Mario's Party

Use Cases

This document contains the use cases for the Mario's Party _____ project. It describes the different tasks that can be undertaken by the user when operating the _____ application.

Index

←──────── **Phase 1**───────→

This phase will implement the core functionality of the application. This functionality will be tailored towards usage from a pc.

Assumptions
- The user has a web-browser open and has navigated to the sites homepage.
- The user's 'natural language' is that which they are best at reading/writing/speaking.
- The user may wish to learn how to better read/spell/speak their natural language

General Actions (all users)

Use Case 1
Title
> Search for a tagged object

Steps
1. User-A selects the language that they want to learn
2. User-A types out (in their natural language) the object they are looking for into the search bar
3. User-A is presented with the search results
4. User-A navigates to the page for the given object
5. User-A identifies the tag of significance

Exceptions
1b. User-A selects 'All' rather than a specific language
2b. There were no results found for the search and User-A is informed of this

Use Case 2
Title
> Browse for a tagged object

Steps
1. User-A navigates to the 'Browse' menu
2. (Optional) User-A selects the language that they wish to learn
3. User-A selects the category that they wish to browse
4. (Optional) User-A selects a sub-category (repeat as necessary)
5. User-A selects the image that they wish to view

Use Case 3
Title
> Learn to correctly read the name of given object written in a specific language

Steps
1. User-A searches for the given object using their natural language

2. User-A navigates to the page for the given object
3. User-A reads and practices identifying the corresponding tag in the specific language

Use Case 4
Title
      Learn to correctly spell the name of a given object in a specific language
Steps
1. User-A searches for the given object using their natural language
2. User-A navigates to the page for the given object
3. User-A practices replicating the spelling of the corresponding tag in the specific language

Use Case 5
Title
      Learn to correctly pronounce the name of a given object in a specific language
Steps
1. User-A searches for the given object using their natural language
2. User-A navigates to the page for the given object
3. User-A plays the corresponding audio clip for the selected specific language
4. User-A practices repeating the audio clip

Use Case 6
Title
      Take a quiz to evaluate ones learning progress in a given specific language
Steps
1. User-A navigates to the quiz page
2. User-A selects the language they wish to be tested in
3. (Optional) User-A selects a topic they wish to be tested in
4. User-A provides the answers to the best of their ability
5. User-A is presented with an evaluation percentage and is shown their correct and incorrect answers

OR
1. User-A follows a reference to a predefined quiz
2. User-A provides the answers to the best of their ability
3. User-A is presented with an evaluation percentage and is shown their correct and incorrect answers

Use Case 7
Title
      Play a game to assist learning some objects in a specific language
Steps
1. (Optional) User-A restricts the language they are learning to a specified language

2. (Optional) User-A restricts the objects to those within a certain category
3. (Optional) User-A restricts learning to one of: reading, spelling or pronunciation
4. (Optional) User-A restricts the game type to a single specific one
5. User-A follows the games instructions and participates with the intention of learning
6. The game adjusts itself to meet the users ability level

Restricted Actions (moderators only)

Use Case 8
Title
> Upload one (or more) image(s) for tagging

Steps
1. User-A navigates to the image upload page
2. User-A selects image(s) to upload
3. User-A may have to wait as their image is uploaded and potentially resized
4. User-A is redirected to the image's page

Exceptions
> 4b. The image already has tags associated with it and so those tags are added to the image in the application
> 3b. The image cannot be uploaded so the user is informed of this via a useful error message

Use Case 9
Title
> Add a bounding box to an image associated with a particular tag

Steps
1. User-A navigates to the image's page
2. User-A selects that they want to add a bounding box to the image
3. User-A clicks on the picture at the position where they want to put the bounding box
4. User-A selects the relevant tag that corresponds to the object in the bounding box
5. The bounding box is added to the picture and User-A specifies what object is inside the bounding box

Use Case 10
Title
> Tag an image in a given language

Steps
1. User-A searches for the image to be tagged OR uploads a new image for tagging
2. User-A selects a language to tag the image in
3. User-A types out the tag content in the selected language
4. (Optional) User-A selects the category(s) which the object belongs to

Exceptions
    4b.   User-A defines a new category and/or sub-category that the object will belong to, then selects it

Use Case 11
Title
    Upload an audio clip for a matching textual tag
Steps
1. User-A navigates to an image-tag
2. User-A selects an audio clip to upload OR User-A records an audio clip of the tag

Use Case 12
Title
    Remove an image tag (textual)
Steps
1. User-A navigates to the image's page
2. User-A selects to delete the textual tag
3. User-A confirms their choice to remove the tag

Use Case 13
Title
    Remove an image tag (audio)
Steps
1. User-A navigates to the image's page
2. User-A selects to delete the audio tag
3. User-A confirms their choice to remove the tag

Use Case 14
Title
    Remove an image and associated tags (textual & audio)
Steps
1. User-A navigates to the image's page
2. User-A selects to delete the image
3. User-A confirms their choice to remove the image

← Phase 2 →

In this phase we will allow much of the functionality to be accessed via a mobile device with internet access. This will not include the quiz and games.

Assumptions
- The user is connecting to the application via a mobile device
- The mobile device must have a web browser with internet access

General Actions (all users)

Use Case 15
Title

Translate the name of an object written in a user's natural language into another specific language

Steps

1. User-A navigates to the translate/search page
2. User-A inputs the object in their natural language
3. User-A receives the written translation

Use Case 16
Title

Translate the name of an object written in a user's natural language into an audio clip of the word spoken in another specific language

Steps

1. User-A navigates to the translate/search page
2. User-A inputs the object in their natural language
3. User-A receives the audio translation

Use Case 17
Title

Translate the name of an object written in a user's natural language into a picture containing the object

Steps

1. User-A navigates to the translate/search page
2. User-A inputs the object in their natural language
3. User-A receives the pictorial translation