
e-Valuate

All Use-Cases

Version 1

Contents

Chair and Judge

1. Create an account
2. Log into an Account

Chair

3. Create an Event
4. Create a Rubric for an Event
5. Invite Judges to an Event
7. Analyze a Score Report
8. Assign Judges to Groups

Judge

11. Use an Event Invitation Link
12. Access a List of Assigned Entries
13. Grade an Entry

Contestant

14. Register for an Event

Chair and Judge Use Cases

UC01 Revision History

Date	Version	Description	Author
14/Oct/19	0.1.1	Initial Draft	Kenny Houston
20/Oct/19	0.1.2	Small clarifying edits based on comments and suggestions. Added extension (If a user already has an account matching their account information).	Kenny Houston
27/Oct/19	0.2.1	Alter step 2 to conform with glossary terms.	Kenny Houston
05/May/20	0.3.1	Fixed spelling errors and grammatical errors	Action Ghimire
06/May/20	1.0.0	Final touch ups and corrections	Kenny Houston

UC01 Create an Account

Brief Description: A Chair or Judge wishes to create an account to use the system's event management or judging services. They must provide the necessary information for registration.

Primary Actor: Chair/Judge (CJ)

Level: Blue/Sea-level

Stakeholders and Interests:

- CJs are interested in utilizing the platform.
- The system is interested in providing those services.

Preconditions:

- The CJ does not already have an account.

Postconditions:

- The CJ will have login information which can be used moving forward.
- The CJ will have an account in which can be used to create events as a chair, or join events as a judge.

Trigger: The CJ would like to create an account.

Main Success Scenario:

1. The CJ indicates they would like to create an account.
2. The System prompts a form to collect account information (defined in glossary).
3. The CJ enters their account information.
4. The CJ indicates the form is complete.

5. The System verifies the following:
 - Email is unique
 - Password matches the password specifications
 - All other account information is present and valid
6. The System saves the account information, creating an account.
7. The System sends a confirmation email to the user, welcoming them to the platform.
8. The System indicates to the CJ an account has been created.

Extensions:

- 5a. *The system detects an error in the account information:* The system indicates specifically what the problem is and allows the user to correct it (return to step 2).
- 5b. *An account already exists for the given account information (email):* The system indicates to the user they already have an account and redirects them to the forgot password page.
- 6a. *There is an error when the system tries to save the account information:* The system indicates the error to the user and asks them to try submitting the information again (return to step 3).

Priority: Iteration 2

Secondary Actors:

Special Requirements:

- A security framework

Open Issues:

UC02 Revision History

Date	Version	Description	Author
27/Oct/19	0.1.1	Initial Draft	Kenny Houston
29/Oct/19	0.2.1	Fixed formatting of extensions	Kenny Houston
06/May/20	1.0.0	Final touch ups and corrections	Kenny Houston

UC02 Log in to an Account

Brief Description: A Chair or Judge wishes to log into their account to utilize the service. They must provide their login information.

Primary Actor: Chair/Judge (CJ)

Level: Blue/Sea-level

Stakeholders and Interests:

- CJs are interested in utilizing the platform.
- The System is interested in security.

Preconditions:

- The CJ has an account.

Postconditions:

- The CJ will be logged-in to the system and be presented with a personalized dashboard.

Trigger: The CJ would like to utilize the service.

Main Success Scenario:

1. The CJ indicates they would like login to their account.
2. The System prompts a form to collect login information (defined in glossary).
3. The CJ enters their login information.
4. The CJ indicates the information is complete.
5. The System verifies the following:
 - Username exists
 - Password matches the username
6. The System presents the CJ with their personalized dashboard.

Extensions:

3a. *The CJ does not have an account:*

3a1. The CJ indicates they do not have an account.

3a2. The CJ is directed to account creation (see UC01).

3b. *The CJ has forgotten their login information:*

3b1. The CJ indicates they have forgotten their login information.

3b2. The System prompts the CJ for the email associated with their account.

3b3. The CJ provides the email.

3b4. The System emails the CJ a message containing a link to reset their password.

3b5. The CJ uses the link and resets their password (return to step 3).

5a. *The System detects that the email and password do not match:* The System indicates the error to the CJ asks them to try again (return to step 3).

