Hello and welcome to this presentation on Use Cases. I, James Moran, will be giving this presentation, let’s begin.

What are Use-Cases? Use cases are, according to Darren Levy (2014a), a particular scenario-set, for certain activities (e.g. a customer purchasing a product and a customer searching for a product to purchase). The base-components of them, are Actors (entities in the system with a specific role) and activities (either Primary or Edge-Cases).

This is how Use-Cases are utilised in the Game Café, as shown in this Use-Case Index-Grid (for that of a text-overview of each Use-Case). For a Game Café Member, they can make a Booking for themselves, make a Booking for a Non-Member and get a ticket for an eSports Event. For a Game Café Staff Member, they can manage Membership Information, manage eSports Event Information, manage Hardware and Software information, associate Bookings with Members and associate eSports Event Tickets with Members. The Complexity relates to how difficult it is to implement that Use-Case in the system and the Priority is for identifying which Use-Cases should be implemented first (for a certain Primary Actor).

Moving on from the Index-Grid in the previous slide comes a UML representation of these Use-Cases, as a Use-Case-Diagram. This breaks down the components for some of the Use-Cases (e.g. Adding/Updating/Maintaining/Viewing Current Membership Information), as well as the use of <<include>> connections between Activities, indicating a link between one Actor’s Use-Case and another Actor’s Use-Case (e.g. a Game Café Member can purchase an eSports Event Ticket, that a Game Café Staff Member would want to associate with the respective Game Café Member).

Considering Use-Case Modelling in the Game Café system, the User-Centred Technique property (ensuring that the correct system is developed for the User), has been taken advantage of, to make sure that the team maintains focus on what the User expects from the project. It is also relatively easy for the User to understand (as they are composed in a natural-language form, providing an excellent way to communicate with them). This also provides an Objective Means to track the Game Café project (by deriving earned value from the implementation and delivery of them). Considering the potential disadvantages of their use, so far, Redundant Classes have not been initialised in the project (that of classes with duplicate functionality), as well as a relative clear mapping between the Use-Cases and the class structure of the program (given our interpretation), plus finally, the Use-Cases scaling up well to the projects requirements (even as more are added).

This slide details the references used in this presentation, thank-you for watching and goodbye for now.