.
<b>Trigger</b>	The user wants to look up who is in his household and their profiles.
<b>Workflow</b>	<ol style="list-style-type: none"><li>1. The user shall press "Household" tab.</li><li>2. The system shall display the housemates in the household.</li></ol>
<b>Alternative Workflow</b>	N/A

# UC-12 View Housemate Profile

<b>Priority</b>	2
<b>Status</b>	Done
<b>Description</b>	The user view details of another housemate in their household.
<b>User Goal</b>	The user wants to know details of another housemate within their household.
<b>Desired Outcome</b>	The user is able to view details of housemate in their household.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-6, UC11
<b>Requirements</b>	SR-12
<b>Pre-condition</b>	The user is logged in and at the household tab.
<b>Post-condition</b>	The system shall display the housemate's details.
<b>Trigger</b>	The user wants to see the housemate's details.
<b>Workflow</b>	<ol style="list-style-type: none"><li>1. The user shall tap on a housemate.</li><li>2. The system shall display the housemate's name, avatar and tasks that are assigned to the user.</li><li>3. The system shall display "Remove Housemate" button.</li></ol>
<b>Alternative Workflow</b>	N/A

# UC-13 View Task

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user will be able to see the details of the tasks assigned.
<b>User Goal</b>	The user wants to see the details of the tasks assigned.
<b>Desired Outcome</b>	The user can see the details of the tasks assigned.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5, UC-6.
<b>Requirements</b>	SR-13
<b>Pre-condition</b>	The user is logged in and there are tasks that have been created for the household.
<b>Post-condition</b>	The system shall display the details of the tasks assigned.
<b>Trigger</b>	The user wants to see the details of their tasks.
<b>Workflow</b>	<ol style="list-style-type: none"><li>1. The user shall tap on the “Tasks” tab.</li><li>2. The system shall display all tasks that the household will need to complete.</li><li>3. The user shall tap on one of the tasks.</li><li>4. The system shall display the task details and options to skip, remind, delete and finish task.</li></ol>
<b>Alternative Workflow</b>	N/A

# UC-14 Create Task

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user will be able to create a task for the household.
<b>User Goal</b>	The user wants to create a new task.
<b>Desired Outcome</b>	A new task is created in the household.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5, UC-6
<b>Requirements</b>	SR-14
<b>Pre-condition</b>	User is in a household and is on the task tab.
<b>Post-condition</b>	There is a new task in the task tab.
<b>Trigger</b>	The user wants to create a new task for the household to complete.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on “+” icon.</li> <li>2. The system shall direct user to task creation screen.</li> <li>3. The user shall set a task name, task description, task date, and the user shall choose housemates from the list of all housemates, and the recurrence options.</li> <li>4. The user shall tap on “Create Task” button.</li> <li>5. The system shall add the task to the task tab.</li> <li>6. The system shall direct the user back to the task tab.</li> </ol>
<b>Alternative Workflow</b>	<p>The user wants to cancel creating a task:</p> <ol style="list-style-type: none"> <li>2. The user shall tap the back button.</li> <li>3. The system shall take the user back to the homepage.</li> </ol> <p>The user does not select a housemate:</p> <ol style="list-style-type: none"> <li>3. The user shall not select a housemate to assign the task to.</li> <li>4. The user shall tap on “Create Task”.</li> <li>5. The system shall display an error message so that the user selects at least one housemate.</li> </ol>

# UC-15 Finish Task

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user shall be able to finish a task. If the task is non-recurring, then the task shall be deleted. Otherwise it will be passed to the next assignee and due date is incremented based on the current time and recurrence options.
<b>User Goal</b>	The user wants to mark the task as finished.
<b>Desired Outcome</b>	The task is assigned to the next housemate or deleted.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-6, UC-13, UC-14
<b>Requirements</b>	SR-15
<b>Pre-condition</b>	The user is in a household that has tasks assigned and is on the task tab.
<b>Post-condition</b>	If the task is non-recurring, then the system shall delete the task. Otherwise the system shall pass the task to the next assignee and increment the due date based on the current time and recurrence options.
<b>Trigger</b>	The user wants to mark a task as done.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on a task in the task tab.</li> <li>2. The system shall display the task details and the "Finish" button.</li> <li>3. The user shall tap on the finish button.</li> <li>4. The system shall prompt the user with "Are you sure you have completed this task?".</li> <li>5. The user shall tap on "Yes" button.</li> <li>6. The system shall delete the task from the task tab.</li> <li>7. The system shall direct the user back to the task tab.</li> </ol>
<b>Alternative Workflow</b>	<p>The task is recurring:</p> <ol style="list-style-type: none"> <li>6. The system shall update the task to be assigned to the next housemate in the list.</li> <li>7. The system shall increment the task due date according to the current time and recurrence options.</li> </ol>



