**Use Cases (Iteration 1)**

**Use Case 1: Artist Registration**

**Goal:** As a new artist user, I want to register for an account on ESPARTA to showcase my artwork.

**Interactions:**

* User provides their name, email, and password.
* System validates the input data.
* System creates a new artist profile.

**Output**: Confirmation of successful registration.

**Use Case 2: Customer Registration**

**Goal**: As a new buyer user, I want to register for an account on ESPARTA to browse and purchase artwork.

**Interactions**:

* User provides their name, email, and password.
* System validates the input data.
* System creates a new buyer profile.

**Output**: Confirmation of successful registration. If the credentials did not match the requirement like password length then user will be asked to try again.

**Use Case 3: User Login**

**Goal**: As a registered user, I want to log in to my ESPARTA account to access my profile and use platform features.

**Interactions**:

* User provides their email and password.
* System validates the credentials.

**Output**: Successful login, granting access to user's profile and features. If the credentials did not match then user will be asked to try again.

**Use Case 4: Artwork Upload**

**Goal**: As an artist user, I want to upload images of my artwork to showcase them on ESPARTA.

**Interactions**:

* User selects artwork images to upload.
* System processes and stores the images.
* User provides artwork details (title, description, price, genre).
* System validates and associates the details with the uploaded images.

**Output**: Uploaded artwork displayed on the artist's profile. If there is any error in uploading the artwork then it will be presented the artist by showing an error page.

**Use Case 5: Search for Artwork**

**Goal**: As a buyer user, I want to search for artwork on ESPARTA based on various criteria.

**Interactions**:

* User enters search keywords or selects filters (e.g., genre, price).
* System processes the search query.

**Output**: A list of artworks matching the search criteria is displayed. If the results are not found then a toast or a pop will be shown with an appropriate error message.

**Use Case 6: Add Artwork to Cart**

**Goal**: As a buyer user, I want to add artwork to my shopping cart for potential purchase.

**Interactions**:

* User selects the artwork to add to the cart.
* System updates the user's shopping cart with the selected artwork.

**Output**: Selected artwork is added to the shopping cart.

**Use Case 7: Purchase Artwork**

**Goal**: As a buyer user, I want to complete the purchase of artwork in my shopping cart.

**Interactions**:

* User reviews the items in the shopping cart.
* User proceeds to checkout and provides payment information.
* The system processes the payment and updates the order status.

**Output**: If the payment is processed perfectly then a confirmation is sent to the user.

**Use Case 8: Order Management**

**Goal**: As a buyer user, I want to manage the orders of artwork in my history.

**Interactions**:

* User can view the items he purchased previously.
* It contains certain information such as the purchase date and money he spent on purchasing that art.

**Use Case 9: Messaging Artists**

**Goal**: As a user (Artist or Buyer), I want to send messages to artists for inquiries or negotiations.

**Interactions**:

* User selects an artist to message.
* User composes and sends a message.
* System delivers the message to the artist.

**Output**: Message sent to the artist.

**Use Case 10: User- Tracking System**

**Goal:** As the order is delivered to the buyer, the customer would be able to receive the notifications and track their shipping status and expected dates of delivery.

**Interactions**:

* The buyer has purchased the artwork.
* The artwork has been processed with accurate transaction works and updated to the log.
* The notifications are hence sent to the buyer and the shipping status can be tracked on this page.

**Output:** Delivery status and updates are tracked.

These above-mentioned cases represent some of the fundamental interactions that users will have with the ESPARTA platform. You can create use case diagrams for these scenarios and expand on them based on your specific project requirements.