

Super Media Player  
Use Case Survey

Course: CS 2000: System Analysis and Design  
Term: Fall 2005

# Use Case Survey

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## 1. Introduction

The purpose this document is to provide a brief description of the project and to describe known actors and their interaction with the system. This document presents a high level view. For more detailed information, the reader will need to see the individual use case reports.

## 2. Survey Description

The scope of this effort is to simulate a media player that will allow customers to play audio and video provided by a satellite host.

## 3. Actors

### 3.1. Primary Actors

#### 3.1.1 Customer

The customer uses the system to play music, watch video, or other features offered by the system. All customers are authenticated prior to using the system and they are assumed to have a limited knowledge of computer systems.

### 3.2. Secondary Actors

#### 3.2.1 Secondary Actor 1

## **4. Use Case Summaries**

### **4.1. Authenticate**

The goal of this use case is to authenticate (validate) the user to the system. It begins when the user starts the system. The system gives the customer the option to provide authentication information or create a new account. For existing accounts, the system asks the user to provide a user ID and a password, which is sent to the corporate billing system for validation. Up to 3 tries are allowed. After that, an error message is presented and the system shuts itself down. Valid customers are then presented with their credit card information, which can be validated or updated. For new accounts, the system asks the actor to provide authentication and credit card information. The system asks the corporate billing system to validate that the information is correct and the ID is unique. If correct, the corporate billing system creates a new account and sends a confirmation message to the system, otherwise the data enter process continues until the information is correct or the user cancels. After authentication, the system presents the customer with a list of system features.

### **4.2. Play Music**

The goal of this use case is to allow the customer to play music. It begins when the customer tells the system to play music. The system asks the actor to specify the selection criteria, such as genre (Blues, Rock & Roll, etc.), title, or artist. The system asks the satellite provider for a list of songs and song properties (length, release date, price, etc.) that match the customer's selection criteria. The system orders the list in ascending order by artist name and presents the list to the customer. The customer can select (or deselect) as many songs as desired. As each song is selected, the system presents a running total of the number of selections made and the transaction total. When the selection is complete, the system asks the actor to confirm the selections or cancel. If the customer tells the system to cancel, the system asks the actor to confirm and the use case ends, otherwise the system downloads the selected songs from the satellite provider and plays them in the order selected by the customer. The system creates a transaction and sends it to the corporate billing system. A thank you message is presented and the use case ends.

# Super Media Player - Customer Use Cases