Priority: Iteration 2

Secondary Actors:

Special Requirements:

- A security framework

Open Issues:

Chair Use Cases

UC03 Revision History

Date	Version	Description	Author
14/Oct/19	0.1.1	Initial Draft	Jordyn Dent
18/Oct/19	0.1.2	Edit formatting	Kenny Houston
29/Oct/19	0.2.1	Expand on main success scenario Modify and add to postconditions Add extensions Modify preconditions	Kenny Houston
06/May/20	1.0.0	Final touch ups and corrections	Kenny Houston

UC03 Create an Event

Brief Description: In order for an event to utilize the services provided by our team, the event must be created in the system. Every event will have different specifications, so event chairs must be able to customize their event to meet those specifications.

Primary Actor: Chair

Level: Blue/Sea-level

Stakeholders and Interests:

- Chairs are interested in making a custom events
- Contestants are interesting in registering for events
- The System is interested in security.

Preconditions:

- A potential Chair must be logged in.

Postconditions:

- A unique event exists in the system and is associated with its chair.
- Contestants will be able to register for the event.

Trigger: A potential Chair wants to create an event.

Main Success Scenario:

1. The Chair indicates they would like to create an event.
2. The System prompts the Chair with a form to collect event information (defined in glossary).
3. The Chair enters the event information.

4. The Chair indicates the form is complete.
5. The System validates the information.
6. The System saves the information.
7. The System shows the Chair the new event details page.

Extensions:

- 5a. *There are errors in the event information:* The System indicates the errors to the Chair and allows corrections (return to step 3).
- 6a. *There is an error saving the information:* The System indicates the error to the Chair and asks them to try again later (return to step 4).

Priority: Iteration 2

Secondary Actors:

Special Requirements:

Open Issues:

UC04 Revision History

Date	Version	Description	Author
14/Oct/19	0.1.1	Initial Draft	Kenny Houston
20/Oct/19	0.1.2	Added a link to CCSC Judge's Rubric	Kenny Houston
29/Oct/19	0.2.1	Simplified a precondition	Kenny Houston
05/Nov/19	0.3.1	Modifying to only allow for 1 level of subcategories	Kenny Houston
06/May/20	1.0.0	Final touch ups and corrections	Kenny Houston

UC04 Create a Rubric for an Event

Brief Description: A chair will use the system to create a customized rubric specific to an event. The rubric will eventually be used by the judges to grade entries.

Primary Actor: Chair

Level: Blue/Sea-level

Stakeholders and Interests:

- The Chairs wants to have a flexible rubric building system which could be applied to any kind of competition.
- The Judge wants the rubric to be easily navigable and easily understood.
- The Developer wants the rubric to be a simple structure which is easily understood and implemented in the System.

Preconditions:

- The Chair has created an event.
- The Chair knows criteria for grading entries.

Postconditions:

- A rubric exists which can be used by Judges to grade entries.

Trigger: The Chair indicates they would like to create a rubric for their event.

Main Success Scenario:

1. The Chair indicates they would like to create a rubric for an event.
2. The Chair specifies a set of categories and their category information (defined in glossary).
3. The Chair specifies, for each desired category, an optional set of subcategories and their category information. (There may only be one level of subcategories.)
4. The Chair indicates the rubric is complete.
5. The System validates the rubric.

6. The System saves the rubric and associates it with the given event.

Extensions:

- 5a. *Not all categories comprise all the necessary category information:* The system indicates the problem to the chair and allows for corrections (return to step 2).
- 6a. *There is an error in saving the rubric:* The system indicates the error to the chair and asks them to try again (return to step 4).

Priority: Iteration 1

Secondary Actors:

Special Requirements:

- Capable of implementing the CCSC’s original paper rubric:

	TOTAL POSSIBLE	SCORE
1. Presentation:		
Effectiveness (does it adequately explain the project?) 5 pts _____	20 pts	_____
Clarity of Language 5 pts _____		
Grammar 5 pts _____ Overall Visual Appeal and Clarity 5 pts _____		
<hr/> <hr/>		
2. ORGANIZATION OF POSTER (5 points for each item)	20 pts	_____
Purpose _____ Methodology explained _____		
Emphasis given to important results _____		
Significance (relation to other work) _____		
<hr/> <hr/>		
3. PROJECT DESIGN:	30 pts	_____
Statement of objective 5 pts _____ Plan & execution 10 pts _____		
Analysis of data 10 pts _____ Conclusions 5 pts _____		
<hr/> <hr/>		
4. FIGURES	15 pts	_____
Visibility/readability 5 pts _____ Accuracy 5 pts _____		
Design 5 pts _____		
<hr/> <hr/>		
5. EXPERTISE:	15 pts	_____
Ability to answer questions 10 pts _____		
Knowledge of related literature /previous work 5 pts _____		
<hr/> <hr/>		
Award points in each of the categories as warranted and indicate the point total for the presentation. The maximum score for a <u>truly outstanding poster</u> would be <u>100 points</u>.	TOTAL	_____
<hr/> <hr/>		
Comments: (feel free to use back of page)		

