Use Case Diagram: Sponsor UI

Participating Actor: Sponsor

Entry condition:

- Sponsor approved by manager
- Sponsor is logged in

Exit condition:

- Sponsor logs out

Event Flow:

1. Sponsor may select a tournament to sponsor from a calendar
2. Sponsor can make a payment for Sponsorship
3. Sponsor can set prize values
4. Sponsor can set their advertising:
   a. With their image/logo
   b. A message for the advertisement
5. Sponsor may message management

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