Non-subscribed users cases

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| Use Case Name | Play Game and Get Prize |
| Actors | All User |
| Description | All users can play games and win prizes when playing with machines that award prizes. |
| Pre-Conditions | The user is at the arcade game center and is playing a game on a machine that awards prizes |
| Post-Conditions | The user has played the game and won a prize |
| Basic flow | 1-The user selects a game that awards prizes.  2-The user plays the game.  3-The user wins a prize. |

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| Use Case Name | Create Account and Subscribe |
| Actors | Non-subscribed user |
| Description | Non-subscribed users can create an account and subscribe to become a subscriber |
| Pre-Conditions | None |
| Post-Conditions | The user has created an account and is subscribed |
| Basic flow | 1-The user opens the program.  2-The user selects the option to create an account.  3-The program prompts the user to enter their personal information.  4-The user enters their personal information.  5-The program prompts the user to select a subscription plan.  6-The user selects a subscription plan.  7-The program prompts the user to enter their payment information.  8-The user enters their payment information.  9-The program confirms that the user's account has been created and they are subscribed |

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| Use Case Name | View Center Information |
| Actors | ALL useres |
| Description | All users can view information about the arcade game center, its corners, and the machines they contain. This use case does not require the user to log in. |
| Pre-Conditions | None |
| Post-Conditions | The user is able to view information about the arcade game center, its corners, and the machines they contain |
| Basic flow | 1-The user opens the program.  2-The user selects the option to view information about the arcade game center.  3-The program displays information about the arcade game center, its corners, and the machines they contain. |