Sport Event Application “Health&Fun”

Use-Case Model

Version <1.0>

Revision History

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# Use-Cases Identification

***Use case: Create Sport Event***

***Level: user-goal level***

***Primary actor: Client***

***Main success scenario: Firstly, the client should login on application. After that he has the possibility to create a sport event. The event should have a name, a specific type of sport, a location, start and end date. After creating it, the user have possibility to edit the sport event.***

***Use case: Edit Account***

***Level: user-goal level***

***Primary actor: Client***

***Main success scenario: Firstly, the client should login on application. After that he has the possibility to edit his account. He can change name, password, email, location and in order to confirm the changes he must introduce his password.***

***Use case: Add to friend***

***Level: user-goal level***

***Primary actor: Client***

***Main success scenario: Firstly, the client should login on application. After that he can search for a specific user by name. The client can view the important information about that user and can send a friend request.***

# UML Use-Case Diagrams

