Homework 2

HW2 Deliverables

There are two parts in this homework.

1. Whole team
   - The whole team should meet for this part of work.
   - Make a use-case diagram of your entire system.
   - Make an actor-goal list that contains all the use cases in your project. If a use case is in your use-case diagram, then it should be in your actor-goal list too.
   - Divide the team into pairs. If the team has an odd number of members, one of the “pairs” may include three people.
   - Each pair should select two use cases. Each pair should work on different use cases. Don’t overlap.

2. Per pair
   - For each of the two use cases, write
     1. use case brief
     2. casual use case
     3. fully dressed use case

You should go through the lecture slides and assigned readings carefully.

Submission

All the components should be in one subpage “XYZ Homework 2” under your project page, where “XYZ” is your Project ID from the Projects page.

The page layout should be:

1. Use-case diagram:
   - insert an image here
2. Actor-goal list:
   - Fill in the table

<table>
<thead>
<tr>
<th>Actor</th>
<th>Task-level goal</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>

3. Use case forms:
   - Use case 1 - pair 1(netid123_netid456):
     - use case brief: ...
     - casual use case: ...
     - fully dressed use case: ...
   - Use case 2 - pair 1(netid123_netid456):
   - Use case 3 - pair 2(netid321_netid654):
   - ...

Grading Rubric

The homework is worth 40 points.

- Use-case diagram - 5 points
  - identify all important actors - 2 points
  - identify all important use cases - 2 points
  - link related use cases properly to one another - 1 point

- Actor-goal list - 3 points
  - priorities are clearly listed - 2 points
  - the list contains all the use cases from the use case diagram - 1 point

- For each use case that you pick - 16 points (32 points for two use cases)
  - Use case briefs - 2 points

HW2 is due by 11:59pm CST Thursday, February 7, 2019.
Common Mistakes

Here is a list of common mistakes that students made from previous semesters:

- Not identifying the important actors of a system.
- Choosing actors from inside the system. Use cases capture the frontier between the system and the outside world. (An exception is for video games where actors can be the characters from inside the game world.)
- Not expressing the use cases as clear actions (use active verbs).
- Focusing too much on the GUI instead of the actual underlying use case that the actors care about.
- Not linking related use cases properly to one another.
- Not describing the use cases clearly. Even though the person reading your homework might be familiar with your project, if you are using a specialized term, it helps to include an appendix/footnote to define what you mean.
- Not following the template for fully dressed use cases that we showed in class. Each header in the template is important and required.
- Not sufficiently identifying the main success scenario and the extensions. We want you to demonstrate that you have spent time thinking deeply about the use cases.
- It's easy to add too many extensions to the use cases. Don't do this. Identify those that are really pertinent and need to be addressed carefully.