Mario's Party

Use Cases

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

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Phase 1

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 an object tagged in specific languages
Steps
1. User-A types out (in their natural language) the object they are looking for into the search bar
2. User-A navigates to the page for the given object
3. User-A identifies the tag of significance

Use Case 2
Title
Learn to correctly read a 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 3
Title
Learn to correctly spell 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 4
Title
Learn to correctly pronounce 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 practises repeating the audio clip

Use Case 5

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. (Optionally) 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 % 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 % and is shown their correct and incorrect answers

Use Case 6
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 7
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 is redirected to the image's page

Use Case 8
Title
> Tag an image in a given language

Steps
1. User-A navigates to the image to be tagged
2. User-A selects a language to tag the image in
3. User-A types out the tag content in the selected language

Use Case 9
Title
> Upload an audio clip for a matching 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 10
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 11
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 12
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 ————————•

Use Case 13
Title
      Translate 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 14
Title
      Translate an object written in a users 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 15

Title

    Translate 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