Open Issues:

UC05 Revision History

Date	Version	Description	Author
14/Oct/19	0.1.1	Initial Draft	Hau Ha
16/Oct/19	0.1.2	Edit main steps and extensions	Hau Ha, Kenny Houston, Jordyn Dent
05/Nov/19	0.2.1	Add priority	Kenny Houston
09/Feb/20	0.3.1	Modify Stakeholders and Interests	Kenny Houston
06/May/20	1.0.0	Final touch ups and corrections	Kenny Houston

UC05 Invite Judges to an Event

Brief Description: After successfully setting up the event, the Chair will likely want the help of judges in grading submitted entries. The chair can invite these judges to their event.

Primary Actor: Chair

Level: Blue/Sea-level

Stakeholders and Interests:

- The Chair will have trusted judges to score entries so that the chair does not need to score all the entries himself/herself.
- The Chair wants the process of inviting Judges to their event to be as painless as possible.
- The Judges want to be able to join an event with as little hassle as possible.

Preconditions:

- The Chair has created an event.
- The Chair has an informal list of individuals that they would like to invite to their event.

Postconditions:

- Invite codes exist which may be used by Judges to join the event.

Trigger: The Chair decides to invite individuals to join the event as judges.

Main Success Scenario:

1. The Chair indicates he/she wants to create an invitation code (defined in glossary) for a Judge.
2. The System creates an invitation code associated with the event, which enables a Judge to join the event.
3. The System presents the invitation code to the Chair.
4. The Chair sends out the invitation code to the individual through an external service (ex: email).

5. The Chair repeats from step 1 until they have invited all potential Judges. (Continue with UC11)

Extensions:

Priority: Iteration 3

Secondary Actors:

Special Requirements:

Open Issues:

UC07 Revision History

Date	Version	Description	Author
14/Oct/19	0.1.1	Initial Draft	Action Ghimire
28/Oct/19	0.2.1	resolved all the comments by peers and Dr. Wei, changed the use case from UC07 to US06	Action Ghimire
28/Oct/19	0.2.2	Change back from UC06 to UC07 to match table of contents	Kenny Houston
05/Nov/19	0.3.1	Add priority	Kenny Houston
09/Feb/19	0.4.1	Modify all sections to fit current client requirements	Kenny Houston
06/May/20	1.0.0	Final touch ups and corrections	Kenny Houston

UC07 Analyze a Score Report

Brief Description: Our program will automatically create an excel-like web page containing all the scores from all the judges and entries. The chair can modify any judge's score from the score report. Using the score report produced by the system, the chair can compare entries.

Primary Actor: Chair

Level: Blue/Sea-level

Stakeholders and Interests:

- The Chair wants an intuitive interface for comparing the scores of entries.

Preconditions:

- The Judges have graded their assigned entries.

Postconditions:

- Any modified Scores will be updated in the System.
- The Chair may have a downloaded excel spreadsheet, if they desire.

Trigger: The Chair decides to look at the results of the event.

Main Success Scenario:

1. The Chair indicates they would like to view the score report.
2. The System shows an excel-like spreadsheet containing all entries for the event and all scored rubrics and judge's notes for each entry.
3. The Chair may modify any score as they see fit.
4. The System updates with any modifications as they occur.

5. At any point, the Chair may download the current information that is displayed in the score report as an excel spreadsheet.

Extensions:

- 2a. *The System is unable to fetch the data from the back end:* The system indicates the error to the user and asks them to try again later (return to step 1).
- 4a. *The System is unable to save the modified data in the back end:* The system indicates the error to the user and states that any modifications will not be saved during this session (return to step 3).

Priority: Alpha in Iteration 1, Complete in Iteration 3

Secondary Actors:

Special Requirements:

Open Issues:

UC08 Revision History

Date	Version	Description	Author
16/Oct/19	0.1.1	Initial Draft	Megan Phan
20/Oct/19	0.1.2	Revise and resolve comments	Megan Phan
05/Nov/19	0.2.1	Add priority	Kenny Houston
09/Feb/20	0.3.1	Modify all sections to fit current client requirements	Kenny Houston
06/May/20	1.0.0	Final touch ups and corrections	Kenny Houston

UC08 Assign Judges to Groups

Brief Description: After having all the entries submitted, the chair may split the judges into different groups. This way, each judge will only grade entries within their group. Similarly, each entry will only be graded by judges within its group.

