Use Cases Approach

Use case 1: Bidding
- Primary actors: Auctioneer, Bidders, System, Bidder
- Goal: Auctioneer place product Bidders can bid the product, the highest bidder will get the product
- Main Scenario: Auctioneer place the product and give minimum bid that can be placed on product. Bidders place money to bid, the highest bidder win the product.
- Alternative Scenario:
  - Alternative 1: Bidder bid the money that is lower than the given minimum amount
  - Alternative 2: Bidder bid the money that exceed their balance
  - Alternative 3: Lost connection, app crash

Use case 2: Add product
- Primary actor: Auctioneer
- Goal: Add and display the product on auction
- System
- Main Scenario: Auctioneer can add product and display useful info of product to the lot.
- Alternative Scenario:
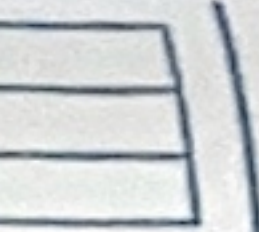 - Alternative1: Display wrong information of product
  - Alternative 2: Picture format is wrong or not supproted
  - Alternative 3: Add duplicate item

Use case 3: Do payment
- Primary actor: Bidder
- Goal: After won a bid, Bidder can choose winning

payment method to pay for the item.
- Main Scenario: Bidder choose their payment method and pay successfully
- Alternative Scenario:
  - Alternative 1: Transaction denied
  - Alternative 2: Bidder enter wrong information
  - Alternative 3: Lost connection to the Internet

Use case 4: Withdraw money
- Primary actor: Auctioneer
- Main Goal: Auctioneer can withdraw bidder's money
- Main Scenario: Auctioneer choose method to withdraw money without problem
- Alternative Scenario:
  - Alternative 1: Transaction denied
  - Alternative 2: Lost connection to the Internet
  - Alternative 3: Enter wrong card or account information

Use case 5: Create Auction
- Primary actor: Auctioneer
- Goal: Create an auction for bidding
- Main Scenario: Make an auction that is on the auction list
- Alternative Scenario:
  - Alternative 1: Connectivity issues

Use case 6: End auction
- Primary actors: Auctioneer, System
- Goal: System can automatically end auction when duration is over