

## Internal part: Play Station Network/Store

1. The player request to buy a game.
2. The system displays the catalogue of the available games.
3. The player selects the chosen game.
4. The system displays the details of the game and its prize.
5. The player adds the game to the shopping cart.
6. The system displays the payment method.
7. The player pays for it.
8. The system notifies the payment.

### Extension

- 2a. The catalogue of the available games does not respond. The system refreshes the page.
- 3a. Page not found. The system displays an error and goes to the home page.