Primary Actor: Chair

Level: Blue/Sea-level

Stakeholders and Interests:

- The Chair may want different groups, because, during the event, there will not be enough time for all entries to be graded by all Judges.
- The Chair wants the process of group assignment to be as simple as possible, while having enough customization to work for their event.
- Judges wish for this to be an unobtrusive aspect of the system from their perspective. They wish for it to take place outside of their view.

Preconditions:

- All Judges who will be attending the event, have joined the event.

Postconditions:

- The Judges and entries are split into different groups.

Trigger: The Chair indicates they would like to assign Judges and entries into different groups.

Main Success Scenario:

1. The Chair indicates they would like to assign Judges and entries into different groups.
2. The System prompts the Chair, asking if they would like the Chair to act as a Judge.
3. The Chair indicates yes or no.
4. The System will let the Chair be assigned to a group if they chose “yes.”

5. The Chair specifies the number of groups they would like to exist.
6. The Chair specifies to which group each Judge and each entry will be assigned.
7. The Chair indicates when they have completed the assignments.
8. The System verifies that all Judges and entries have been assigned to groups.
9. The System saves to group assignments.

Extensions:

- 8a. *Not all Judges have been assigned to a group:* The System indicates the error to the user and lets them continue the group assignment process (return to step 6).
- 9a. *The System is unable to save the group assignments:* The System indicates the error to the user and asks them to try again later (return to step 7).

Priority: Iteration 3

Secondary Actors:

Special Requirements:

Open Issues:

Judge Use Cases

UC11 Revision History

Date	Version	Description	Author
14/Oct/19	0.1.1	Initial Draft	Kenny Houston
16/Oct/19	0.1.2	Edit extensions	Hau Ha, Kenny Houston, Jordyn Dent
05/Nov/19	0.2.1	Add priority	Kenny Houston
06/May/20	1.0.0	Update to invitation codes rather than invitation links. Final touch ups and corrections	Kenny Houston

UC11 Use an Invitation Code

Brief Description: A potential judge may use an invitation code to join a specific event, sent by the chair (see UC05).

Primary Actor: Judge (referred to as a “Potential Judge” before they are officially a Judge)

Level: Blue/Sea-level

Stakeholders and Interests:

- Chairs want to have Judges join their event to grade at their events.
- Judges want a way to join events easily.

Preconditions:

- The Chair has sent an invitation code to the Potential Judge
- The Potential Judge is logged into their account.
- The Potential Judge has received an invitation code from the Chair.

Postconditions:

- The Potential Judge is now a Judge for the given event.

Trigger: The Potential Judge indicates they would like to join a specific event.

Main Success Scenario:

1. The Potential Judge indicates they would like to join an event.
2. The System prompts the user for the invitation code, given to them by the Chair.
3. The Potential Judge provides the invitation code.
4. The System finds the event associated with the provided invitation code.
5. The System records that the Potential Judge account is now a Judge for the event.
6. The System displays the event information to the Judge.

Extensions:

4a. *The invitation code is no longer valid*: The system notifies the individual before returning to the dashboard.

Priority: Iteration 3

Secondary Actors: Chair

Special Requirements:

Open Issues:

UC12 Revision History

Date	Version	Description	Author
14/Oct/19	0.1.1	Initial Draft	Hau Ha
28/Oct/19	0.2.1	Fixing the Main Success Scenario	Hau Ha
05/Nov/19	0.3.1	Change priority from 3/4 to 2	Kenny Houston
27/Dec/19	0.4.1	Reworded the Brief Description	Kenny Houston
09/Feb/20	0.5.1	Modify use case to fit Iteration 2 implementation and requirements.	Kenny Houston
06/May/20	1.0.0	Final touch ups and corrections	Kenny Houston

UC12 Access a List of Assigned Entries

Brief Description: After successfully registering and showing up at the event, the Judge will have an assigned list of entries to grade.

Primary Actor: Judge

Level: Blue/Sea-level

Stakeholders and Interests:

- The Judge wants access to a list of assigned entries to grade, without needing to know which group they have been assigned to, and without being distracted by entries in other groups, so that they may spend their time only on their assigned entries.
- The Contestant wishes to be graded fairly. This includes being graded by the same group of Judges their competitors will be graded by.

Preconditions:

- The Judges have joined the event.
- The Judges and entries have been assigned into groups.
- All Judges and Contestants are present at the event.
- The Judge is logged into their account.