8. The system shall direct the user back to the task tab.

The user declines the prompt:

5. The user shall tap on “No” button.
6. The system shall dismiss the prompt.

# UC-16 Delete Task

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user wants to delete the task.
<b>User Goal</b>	The user no longer needs to perform the task.
<b>Desired Outcome</b>	The task is deleted from the database.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-6, UC-13
<b>Requirements</b>	SR-16
<b>Pre-condition</b>	The user is logged in, in a household with tasks assigned and at the tasks tab.
<b>Post-condition</b>	The task is removed from the tasks tab.
<b>Trigger</b>	The task is no longer applicable in the household.
<b>Workflow</b>	<ol style="list-style-type: none"><li>1. The user shall tap on a task in the task tab.</li><li>2. The system shall display the task details and the "Delete" button.</li><li>3. The user shall tap on the "Delete" button.</li><li>4. The system shall prompt the user "Are you sure you want to delete this task?"</li><li>5. The user shall tap on "Yes" button.</li><li>6. The system shall remove the task from the task tab.</li><li>7. The system shall direct the user back to the task tab.</li></ol>
<b>Alternative Workflow</b>	The user wants to cancel task deletion: <ol style="list-style-type: none"><li>5. The user shall tap on "No" button.</li><li>6. The system shall dismiss the prompt.</li></ol>

# UC-17 Skip Task

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user will be able to skip the task that is assigned to them. The assigned housemate will be changed but the due date of the task does not change.
<b>User Goal</b>	The user wants to skip the task that is assigned to them because they are not able to complete the task.
<b>Desired Outcome</b>	The user skips the task that is assigned to them.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-6, UC-13
<b>Requirements</b>	SR-17
<b>Pre-condition</b>	The user is logged in, in a household with tasks assigned and at the tasks tab.
<b>Post-condition</b>	The task is assigned to another housemate.
<b>Trigger</b>	The user is unable to complete the task that is assigned to them.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on a task in the task list.</li> <li>2. The system shall display the task details and the "Skip" button.</li> <li>3. The user shall tap on the "Skip" button.</li> <li>4. The system shall confirm with the user if they want to skip the current task.</li> <li>5. The user shall tap on "Yes" button.</li> <li>6. The system shall assign the task to the next housemate in the housemate list.</li> <li>7. The system shall return the user back to the homepage.</li> </ol>
<b>Alternative Workflow</b>	<p>There is no other person lined up to complete the task:</p> <ol style="list-style-type: none"> <li>6. The system shall remove the task from the database.</li> <li>7. The system shall direct the user back to the task tab.</li> </ol>

The user cancels the skipping task:

5. The user shall tap on “No” button.
6. The system shall direct the user back to the task tab.

# UC-18 Remind Task

<b>Priority</b>	2
<b>Status</b>	Done
<b>Description</b>	The user will be able to remind the housemate assigned to the task to complete their task.
<b>User Goal</b>	The user wants to remind the housemate assigned to the task to complete their task.
<b>Desired Outcome</b>	The housemate assigned to the task receives a notification to complete their task.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-6, UC-13, UC-14
<b>Requirements</b>	SR-18
<b>Pre-condition</b>	The user is logged in, in a household with tasks assigned and at the tasks tab.
<b>Post-condition</b>	The system shall send a notification to the housemate assigned to the task.
<b>Trigger</b>	The person in charge of the task has forgotten to complete their task.
<b>Workflow</b>	<ol style="list-style-type: none"><li>1. The user shall tap on a task in the task list.</li><li>2. The system shall display the task details and the “Remind” button.</li><li>3. The user shall tap on “Remind” button.</li><li>4. The system shall send a notification to the housemate to complete the task.</li></ol>
<b>Alternative Workflow</b>	N/A.

