**Use cases**

A School like KEA wants a system where information about students enrolled can be handled. KEA wants to be able to Create a new student, edit an existing student, delete a student, and see all information about a specific student.

|  |  |
| --- | --- |
| Case: Create new student | Case: Edit existing student |
| Actor: Administrator, student | Actor: Administrator, student |
| Scenario:   * The student delivers personal info: name, address, email, phone number, CPR * The admin enters the info into the system * A unique student number is given * The system verifies the enrolment with a message | Scenario:   * Student has the ability to add a profile picture * Edit personal info (name, address, phone number, email) * The system saves the new info * A message with verification is shown |

|  |  |
| --- | --- |
| Case: Delete student | Case: See all info of a student |
| Actor: Administrator | Actor: Administrator, student |
| Scenario:   * Exclusive access for admins (username, pw) * List is shown of all the students * The student is deleted from the system by the admin * The system confirms the deletion with a message | Scenario:   * Exclusive access to student admin and student * The admin sees a list of all students   The student gets to see his/her own profile with all info |

Noun list:

klasser

student

admin

system

attributer

personal info

name

address

email

phone number

CPR

student number

message

Verb list:

delivers

enters

given

verifies

**Use case LAHZ**

|  |
| --- |
| Case: Little Animal Horror Zoo |
| Actor: The player |
| Scenario:   * The player moves the rabbit one step on x-axis and one step on y-axis by typing a command * The game registers the move and a message shows the location of the rabbit * The system moves the snake toward the rabbit with one step on the x-axis and one step y-axis * The game registers the move and a message shows the location of the snake * A message is shown when the rabbit is one move away from the snake * The snake eats the rabbit when they are on the same location * The player moves the rabbit until the snake and rabbit are on the same spot * When the game ends a message appear and asks if the player wants to restart the game or quit |

Noun list:

snake

rabbit

player

command

game

move

location

step

message

x-axis

y-axis

klasser:

player

rabbit

snake

game

attributer:

location

step

x-axis (left/right)

y-axis (up/down)

message

command

Verb list:

moves

typing

registers

shows

shown

eats

ends

appear

asks

wants

restart

quit

|  |
| --- |
| Class: Rabbit |
| Attribut:  Location  step |

|  |
| --- |
| Class: Player |
| Attribut:  command |

move

Restart, quit, typing, ends

register

eats

|  |
| --- |
| Class: Game |
| Attribut:  x-axis  y-axis  message |

|  |
| --- |
| Class: Snake |
| Attribut:  location  step |

move