Postconditions:

- The Judge will be grading one of their assigned entries.

Trigger: The Judge indicates they are ready to grade an entry.

Main Success Scenario:

1. The Judge indicates they want to view their list of assigned entries.

2. The System displays a list of assigned entries, showing, for each entry, its title, description, and current score (current score is zero if it has not yet been graded).
3. The Judge selects an entry they would like to grade. (Continue with UC13).

Extensions:

- 2a. *The System cannot fetch the information from the back end:* The System indicates the error to the user and asks them to try again later (return to step 1).

Priority: Iteration 2

Secondary Actors:

Special Requirements:

- The UI must be easily used from a portable device such as a smartphone or tablet.

Open Issues:

UC13 Revision History

Date	Version	Description	Author
14/Oct/19	0.1.1	Initial Draft	Hau Ha
29/Oct/19	0.2.1	Merge UC 13 and 14	Jackie Ye
29/Oct/19	0.2.2	Fix UC 13 detail	Hau Ha
27/Dec/19	0.3.1	Modify the Stakeholders and Interests	Kenny Houston
06/May/20	1.0.0	Final touch ups and corrections	Kenny Houston

UC13 Grade an Entry

Brief Description: During the event, judges must grade their assigned entries.

Primary Actor: Judge

Level: Blue/Sea-level

Stakeholders and Interests:

- The Judge wants a simple and straightforward system that is no more complicated than a paper rubric.
- The Contestant wants their entry to be graded accurately.

Preconditions:

- All Contestants successfully registered and showed up at the event.
- The Judge has reached the Grade an Entry page through the list of assigned entries (see UC12).

Postconditions:

- The given entry will be graded by the Judge.

Trigger: The Judge has selected an entry to grade through their list of assigned entries.

Main Success Scenario:

1. The System shows an interactive set of categories and subcategories based on the rubric (see UC04).
2. The Judge interacts with the Contestant and their entry to assess its score.
3. The Judge indicates, in the System, a score for each category (or subcategory) in the rubric.
4. The Judge may optionally leave a judge's note for the chair to view later (see UC07).
5. The Judge indicates they have completed grading the entry.

6. The System validates that all required fields are filled correctly.
7. The System saves/updates the scores associated with the given entry.
8. The System directs the Judge to their assigned entries (Continue with UC12).

Extensions:

- 6a. *The fields do not validate properly:* The System notifies the Judge so they may make corrections and try again (return to step 3).

Priority: Iteration 1

Secondary Actors: Contestant

Special Requirements:

- The UI must be easily used from a portable device such as a smartphone or tablet.

Open Issues:

Contestant Use Cases

UC15 Revision History

Date	Version	Description	Author
14/Oct/19	0.1.1	Initial Draft	Kenny Houston
29/Oct/19	0.2.1	Change UC number from 17 to 15	Kenny Houston
05/Nov/19	0.3.1	Fix formatting	Kenny Houston
27/Dec/19	0.4.1	Change “Poster” terms to “Entry” terms Remove an incorrect post condition Remove unnecessary extension	Kenny Houston
06/May/20	1.0.0	Final touch ups and corrections	Kenny Houston

UC15 Register for an Event

Brief Description: In order for an entry to be graded during an event, the contestant/contestant team must register its entry prior to the event. Registration will associate the entry with the given event.

Primary Actor: Contestant/Contestant Team

Level: Blue/Sea-level

Stakeholders and Interests:

- The Contestants want for their entries to be entered into an event.
- The Chair does not want to register each entry personally.

Preconditions:

- The Chair has created an event and shared the link with the Contestants.
- The Contestants have an entry which can be registered.

Postconditions:

- The entry and its entry information will be associated with the given specific event in the System.

Trigger: The Contestant wants to register their entry for a given event.

Main Success Scenario:

1. The Contestant indicates they would like to register an entry for a given event.
2. The System prompts a form to collect entry information (defined in glossary).
3. The Contestant enters the entry information.
4. The Contestant indicates the information is complete.
5. The System validates that all required fields are filled correctly.

6. The System saves the entry information and associates the entry with the given event.
7. The System notifies the Contestant that their entry has been registered and sends the contestant team lead a confirmation email.

Extensions:

- 5a. *The fields do not validate properly:* The System notifies the Contestant so they may make corrections and try again (return to step 3).
- 5a. *There is an error saving the entry information:* The System notifies the Contestant so they may try submitting the information again (return to step 4).

Priority: Iteration 2

Secondary Actors:

Special Requirements:

Open Issues: