**Use Case Documentation**

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| **Name:** | Create Account |
| **Summary:** | User decides to make an account with the application |
| **Preconditions:** | 1. Installed the application 2. Able to run application 3. Only for those who have not logged in |
| **Triggers:** | 1. Clicks on the Register button |
| **Main Success:** | 1. Able to create account 2. Shows the interface was displayed correctly |
| **Post Conditions:** | 1. Now a logged in user 2. Able to make purchases 3. Able to make posts 4. Able to browse |
| **Notes:** | Main goal is to get the user to register for future purchases and future postings. |

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| **Name:** | Browse Games |
| **Summary:** | User gets to browse through and see the games listed. |
| **Preconditions:** | 1. Installed the application 2. Able to run application 3. All users can do this |
| **Triggers:** | 1. Clicks the search button 2. OR goes to the menu button |
| **Main Success:** | 1. Shows interface works 2. Searching capabilities are functional |
| **Post Conditions:** | No Post Conditions |
| **Notes:** | There is a tab of different genres to search, or you can use the search bar for specific options. |

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| **Name:** | Post Game |
| **Summary:** | User is able to post a game on the application |
| **Preconditions:** | 1. Installed the application 2. Able to run application 3. User has logged in |
| **Triggers:** | 1. Clicks on the Post Game button under your user account |
| **Main Success:** | 1. User is able to post game and others can view 2. Shows the interface was displayed correctly 3. Increases the number of games posted on the application |
| **Post Conditions:** | 1. Other users can now see this post 2. Other users can now purchase this game |
| **Notes:** | This is key for the application to grow |

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| **Name:** | Shopping Cart |
| **Summary:** | User is able to put a game into their shopping cart to purchase the game |
| **Preconditions:** | 1. Installed the application 2. Able to run application 3. User has logged in |
| **Triggers:** | 1. Puts game in shopping cart 2. Clicks on the shopping cart button |
| **Main Success:** | 1. User is able to view the games they want to purchase and make a bigger list 2. Shows the interface is working correctly 3. Revenue from the application |
| **Post Conditions:** | 1. User may now purchase all items in their shopping cart |
| **Notes:** | This is starting the revenue phase of the application. |

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| **Name:** | Pay for the Game |
| **Summary:** | User is able to purchase the games that are put in the shopping cart |
| **Preconditions:** | 1. Installed the application 2. Able to run application 3. User has logged in 4. Items are put into the shopping cart |
| **Triggers:** | 1. User has put items into the shopping cart 2. In the shopping cart user hits purchase |
| **Main Success:** | 1. User is able to purchase the games 2. Shows the interface was displayed correctly 3. Revenue for the application |
| **Post Conditions:** | 1. Less games posted on the application |
| **Notes:** | This is the end of the revenue phase |