**SIGNUP:**

| Use Case ID | UC-1.1 |
| --- | --- |
| Use Case Name | Signup |
| Description | Organizers create account for Clubs that participated in the League |
| Actor | Organizers |
| Priority | Must have |
| Trigger | Had many clubs registered |
| Pre-Condition | * Organizers already had account |
| Post-Condition | * Organizers can use the App to manage their tournament * Clubs can use the App to manage their own club |
| Basic-Flow | * Organizers receive registration form from Clubs * Organizers create a list of Username and Password for Clubs |
| Alternative-Flow | None |
| Exception-Flow | * The condition of the club doesn’t meet the requirement of the rules |
| Business Rules |  |
| Non-Functional Requirement |  |

**LOGIN:**

| Use Case ID | UC-1.2 |
| --- | --- |
| Use Case Name | Login |
| Description | Users must login to use the App |
| Actor | Organizers and Clubs |
| Priority | Must have |
| Trigger | When users want to use the App |
| Pre-Condition | * Users already had account |
| Post-Condition | * Users can access the App * (Maybe) Login Activity History |
| Basic-Flow | * Users access the App * Users Enter Username and Password |
| Alternative-Flow | None |
| Exception-Flow | * Users Enter Wrong Username or Password or Both |
| Business Rules |  |
| Non-Functional Requirement |  |

**CHANGE PASSWORD:**

| Use Case ID | UC-1.3 |
| --- | --- |
| Use Case Name | Change Password |
| Description | A feature for Users to change their password |
| Actor | All users |
| Priority | Must have |
| Trigger | When users want to change their password |
| Pre-Condition | * Users already had account |
| Post-Condition | An account that has new password |
| Basic-Flow | * Users choose button “Change Password” |
| Alternative-Flow | None |
| Exception-Flow | * Retype password doesn’t match new password * Type current password doesn’t match current password * New password match current password |
| Business Rules |  |
| Non-Functional Requirement |  |

**MANAGE ALL CLUBS:**

| Use Case ID | UC-1.4 |
| --- | --- |
| Use Case Name | Manage All Club |
| Description | A feature for Organizers to manage all the club, storage the information about the club(but they can’t operate the club) |
| Actor | Organizers |
| Priority | Must have |
| Trigger | When organizers want to manage the club |
| Pre-Condition | * Exist a tournament to manage all the club |
| Post-Condition | A notification to a club or many clubs that they need to make the change for organizers |
| Basic-Flow | * Organizers login success * Organizers navigate to Page “Clubs” * Organizers found a/many clubs that infringe the rules(number of players, area of stadium is too small, …) |
| Alternative-Flow | None |
| Exception-Flow | * The requirements are absurd(number players <10, …) |
| Business Rules |  |
| Non-Functional Requirement |  |

**MANAGE TRANSFER PLAYERS PERIOD:**

| Use Case ID | UC-1.5 |
| --- | --- |
| Use Case Name | Manage Transfer Players |
| Description | A feature for Organizers to decide when all the clubs can transfer new/old players |
| Actor | Organizers |
| Priority | Must have |
| Trigger | When transfer players period come(usually in the Summer or Winter) |
| Pre-Condition | * Exist a tournament * Most of clubs have sustainable finance |
| Post-Condition | All clubs can transfer players |
| Basic-Flow | * Organizers login success * Organizers navigate to Page “Clubs” and choose button Transfer Players Period |
| Alternative-Flow | None |
| Exception-Flow | * The finance of some clubs is not well |
| Business Rules |  |
| Non-Functional Requirement |  |

**RESULT & RANKING:**

| Use Case ID | UC-1.6 |
| --- | --- |
| Use Case Name | Result & Ranking |
| Description | A feature for Organizers to record the result and use it to ranking clubs |
| Actor | Organizers & Clubs(for Clubs it’s READ ONLY) |
| Priority | Must have |
| Trigger | A match is finished |
| Pre-Condition | * Exist a tournament * Exist at least a finished match |
| Post-Condition | All clubs can see the information of all games and their ranking |
| Basic-Flow | * Organizers login success * Organizers navigate to Page “R & R” |
| Alternative-Flow | None |
| Exception-Flow | * … ? |
| Business Rules |  |
| Non-Functional Requirement |  |

**PROMOTE/DEMOTE/DELETE CLUBS:**

| Use Case ID | UC-1.7 |
| --- | --- |
| Use Case Name | P-D-D Clubs |
| Description | A feature for Organizers to Promote/Demote/Delete a club or many clubs from tournament |
| Actor | Organizers & Clubs(for Clubs it’s READ ONLY) |
| Priority | Must have |
| Trigger | Organizers handle the promotion, demotion, delete some clubs |
| Pre-Condition | * Exist a tournament * All match finished or there’s a club or many clubs infringe the rule |
| Post-Condition | All clubs can know which clubs are promoted/demoted/deleted from the League |
| Basic-Flow | * Organizers login success * Organizers navigate to Page “R & R” * Organizers choosing “P – D – D” feature |
| Alternative-Flow | None |
| Exception-Flow | * The number of clubs are P-D-D bigger than the number of clubs are allowed to P-P-D |
| Business Rules |  |
| Non-Functional Requirement |  |

