

# Time Money Happiness: Time for Happiness

Trade your time (and possibly some money) for various entities that (might) bring you happiness.

We all have time; only some have happiness.

TMH sells the things that make or take money or happiness, or both.

Only the Administrator can see how much time a user has left.

No one can give a user more time.

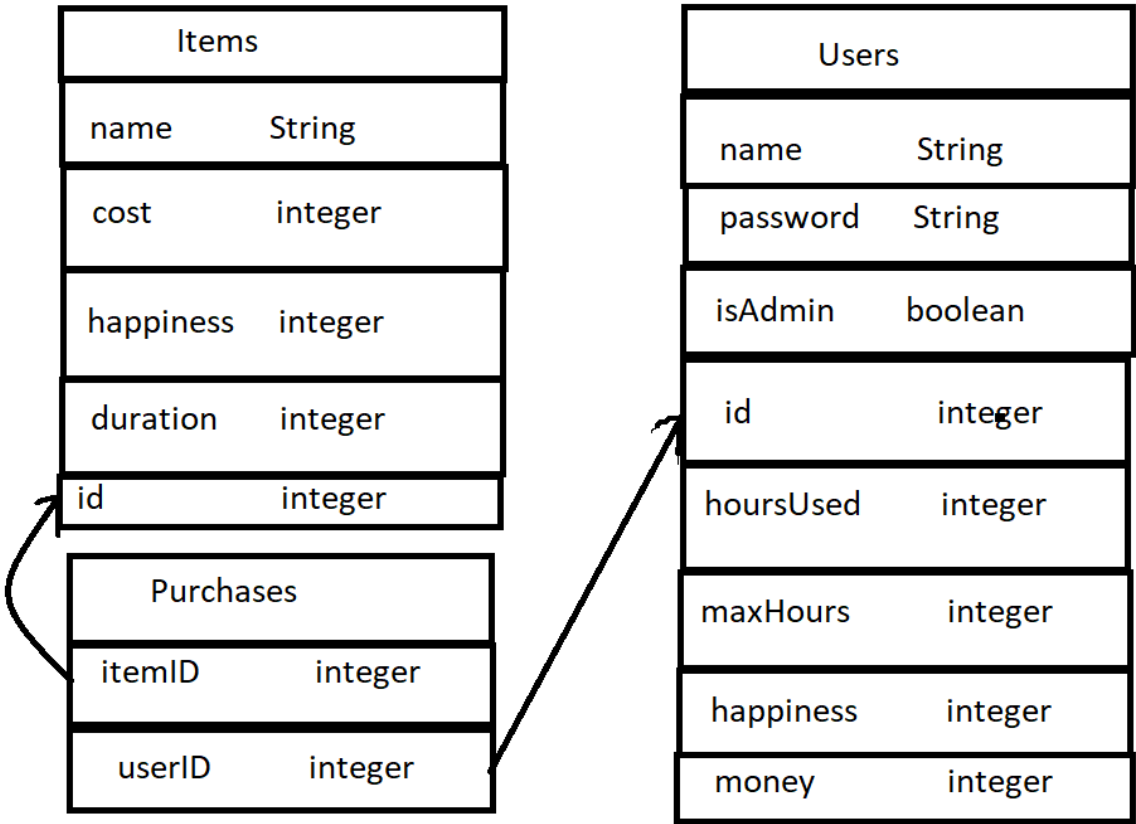
Please mark each use case as 'pass' Or 'fail'. The use case passes if it does what it intended to do. It fails if it does not. See the example below for more information.

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# Database Diagram



## Use Case 01: Predefined Users

pass

1. Force quit the application<sup>1</sup>
2. Login as testuser1
3. Display the username 'testuser1'
4. Logout
5. Login as admin2
6. Display the username 'admin2'
7. Display something specific to the admin user.
  - a. Something like an admin button or a link to edit items.

This use case passes if all of these conditions are met. It fails otherwise.

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<sup>1</sup> How to force quit an application in Android:  
<https://www.digitaltrends.com/mobile/how-to-force-close-apps-android/>

## Use Case 02: Persistence

pass

1. Add an item to the database
2. Force quit the application<sup>2</sup>
3. Show the item added in step 1 is still in the database
4. Change an item in the database
5. Force quit the application
6. Show the item modifications from step 4 have been saved

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<sup>2</sup> How to force quit an application in Android:  
<https://www.digitaltrends.com/mobile/how-to-force-close-apps-android/>

## Use Case 03: Add a user

pass

1. Login as admin
2. Add a new user to the app
3. Set password for new user
4. Verify the happiness starts at 70
5. Verify the money starts at 0
6. Verify hours is between 200,000 and 1,000,000
7. Log out
8. Log in as user
9. Show that happiness and money are visible, but hours are not

