USE CASE E01 – Enrollment in a competitive squash match

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| Name | Enrollment in a competitive squash match |
| ID | E01 |
| Description | While visiting the website of Squashclub ‘De Warme Bal’, a squashclub member can enroll himself in a competitive match against another squashclub member. |
| Actors | Squashclub member |
| Organizational Benefits | * Increase the number of players in a tournament hosted by the squashclub. * Letting the squashplayers enroll themselves instead of having the organization put in time to enroll players. |
| Frequency of Use | Players can enroll in matches, every time a tournament is being hosted. |
| Triggers | Users of the website select the option to enroll in a match. |
| Preconditions | Users of the website are located on the tournament-page. |
| Postconditions | The enrollment is visible to the player when he views the enrollments for the tournament he enrolled in. |
| Main Course | 1. Player navigates the website to the tournament-page; 2. Player navigates to the enrollment-tab on the tournament-page; 3. System determines that player is not logged on and redirects player to the log on page (AC1); 4. Player logs on and is redirected to the enrollment-tab on the tournament-page (AC2, AC3); 5. Player is asked to fill out a form with his information; 6. System prompts player to confirm enrollment (EX1, EX2); 7. Player confirms enrollment; 8. System stores the information of players’ enrollment (EX3); 9. System prompts player that enrollment is successful; 10. System redirects player to the tournament-page. |
| Alternate Courses | AC1 – System determines player is already logged on:   1. Return to Main Course step 5.   AC2 – Player logs off again:   1. Return player to Main Course step 3.   AC3 – User does not have an account already:   1. User creates an account to become a player; 2. System stores player information (EX3); 3. Return player to Main Course step 4. |
| Exceptions | EX1 – Player does not confirm enrollment:   1. Return player to the enrollment-tab on the tournament-page.   EX2 – System fails prompting to confirm enrollment:   1. System notifies player that an error has occurred; 2. Return player to the enrollment-tab on the tournament-page.   EX3 – System fails storing the players’ information:   1. System notifies player that an error has occurred; 2. Return player to the enrollment-tab on the tournament-page. |