# UC-19 Create Payment

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user will be able to create a payment to their housemates and update the housemate's balance.
<b>User Goal</b>	The user wants to keep track of how much they need to pay their housemates.
<b>Desired Outcome</b>	The housemate(s) will be paid the specified amount and that amount is decreased from their housemate balances.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5, UC-6
<b>Requirements</b>	SR-19
<b>Pre-condition</b>	The user is logged into their account, is in a household and is on the "Payments" tab.
<b>Post-condition</b>	The system shall update the current balance between the user and the housemates that are paid.
<b>Trigger</b>	The user wants to keep track of how much they owe their housemates.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on the "+" icon.</li> <li>2. The system shall display a form to enter payment details.</li> <li>3. The user shall enter what the payment is for, the amount of the payment, whether to split the payment and the people in the household that the user wants to charge.</li> <li>4. The user shall tap on the "Create Payment" button.</li> <li>5. The system shall create the individual payments to the housemates that are selected.</li> <li>6. The system shall update the current balance between the user and the housemates selected.</li> <li>7. The system shall redirect the user back to the homepage of the app.</li> </ol>

**Alternative Workflow**

The user cancels the payment:

3. The user shall tap on the back button.
4. The system shall redirect the user back to the homepage of the app.

The user does not enter the payment name:

5. The system shall display an error message to the user that the field is required.

The user does not enter the payment amount:

5. The system shall display an error message to the user that the field is required.

The user does not select a housemate:

5. The system shall display an error message to the user to select at least one housemate.

# UC-20 Create Charge

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user will be able to charge their housemates and update their balances accordingly.
<b>User Goal</b>	The user wants to be able to keep track of how much to charge their housemates.
<b>Desired Outcome</b>	The housemate(s) will be charged the specified amount and that amount is increased in their housemate balances.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5, UC-6
<b>Requirements</b>	SR-20
<b>Pre-condition</b>	The user is logged into their account, is in a household and is on the "Payments" tab.
<b>Post-condition</b>	The system shall update the current balance between the user and the housemates that are charged.
<b>Trigger</b>	The user wants to keep track of how much their housemates owe them.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on the "+" icon.</li> <li>2. The user shall enter what the charge is for, the amount of the charge, whether to split the charge and the people in the household that the user wants to charge.</li> <li>3. The user shall tap on the "Create Charge" button.</li> <li>4. The system shall create the individual charges that are made to the housemates.</li> <li>5. The system shall update the current balance between the user and the housemates selected.</li> <li>6. The system shall redirect the user back to the homepage of the app.</li> </ol>
<b>Alternative Workflow</b>	<p>The user cancels the payment:</p> <ol style="list-style-type: none"> <li>3. The user shall tap on the back button.</li> <li>4. The system shall redirect the user back to the homepage of the app.</li> </ol>



The user does not enter the payment name:

5. The system shall display an error message to the user that the field is required.

The user does not enter the payment amount:

5. The system shall display an error message to the user that the field is required.

The user does not select a housemate:

5. The system shall display an error message to the user to select at least one housemate.

# UC-21 View Current Balances Between Housemates

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user will be able to view the current balance between them and their housemates.
<b>User Goal</b>	The user wants to be able to see the current balance of what they owe to their other housemates or what their housemates owe them.
<b>Desired Outcome</b>	The housemates will be able to see what they owe their housemates or what their housemates owe them.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-5, UC-6
<b>Requirements</b>	SR-21
<b>Pre-condition</b>	The user is logged in, is in a household and is at the home page.
<b>Post-condition</b>	The system shall display the current balances between the user and housemates.
<b>Trigger</b>	The user wants to view the payment balances.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on the "Payments" tab.</li> <li>2. The system shall display the current balances between the user and the housemates.</li> </ol>
<b>Alternative Workflow</b>	N/A

## UC-22 View Transaction History

<b>Priority</b>	2
<b>Status</b>	Not Started
<b>Description</b>	The user will be able to view their transaction history with a housemate.
<b>User Goal</b>	The user wants to see the history of their payments with a housemate.
<b>Desired Outcome</b>	The user sees all their payments between a housemate in order of most to least recent.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2, UC-21
<b>Requirements</b>	SR-22.
<b>Pre-condition</b>	The user is logged in and at the payments tab.
<b>Post-condition</b>	The system shall display all of the user's payment history in order of most to least recent payments.
<b>Trigger</b>	The user wants to view their transaction history with a housemate.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on the housemate that they want to see their transaction history with.</li> <li>2. The system shall display all payments made between the user and the housemate in an order of most recent payments to oldest payments.</li> </ol>
<b>Alternative Workflow</b>	N/A