## Use Case 04: Delete a user

fail

1. Login as admin
2. Select user to delete
3. Delete user
4. Log out
5. Try to log in as user
6. Show failed login

## Use Case 05: add an item

fail

1. Login as admin
2. Click New Item button
3. Enter a Name
4. Enter Hours
5. Enter Cost
6. Enter Chance
7. Enter Money Ranges
8. Enter Happiness Ranges
9. Enter Happiness Start
10. Enter Happiness End
11. Enter Lifetime
12. Click Save button
13. Toast message pops up indicating item was saved
14. New Item Screen resets in prep for another new item to be entered

Alternate Scenario - Item Exists

Use case continues to step 12.

13. Error message displays "Item Already Exists"
14. Focus is set back to Name field



## Use Case 06: modify an item

fail

1. Log in as admin
2. Select item to modify
3. Change Name
4. Save Item
5. Toast Message pops up indicating item was saved
6. Returned to Item select screen
7. Find modified item

## Use Case 07: Delete an item

fail

[Use Case description]

1. Log in as admin
2. Select item to delete
3. Click delete button
4. Toast Message pops up stating item was deleted
5. Returns to item select screen

## Use Case 08: Browse

pass

1. Log in as Admin
2. View current hours for normal user
3. Log out
4. Log in as normal user
5. Click Browse button
6. Verify 3 items are displayed
7. Log out
8. Log in as admin
9. Verify current hours for normal user is one hour less

## Use Case 09: Purchased Items go to inventory

fail

1. Log in as normal user
2. Click Inventory Button
3. Click Browse Button
4. Click Purchase button on Item
5. Toast stating Item purchased
6. Item no longer shown as option
7. Click Inventory
8. Verify Item is now in inventory

## Use Case 10: Purchased Item deducts Hours

pass

1. Log in as Admin
2. Look up user current hours
3. Log out
4. Log in as user
5. Click Browse
6. Click Purchase on Item
7. Log out
8. Log in as Admin
9. Look up user current hours
10. Verify current hours are 1 hour + Purchase Cost less than before (1 hour for browsing).

## Use Case 11: Time passes for a purchased thing

pass

1. Log in as Admin
2. Create new user
3. Log out
4. Log in as new user
5. Browse until a “work” type purchase pops up (gig, job, career, generational wealth, inheritance)
6. Purchase Item
7. Toast stating purchase is complete pops up
8. Verify Money value changes matching items initial money
9. Click Browse Button (spending one hour)
10. Verify Money value changes

## Use Case 12: Time passes on existing items when new purchase is made

pass

1. Log on as Admin
2. Create New user
3. Edit user and give 1000 money
4. Log out
5. Log in as new user
6. Browse until an item appears that costs less than 1000
7. Click Purchase item button
8. Toast stating purchase is complete pops up
9. Browse until a purchase appears that costs more than 1 hour
10. Click Purchase item button
11. Toast stating purchase is complete pops up
12. Verify Happiness and money were modified appropriately by first purchased item for every hour spent on the second purchased item. For example, if the first purchased item increases happiness by 0.5 every hour, and the second purchased item costs 4 hours, then total happiness should increase by 2 (plus any initial happiness for the second item purchase).

## Use Case 13: Verify items expire correctly

fail

1. Log in as Admin
2. Create a new user
3. Give new user 1000 money
4. Log out
5. Log in a new user
6. Browse until an item with low Lifetime shows up (under 20 hours or so)
7. Click purchase item button
8. Toast stating purchase complete pops up
9. Click Browse as many times as the value of Lifetime is for the item
10. Toast stating item has expired after [Lifetime] hours pops up
11. Verify Happiness changed based on item's Happiness End
12. Verify Money changed based on item's Money End



## Use Case 14: View compact History

fail

1. Log in as a normal user.
2. Click "History" button
3. Make sure "compact" checkbox is checked
4. Click "Browse"
5. Purchase an Item
6. Click "History"
7. Verify the Browse activity was not listed in the history log
8. Verify the Item Purchase was listed in the history log

## Use Case 15: View Verbose History

fail

1. Log in as a normal user
2. Click the "History" button
3. Make sure the "compact" checkbox is not checked
4. Click "Browse" button
5. Click "History" button
6. Verify the new "Browse" entry shows up in the history log
- 7.

## Use Case 16: Retire

fail

1. Log on as a normal user
2. Click the “retire” button
3. Make sure the “Yes I want to retire” checkbox is checked
4. Click the “yes, I want to retire” button
5. Verify “The End” screen shows up.
6. Log out
7. Log in as same user.
8. Verify “The End” screen shows up and only “Logout” button is available