**NOTIFICATION & DOCUMENTATION TO ALL CLUBS**

| Use Case ID | UC-1.8 |
| --- | --- |
| Use Case Name | Noti&Docu |
| Description | A feature for Organizers to manage the notification & documentation for the League |
| Actor | Organizers & Clubs(for Clubs it’s READ ONLY) |
| Priority | Must have |
| Trigger | Organizers handle the notification & documentation |
| Pre-Condition | * Exist an Organizers’s account |
| Post-Condition | All clubs can know all information and documentation related to the League |
| Basic-Flow | * Organizers login success * Organizers navigate to Page “N & D” * Organizers choosing feature |
| Alternative-Flow | None |
| Exception-Flow |  |
| Business Rules |  |
| Non-Functional Requirement |  |

**SCHEDULE FIXTURE**

| Use Case ID | UC-1.9 |
| --- | --- |
| Use Case Name | Schedule Fixture |
| Description | A feature for Organizers to schedule fixture |
| Actor | Organizers & Clubs |
| Priority | Must have |
| Trigger | Organizers handle schedule fixture |
| Pre-Condition | * Exist an Organizers’s account * Exist a tournament |
| Post-Condition | All clubs can know the time and place of all the match |
| Basic-Flow | * Organizers login success * Organizers navigate to Page “Schedule” * Organizers choosing feature |
| Alternative-Flow | None |
| Exception-Flow | * Having conflict schedule |
| Business Rules |  |
| Non-Functional Requirement |  |

**PENALIZE FOR INFRINGEMENT**

| Use Case ID | UC-2.0 |
| --- | --- |
| Use Case Name | Penalize |
| Description | A feature for Organizers penalize clubs that infringed |
| Actor | Organizers & Clubs(Clubs can complain about the penalty) |
| Priority | Must have |
| Trigger | Organizers handle penalty |
| Pre-Condition | * Exist an Organizers’s account * Exist a tournament * Exist a finished match to handle |
| Post-Condition | * All clubs can know about the penalty |
| Basic-Flow | * Organizers login success * Organizers navigate to Page “Penalize” * Organizers choosing feature * Organizers choosing club to penalize |
| Alternative-Flow | None |
| Exception-Flow | The finished match was canceled |
| Business Rules |  |
| Non-Functional Requirement |  |

**MANAGE FINANCE OF THE LEAGUE**

| Use Case ID | UC-2.1 |
| --- | --- |
| Use Case Name | Manage Finance |
| Description | A feature for Organizers to manage finance |
| Actor | Organizers |
| Priority | Must have |
| Trigger | Organizers handle manage finance |
| Pre-Condition | * Exist an Organizers’s account * Exist a tournament |
| Post-Condition | Organizers can know income, budget of the League |
| Basic-Flow | * Organizers login success * Organizers navigate to Page “Finance” * Organizers choosing feature |
| Alternative-Flow | None |
| Exception-Flow |  |
| Business Rules |  |
| Non-Functional Requirement |  |

**PRIZE POOL FOR HIGH ACHIEVEMENT CLUBS & OUTSTANDING PLAYERS**

| Use Case ID | UC-2.2 |
| --- | --- |
| Use Case Name | Prize for Clubs & Players |
| Description | A feature for Organizers to reward clubs & players |
| Actor | Organizers & Clubs |
| Priority | Must have |
| Trigger | Organizers handle prize pool |
| Pre-Condition | * Exist an Organizers’s account * Exist a tournament * Exist a finished match or all match are finished to handle |
| Post-Condition | * All clubs & players can know exactly how much they earn |
| Basic-Flow | * Organizers login success * Organizers navigate to Page “Finance” * Organizers choosing feature Prize * Organizers choosing club or players to reward |
| Alternative-Flow | None |
| Exception-Flow | The finished match was canceled |
| Business Rules |  |
| Non-Functional Requirement |  |

**MANAGE OWN CLUB**

| Use Case ID | UC-2.3 |
| --- | --- |
| Use Case Name | Manage Own Club |
| Description | A feature for Clubs to manage their own Club |
| Actor | Clubs |
| Priority | Must have |
| Trigger | Clubs handle their own club |
| Pre-Condition | * Exist a Club’s account * Exist a tournament |
| Post-Condition | An overview for clubs about their activity |
| Basic-Flow | * Club login success * Club navigate to Page “Clubs” * Club choosing “Manage Players” feature => Club can choose “Transfer Players” feature * Club choosing “Manage Coach & Staff” feature => Club can choose Calculating Cost Incurred feature * Club choosing “Manage Fund Salary” feature => Club can choose Award/Penance Players or Calculating Cost Incurred feature |
| Alternative-Flow | None |
| Exception-Flow | * Players/Coach/Staff salary beyond Fund Salary |
| Business Rules |  |
| Non-Functional Requirement |  |