# UC-23 Password Change

<b>Priority</b>	1
<b>Status</b>	Done
<b>Description</b>	The user is able to change their password.
<b>User Goal</b>	The user wants to change their password for security measures.
<b>Desired Outcome</b>	The user successfully changes their current password to a new password of their choosing.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2.
<b>Requirements</b>	SR-23.
<b>Pre-condition</b>	The user is registered, logged in and on “Profile” tab.
<b>Post-condition</b>	The user’s password is changed.
<b>Trigger</b>	The user wishes to change their current password.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user shall tap on the dropdown menu.</li> <li>2. The user shall press the “Change Password” button.</li> <li>3. The system shall display a form to change the user’s password.</li> <li>4. The user shall enter their current password.</li> <li>5. The user shall enter a new password twice for confirmation.</li> <li>6. The user shall tap on “Change Password”.</li> <li>7. The system shall notify the user that the password has been changed successfully.</li> <li>8. The system shall redirect the user to the login screen.</li> </ol>
<b>Alternative Workflow</b>	<p>The current password entered does not match:</p> <ol style="list-style-type: none"> <li>6. The system shall notify the user that the new passwords they entered did not match.</li> </ol> <p>The user wishes to cancel changing their password:</p> <ol style="list-style-type: none"> <li>4. The user shall tap on the back button.</li> <li>5. The system shall redirect the user back to the homepage.</li> </ol>

# UC-24 Notification Settings

<b>Priority</b>	3
<b>Status</b>	Not Started
<b>Description</b>	The user will be able to turn off their notifications for a period of time.
<b>User Goal</b>	The user wants to snooze their notifications if they are going into class or need silence for a period of time.
<b>Desired Outcome</b>	The user successfully turns off notifications for a period of time.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2.
<b>Requirements</b>	SR-24
<b>Pre-condition</b>	The user is registered, logged in to the app and is on the "Profile" tab.
<b>Post-condition</b>	The user has snoozed their notifications.
<b>Trigger</b>	The user wishes to turn off notifications for a period of time.
<b>Workflow</b>	<ol style="list-style-type: none"><li>1. The user shall tap on the dropdown menu on the top right corner.</li><li>2. The user shall tap on "Change notifications settings".</li><li>3. The user shall enter an amount of time for the notifications to be turned off.</li><li>4. The system shall turn off notifications.</li><li>5. The system will turn notifications back on after the specified amount of time.</li></ol>
<b>Alternative Workflow</b>	N/A

# UC-25 Change Avatar

<b>Priority</b>	3
<b>Status</b>	Done
<b>Description</b>	The user can edit the avatar which will represent their profile on the app.
<b>User Goal</b>	The user wants to change the avatar representing them on the app.
<b>Desired Outcome</b>	The user changes their avatar.
<b>Actor</b>	The user of the application.
<b>Dependent Use Cases</b>	UC-1, UC-2.
<b>Requirements</b>	SR-25
<b>Pre-condition</b>	The user is registered, logged in, and on "Profile" tab.
<b>Post-condition</b>	The user avatar is changed.
<b>Trigger</b>	The user wants to personalize their account.
<b>Workflow</b>	<ol style="list-style-type: none"> <li>1. The user taps on their current avatar.</li> <li>2. The system displays a menu option to either "Browse", "Use Camera", or "Cancel".</li> <li>3. The user taps on "Browse".</li> <li>4. The user selects a new avatar from their gallery to represent them.</li> <li>5. The system changes the user's current avatar with the chosen image.</li> </ol>
<b>Alternative Workflow</b>	<p>The user chooses to take a picture:</p> <ol style="list-style-type: none"> <li>3. The user taps on "Use Camera".</li> <li>4. The user takes a photo with their camera.</li> <li>5. The system changes the user's current avatar with the taken image.</li> </ol> <p>The user cancels changing the avatar:</p> <ol style="list-style-type: none"> <li>3. The user taps on "Cancel".</li> <li>4. The system dismisses the dialog.</li> </ol>