**Use Case Documentation**

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| **Name:** | Register 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 4. Username has not been taking before creating account |
| **Triggers:** | 1. Clicks on the Register button |
| **Main Success:** | 1. Able to create account 2. Shows the interface was displayed correctly 3. Database has an updated user database |
| **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 4. Database has to be updated |
| **Triggers:** | 1. Clicks the browse button 2. OR goes to the menu button 3. After logged in clicking browse button |
| **Main Success:** | 1. Shows interface works 2. Searching capabilities are functional 3. Show the database is connective and users are able to post |
| **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 4. Database is connective |
| **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 4. Database connectivity is working |
| **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:** | Login User |
| **Summary:** | User is able to Login using Hibernate |
| **Preconditions:** | 1. Installed the application 2. Able to run application |
| **Triggers:** | 1. Clicks Login 2. Username and Password match existing Username and Password in database. |
| **Main Success:** | 1. Users can post after logging in 2. Shows the interface is working correctly 3. Database is connective and working |
| **Post Conditions:** | 1. User may now post games and browse to purchase |
| **Notes:** |  |

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| **Name:** | Exit |
| **Summary:** | User is able to exit out of the application |
| **Preconditions:** | 1. Installed the application 2. Able to run application |
| **Triggers:** | 1. User has selected the exit button |
| **Main Success:** | 1. User is about to exit out of the application and sign-out at the same time |
| **Post Conditions:** | 1. Finished the app |
| **Notes:** | Click to the completion of this application |