**Receive a One-Time Notification for an Event**

1. **Use Case**: Receive a One-Time Notification for an Event
2. **Goal in Context**: User wants a single notification for a specific event, for a specific time
3. **Primary Actors**: General users, Material farmers, Equipment farmers
4. **Supporting Actors**: Notification System
5. **Success Scenario**:
   * User navigates to an event page.
   * User selects the option to receive a one-time event.
   * User selects an event start time.
   * User selects how much time in advance they want to receive the notification (e.g., 10 minutes before the event).
   * User selects the default notification tone.
   * User confirms selections.
   * The System sends the notification data to the Notification System.
   * User is notified of successful selection.