Use Cases

for

DuoLegend Project,

Release 1.0

**Version 1.0 approved**

**Prepared by Group 1**

**Process Impact**

**August 22, 2013**

**Revision History**

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| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
| Group 1 | 21/5/2021 | initial draft | 1.0 |
| Group 1 | 23-5-2021 | approved | 1.0 approved |

The various user classes identified the following primary actors and use cases for the Cafeteria Ordering System:

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| ***Primary Actor*** | ***Use Cases*** |
| Visitor | 1. Create Account 2. View list of random user |
| Member | 1. Login 2. Update profile 3. Search player by playstyle |

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| ID and Name: | **UC-1 Create account** | | |
| Created By: | Tran Khanh Toan | Date Created: | 24/5/2021 |
| Primary Actor: | Visitor | Secondary Actor | None |
| Description: | Visitor who want to use DuoLegend website must register an account to join | | |
| Trigger: | Visitor indicates that he wants to use full function of the website | | |
| Preconditions: | PRE-1. Visitor access the webpage | | |
| Postconditions: | POST-1 Inform that user have created an account  POST-2. Visitor is registered an account. | | |
| Normal Flow: | **1.0 Create an account**   1. Visitors access DuoLegend web page and home page appears 2. After the visitors click on “Register” button, the web page will redirect to register page 3. DuoLegend asks visitors to fill in the requested information input, including ingame name, password, password confirmation, email 4. After registering successfully, a message will inform that visitor have created an account and redirect to homepage | | |
| Alternative Flows: | None | | |
| Exceptions: | **1.0.E1 Password confirmation is different from password**   1. A message will inform user the error “Password confirmation is not matched” 2. Return to step 3 of normal flow   **1.0.E2 Password is weak**   1. A message will inform user the error “Password is weak” 2. Return to step 3 of normal flow   **1.0.E3 The email input is not an email**   1. A message will inform user the error “This is not an email” 2. Return to step 3 of normal flow   **1.0 E3 The email input already exists**   1. A message will inform user the error “This email is already used” 2. Return to step 3 of normal flow   **1.0.E3 Members do not input enough fields.**   1. Website shows a notification “The input is blank” to members. 2. Return to step 3 of normal flow. | | |
| Priority: | High | | |
| Business Rules: | SECURITY-1, SECURITY-2, ACCOUNT-1, ACCOUNT-2 | | |
| Other Information: | None | | |

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| ID and Name: | **UC-2 View list of random user** | | |
| Created By: | Doan Ngoc Minh | Date Created: | 24/5/2021 |
| Primary Actor: | Visitor | Secondary Actor | Member |
| Description: | Visitors to the DuoLegend website can view a random list of other users. Members also have the choice of viewing a random list of users. | | |
| Trigger: | Visiting DuoLegend’s main page. | | |
| Preconditions: | None | | |
| Postconditions: | POST-1. A list of random user is displayed | | |
| Normal Flow: | **2.0 View list of random user**   1. User visits DuoLegend’s main page. 2. List of random user is displayed for user | | |
| Alternative Flows: | None | | |
| Exceptions: | None | | |
| Priority: | High | | |
| Business Rules: | None | | |
| Other Information: | None | | |

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| ID and Name: | **UC-3 Login** | | |
| Created By: | Thuong Duy Khang | Date Created: | 24/05/2021 |
| Primary Actor: | Member | Secondary Actor: | None |
| Description: | Users who already have an account can log in to their account to use more functions on the website. | | |
| Trigger: | Member requests to log in to the website. | | |
| Preconditions: | PRE-1. Member access to the website.  PRE-2. Member already have an account. | | |
| Postconditions: | POST-1. Members are logged in to the website. | | |
| Normal Flow: | **3.0 Login to an account**   1. Member access to DuoLegend website. 2. Member clicks on the login button. 3. Website direct member to the login page with a form containing email and password field. 4. Member inputs appropriate email and password into two fields respectively. 5. After login successfully, website will direct the member back to the homepage with his account’s name on the top right corner. | | |
| Alternative Flows: | None | | |
| Exceptions: | **3.0.E1 Email and password is not matched**  1. Websites show a popup “Wrong email or password. Please try again.”  2. Return to step 3 of normal flow.  **3.0.E2 Member input a nonexistent account**  1. Website shows a popup “Your account does not exist. Do you want to sign up?”  2a. If a member clicks on the sign up link, the website will direct him to the register page.  2b. Else return to step 3 of normal flow.  **3.0.E3 Member do not input enough fields.**   1. Website shows a notification to member. 2. Return to step 3 of normal flow. | | |
| Priority: | High | | |
| Business Rules: | BR-1, LOGIN-1, SECURITY-3 | | |

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| ID and Name: | **UC-4 Update Profile** | | |
| Created By: | Ho Kha Minh | Date Created: | 24/5/21 |
| Primary Actor: | Member | Secondary Actors: | None |
| Description: | Members who have signed up and login to the website can update their general information in the account. | | |
| Trigger: | A member who wants to change or update their information on the website. | | |
| Preconditions: | PRE-1. Member is logged into the DuoLegend website. | | |
| Postconditions: | POST-1. A “Update Successfully” notification showed up.  POST-2. Account information is changed in the database as well as the information on the website. | | |
| Normal Flow: | **4.0 Update One field of information**   1. Members click the icon Profile to go to the profile page. 2. Member click on the “Update Profile” button. 3. DuoLegend website displays information as a form which can be updated. 4. Members click in the field of information that he or she wants to update. 5. Members input new values in that field. 6. Members either select the “Save” button to confirm the update or select “Cancel” button to undo changes. | | |
| Alternative Flows: | **4.1 Update multiple fields at once**   1. Members input new values into multiple input fields. 2. Return to step 5 of normal flow. | | |
| Exceptions: | **4.0.E2 Member delete all the field and select “Save” button**  1. The website informs member that the field isn’t allowed to be blank  **4.0.E3 Password confirmation is different from password**  1. The website changes the value of another field but the password. | | |
| Priority: | High | | |
| Business Rules: | None | | |
| Other Information: | 1. Members shall be able to cancel the change process at any time prior to confirming it. | | |

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| ID and Name: | **UC-5 Search player by playstyle** | | |
| Created By: | Tieu Anh Tho | Date Created: | 24/5/2021 |
| Primary Actor: | Member | Secondary Actor: | None |
| Description: | Members can view a list of users who are matched with the playstyle they want to search. Play style can be position, skill, behavior. | | |
| Trigger: | Member indicates that he wants to find a duo friend. | | |
| Preconditions: | PRE-1. Visitors access the webpage.  PRE-2 Member is logged into the DuoLegend website. | | |
| Postconditions: | POST-1. Display a list of search results. | | |
| Normal Flow: | **5.0 Search player by playstyle**   1. User click on icon represents the skill they want to search 2. User clicks on the icon represents the position they want to search. 3. User clicks on the drop-down button to drop-down list of server. 4. User clicks on the server they want to search. 5. User clicks on the icon represents the purpose of playing game. 6. Show a list of results, based on the following priority: server, purpose, position, skill. | | |
| Alternative Flows: | Show a list of random results if none of the play styles is chosen. | | |
| Exceptions: | None | | |
| Priority: | High | | |
| Frequency of Use: | Approximately 30 users, average of one usage per day. Peak usage load for this use case is between 7:00 P.M. and 10:00 P.M. local time. | | |
| Business Rules: | None | | |
| Other Information: | None | | |