|  |  |
| --- | --- |
| Use Case ID: | UC 001 |
| Name: | Employee Adds Game |
| Actor(s): | Employee |
| Goal: | To create a game that is viewable to all users. |
| Pre-Condition(s): | 1. The Actor must be signed into an Employee account.  2. The Game must not exist already. |
| Post-Condition: | The game is created and made viewable to all users. |
| Constraints / Issues / Risks: | The employee may not be authorized to create a certain game, or add a game that does not exist. |
| Trigger Event(s): | The employee clicks on the Create Game button. |
| Primary Path: | 1. The Employee clicks on the add game button.  2. The System sends the Employee to the Create Game page.  3. The Employee adds all game information.  4a. The Employee clicks the add game button.  5. The System responds by creating the game and notifying the Employee of the game creation. |
| Alternate Path(s): | 4b. The Employee clicks the Cancel button.  5. The System returns the Employee to the home page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 002 |
| Name: | Employee Edits Game |
| Actor(s): | Employee |
| Goal: | To edit a game that already exists, and update the changes. |
| Pre-Condition(s): | 1. The Actor must be signed into an Employee account.  2. The game must exist |
| Post-Condition: | The game is edited and the newly edited game replaces the old version. |
| Constraints / Issues / Risks: | The employee may not be authorized to edit a certain game, or replaces valid information with fake information.. |
| Trigger Event(s): | The employee views the game and clicks the edit game button. |
| Primary Path: | 1. The Employee clicks on the edit game button.  2. The System sends the Employee to the edit Game page and populates all of the existing values in the correct fields.  3. The Employee edits the required game information.  4a. The Employee clicks the Update Game button.  5. The System responds by updating the game and notifying the Employee of the update.. |
| Alternate Path(s): | 4b. The Employee clicks the Cancel button.  5. The System returns the Employee to the View Games page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 003 |
| Name: | Employee Deletes Game |
| Actor(s): | Employee |
| Goal: | To delete a game that already exists.. |
| Pre-Condition(s): | 1. The Actor must be signed into an Employee account.  2. The Game must exist to be deleted. |
| Post-Condition: | The game is deleted and removed from the View Games page. |
| Constraints / Issues / Risks: | The employee may not be authorized to delete a certain game. |
| Trigger Event(s): | The employee clicks on the Delete Game button. |
| Primary Path: | 1. The Employee clicks on the Delete game button.  2. The System replies with a message box that asks the user to either proceed with the deletion or cancel the deletion.  3a. The Employee clicks the delete button.  4. The System deletes the game and notifies the Employee.  5. The System sends the Employee back to the View Games page. |
| Alternate Path(s): | 3b. The Employee clicks the Cancel button.  4. The System returns the Employee to the View Games page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 004 |
| Name: | Employee Creates Event |
| Actor(s): | Employee |
| Goal: | To create an event that is viewable to all users. |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The event is created and made viewable to all users. |
| Constraints / Issues / Risks: | The employee may not be authorized to create the event, Or mistakenly add incorrect information. |
| Trigger Event(s): | The employee clicks on the Create Event button. |
| Primary Path: | 1. The Employee clicks on the Create Event button.  2. The System sends the Employee to the Create Event page.  3. The Employee adds all event information.  4a. The Employee clicks the Create Event button.  5. The System responds by creating the event and notifying the Employee.  6. The System returns the Actor to the Home page. |
| Alternate Path(s): | 4b. The Employee clicks the Cancel button.  5. The System returns the Employee to the Home page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 005 |
| Name: | Employee Edits Event |
| Actor(s): | Employee |
| Goal: | To edit an event that already exists. |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The Event is successfully edited and updated. |
| Constraints / Issues / Risks: | The Employee may not be authorized to update a current event or mistakenly enter incorrect information. |
| Trigger Event(s): | The employee clicks on the Create Event button. |
| Primary Path: | 1. The Employee clicks on the Create Event button.  2. The System sends the Employee to the Edit Game page with all existing values in the correct fields.  3. The Employee edits the required event information.  4a. The Employee clicks the Update Event button.  5. The System responds by updating the event and notifying the Employee.  6. The System sends the Employee back to the Home page |
| Alternate Path(s): | 4b. The Employee clicks the Cancel button.  5. The System returns the Employee to the Home page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 006 |
| Name: | Employee Deletes Event |
| Actor(s): | Employee |
| Goal: | To delete an event that already exists. |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The event is deleted. |
| Constraints / Issues / Risks: | The employee may not be authorized to delete the event or delete the wrong event. |
| Trigger Event(s): | The employee clicks on the Delete Event button. |
| Primary Path: | 1. The Employee clicks on the Delete Event button.  2. The System responds with a message box asking the Actor to confirm the delete.  3a. The Employee confirms the deletion.  4. The System deletes the requested event and notifies the Employee.  5. The System sends the Employee back to the Home page. |
| Alternate Path(s): | 3b. The Employee clicks the Cancel button.  4. The System returns the Employee to the home page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 007 |
| Name: | Employee Views Reports |
| Actor(s): | Employee |
| Goal: | To view all available reports. |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The list of reports is displayed. |
| Constraints / Issues / Risks: | The employee may not be authorized to view reports. |
| Trigger Event(s): | The employee clicks on the View Reports option. |
| Primary Path: | 1. The Employee clicks on the View Reports option.  2. The System sends the Employee to the View Reports page. |
| Alternate Path(s): | N/A |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 008 |
| Name: | Employee Prints Reports |
| Actor(s): | Employee |
| Goal: | To print reports for review. |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The reports are printed and reviewed. |
| Constraints / Issues / Risks: | The reports may not be printed correctly or to the wrong printer. |
| Trigger Event(s): | The employee clicks on the Print Reports button. |
| Primary Path: | 1. The Employee clicks on the Print Reports button.  2. The System responds by prompting the Actor to specify the printer to print to.  3. The Employee specifies the printer.  4a. The printer prints the reports, and the Employee is notified  5. The System sends the Employee back to the View Reports page. |
| Alternate Path(s): | 4b. The printer entered is not available  5. The System notifies the Employee and returns them to the home page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 009 |
| Name: | Employee Approves User Review |
| Actor(s): | Employee |
| Goal: | To approve a user review. |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The review is added to the list of reviews for the reviewed game. |
| Constraints / Issues / Risks: | The review may be accidentally denied or not seen by the Employee. |
| Trigger Event(s): | The employee clicks on the View Review button. |
| Primary Path: | 1. The Employee clicks on the View Review button.  2. The System sends the Employee to Approve/Deny Review page.  3. The employee inspects the review and clicks the Approve Review button.  4. The System responds by adding the review to the game’s review list and notifying the Employee of the addition.  5. The System then returns the Employee to the Pending Reviews page. |
| Alternate Path(s): | N/A |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 010 |
| Name: | Employee Rejects User Review |
| Actor(s): | Employee |
| Goal: | To reject a user review. |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The review is removed from the list of pending reviews. |
| Constraints / Issues / Risks: | The review may be accidentally approved or not seen by the Employee. |
| Trigger Event(s): | The employee clicks on the View Review button. |
| Primary Path: | 1. The Employee clicks on the View Review button.  2. The System sends the Employee to Approve/Deny Review page.  3. The employee inspects the review and clicks the Reject Review button.  4. The System responds by deleting the review and removing it from the Pending Reviews page.  5. The System then returns the Employee to the Pending Reviews page. |
| Alternate Path(s): | N/A |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 011 |
| Name: | Employee Creates Order |
| Actor(s): | Employee |
| Goal: | To create an order to ship out to the User. |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The order is created and recorded. |
| Constraints / Issues / Risks: | The order that the Employee creates may contain the incorrect items. |
| Trigger Event(s): | The Employee clicks on the Create Order button |
| Primary Path: | 1. The Employee clicks on the Create Order button.  2. The System sends the Employee to the Create Order button.  3. The employee enters all the order information.  4a. The Employee clicks the Save Order button.  5. The System records the order.  5. The System then returns the Employee to the View Orders page.. |
| Alternate Path(s): | 4b. The Employee clicks the Cancel button.  5. The System returns the Employee to the View Orders page |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 012 |
| Name: | Employee Edits Order |
| Actor(s): | Employee |
| Goal: | To edit an existing order. |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The order is updated and recorded. |
| Constraints / Issues / Risks: | The Employee may incorrectly change the order. |
| Trigger Event(s): | The Employee clicks the Edit Order button. |
| Primary Path: | 1. The Employee clicks on the Edit Order button.  2. The System sends the Employee to Edit Order page with all of the existing values in the corresponding fields..  3. The Employee enters all of updated information  4a. The Employee clicks the Update Order button.  5. The System updates the order and notifies the Employee of the update.  6. The System then returns the Employee to the View Orders page. |
| Alternate Path(s): | 4b. The Employee clicks the Cancel button.  5. The System returns the Employee to the View Orders page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 013 |
| Name: | Employee Deletes Order |
| Actor(s): | Employee |
| Goal: | To delete an existing order. |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The review is removed from the list of pending reviews. |
| Constraints / Issues / Risks: | The Employee may accidentally delete the wrong order. |
| Trigger Event(s): | The employee clicks on the Delete Order button. |
| Primary Path: | 1. The Employee clicks on the Delete Order button.  2. The System sends a message asking the Actor to confirm the deletion.  3a. The Actor confirms the deletion.  4. The System responds by deleting the order and removing it from the View Orders page.  5. The System then notifies the Employee of the deletion and returns the Employee to the View Orders page. |
| Alternate Path(s): | 3b. The Actor clicks the Cancel button.  4. The System returns the Employee to the View Orders page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 014 |
| Name: | Employee Closes Order |
| Actor(s): | Employee |
| Goal: | To close an open order |
| Pre-Condition(s): | The Actor must be signed into an Employee account. |
| Post-Condition: | The order is closed. |
| Constraints / Issues / Risks: | An open order may be marked as closed. |
| Trigger Event(s): | The employee clicks on the Close Order button. |
| Primary Path: | 1. The Employee clicks on the Order button.  2. The System sends the Employee to the Order Details page.  3. The employee inspects the order and clicks the Close Order button.  4. The System responds by marking the order as closed.  5. The System then notifies the Employee that the order has been closed and also returns the Employee to the View Orders page. |
| Alternate Path(s): | N/A |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 015 |
| Name: | User Creates Account |
| Actor(s): | User |
| Goal: | To create an Account for the User |
| Pre-Condition(s): | The user must not be signed into an account already registered on the site. |
| Post-Condition: | A new account is created for the User. |
| Constraints / Issues / Risks: | The account may not be correctly created. |
| Trigger Event(s): | The user clicks on the Sign Up link. |
| Primary Path: | 1. The Employee clicks on the Sign Up link.  2. The System sends the Employee to Register page.  3. The Actor enters all of their personal information.  4a. The User clicks the Register Now button.  5. The System responds by creating a new user account and notifies the user of the account creation.  5. The System then returns the User to the Sign In page. |
| Alternate Path(s): | 4b. The User clicks the Cancel button.  5. The System then returns the User to the Sign In page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 031 |
| Name: | Delete Game Review |
| Actor(s): | Customer |
| Goal: | To Delete a user review. |
| Pre-Condition(s): | The Review must have been made by the user. |
| Post-Condition: | The review is removed from the list of reviews for that game. |
| Constraints / Issues / Risks: |  |
| Trigger Event(s): | User selects “delete Review” option on the review |
| Primary Path: | 1. The User Selects Delete Review  2. The System sends a confirmation prompt to the user  3a. The User confirms the deletion  4. The system deletes the review from the database  5. The System sends the user confirmation of deletion  6. The user is redirected to the Game Details page |
| Alternate Path(s): | 3b. The User cancels the deletion  4. The user is redirected to the Game Details page |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 032 |
| Name: | Add Friend/Family |
| Actor(s): | Customer |
| Goal: | To Add another customer to their friends and family List |
| Pre-Condition(s): | The person being added must be a customer other than the user.  The customer being added can’t already be on the F&F list. |
| Post-Condition: | The Customer is added to the user’s F&F list |
| Constraints / Issues / Risks: | N/A |
| Trigger Event(s): | User selects “Add friend/family” on Customer profile |
| Primary Path: | 1. The User Selects “Add Friend/Family” on another Customer’s profile.  2a. The system redirects the user to the “Add Friend/Family” page.  3. The user completes the Add form.  4a. The user submits the Add Friend family/form  5. The System adds the customer to the user’s F&F list. |
| Alternate Path(s): | 4b. The user cancels the Add Friend/Family  5. TThe User is redirected to the Customer’s profile. |
| Exception Path(s): | 2b. The system gives an exception stating that the Customer is already on the user’s F&F list.  3. The User is redirected to the Customer’s profile. |

|  |  |
| --- | --- |
| Use Case ID: | UC 033 |
| Name: | Delete Friend/Family |
| Actor(s): | Customer |
| Goal: | To remove a customer from the user’s friends and family List |
| Pre-Condition(s): | There must at least one other customer on the F&F list. |
| Post-Condition: | The Customer is removed to the user’s F&F list |
| Constraints / Issues / Risks: | N/A |
| Trigger Event(s): | User selects “Remove Contact” on Customer profile |
| Primary Path: | 1. The User Selects “Remove Friend/Family” in the Friends and Family list.  2a. The system prompts the user to confirm  3. The System removes the customer from the user’s F&F list.  4. The F&F list is refreshed |
| Alternate Path(s): | 2b. The user cancels the remove Friend/Family  3. The User is redirected to the F&F list |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 034 |
| Name: | Add Credit Card |
| Actor(s): | Customer |
| Goal: | To Add a credit card to the user’s billing information |
| Pre-Condition(s): | N/A |
| Post-Condition: | The User has a credit card listed for billing |
| Constraints / Issues / Risks: | N/A |
| Trigger Event(s): | User selects “Add Credit Card” on User profile |
| Primary Path: | 1. The User selects “Add Credit Card” on their User profile.  2. The System redirects the User to the Add payment method page.  3. The User adds all the required credit card information.  4a. The User Submits the credit card information.  5a. The System Verifies the credit card information.  6. The Credit card is added to the User’s billing options.  7. The user is redirected to your profile page. |
| Alternate Path(s): | 4b. The user cancels the process.  5. The system redirects the user to their profile page. |
| Exception Path(s): | 5b. The system gives an exception which states that the credit card info is incorrect in some way and asks the user to fix it.  6. The user is redirected to the Add payment method page. |

|  |  |
| --- | --- |
| Use Case ID: | UC 035 |
| Name: | Delete Credit Card |
| Actor(s): | Customer |
| Goal: | To remove a credit card to the user’s billing information |
| Pre-Condition(s): | N/A |
| Post-Condition: | The Credit card is removed from the user’s billing information |
| Constraints / Issues / Risks: | N/A |
| Trigger Event(s): | User selects “Remove Credit Card” on User profile |
| Primary Path: | 1. The User selects “Remove Credit Card” on their User profile.  2. The system prompt the user for confirmation.  3a. The user confirms the removal of the credit card.  4. The system deletes the credit card information from the database and user profile.  5. The user’s profile is refreshed |
| Alternate Path(s): | 3b. The user cancels the Deletion  5. The system redirects the user to their profile page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 036 |
| Name: | Add Address |
| Actor(s): | Customer |
| Goal: | To Add an Address to the User’s shipping information |
| Pre-Condition(s): | Address cannot already be the same as one already listed for user.  Address must exist. |
| Post-Condition: | The User has a shipping address added to their profile |
| Constraints / Issues / Risks: | N/A |
| Trigger Event(s): | User selects “Add Shipping Address” on User profile |
| Primary Path: | 1. The User selects “Add Shipping Address” on their User profile.  2. The user is sent to the Add Address page.  3. The user fills out their shipping address information.  4. The user can set this address as their primary.  5a. The user submits the address information.  6a. The System verifies the address.  7. The Address is saved under the user’s profile.  8. The user is sent a confirmation message.  9. The user is redirected back to their profile page |
| Alternate Path(s): | 5b. The user cancels the process.  6. The system redirects the user to their profile page.  6b.The system gives an exception which states that the Address is already listed under their profile.  7. The user is redirected back to their profile page |
| Exception Path(s): | 6c. The system gives an exception which states that the Address info is incorrect in some way and asks the user to fix it.  7. The user is redirected to the Add Address page. |

|  |  |
| --- | --- |
| Use Case ID: | UC 037 |
| Name: | Delete Address |
| Actor(s): | Customer |
| Goal: | To Remove an Address from the User’s shipping information |
| Pre-Condition(s): | There must be an address to remove. |
| Post-Condition: | The User has a shipping address removed from their profile |
| Constraints / Issues / Risks: | Removing all addresses from a profile will make it unable to be sent physical copies of games. |
| Trigger Event(s): | User selects “Remove Shipping Address” on User profile |
| Primary Path: | 1. The User selects “Remove Shipping Address” on their User profile.  2. The System prompts a confirmation from the user.  3a. The user confirms the removal.  4. The user is redirected to their profile page. |
| Alternate Path(s): | 3b. The user cancels the removal.  4. The user is redirected to their profile page. |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 038 |
| Name: | Register for Event |
| Actor(s): | Customer |
| Goal: | To Register for an upcoming event |
| Pre-Condition(s): | User is not already registered for the event |
| Post-Condition: | The User is registered for the upcoming event |
| Constraints / Issues / Risks: | N/A |
| Trigger Event(s): | User selects “Register” on Event Page |
| Primary Path: | 1. User selects “Register” on the Event Page  2. System prompts a confirmation from the user  3a. The user confirms the registration.  4a. The system adds the user to the event’s list of registered users  5. The User is redirected to the event page. |
| Alternate Path(s): | 3b. The User cancels the registration  4. The User is redirected to the event page. |
| Exception Path(s): | 4b. The System gives an error stating that the user is already registered for the event.  5. The User is redirected to the event page. |

|  |  |
| --- | --- |
| Use Case ID: | UC 039 |
| Name: | View Wish List |
| Actor(s): | Customer |
| Goal: | To View a Customer’s wish list |
| Pre-Condition(s): | N/A |
| Post-Condition: | The system displays the Customer’s Wish List to the User. |
| Constraints / Issues / Risks: | N/A |
| Trigger Event(s): | User selects “Wish List” from a Customer’s profile page. |
| Primary Path: | 1. The User selects “Wish List” from a Customer’s profile page.  2. The System retrieves all data from that customer’s wish list.  3. The System populates the Wish list page with the wish list data.  4. The User is redirected to the Wish List Page. |
| Alternate Path(s): | N/A |
| Exception Path(s): | N/A |

|  |  |
| --- | --- |
| Use Case ID: | UC 040 |
| Name: | Add to Wish List |
| Actor(s): | Customer |
| Goal: | To Add a game to the user’s wishlist. |
| Pre-Condition(s): | The Game isn’t already on the user’s wish list. |
| Post-Condition: | The game is added to the user’s wish list |
| Constraints / Issues / Risks: | N/A |
| Trigger Event(s): | User selects “Add to Wish List” from Game Details page. |
| Primary Path: | 1. The User selects “Add to Wish List” from Game Details page.  2. The System prompts a confirmation from the user.  3a. The user confirms the addition to their wish list.  4a. The system adds the game information to the user’s wish list.  5. The User is redirected to Game detail page. |
| Alternate Path(s): | 3b. The user cancels the process.  4. The User is redirected to Game detail page. |
| Exception Path(s): | 4b. The System gives an error stating that the game is already on the user’s wish list.  5. The User is redirected to Game detail page. |

|  |  |
| --- | --- |
| Use Case ID: | UC 041 |
| Name: | Remove from Wish List |
| Actor(s): | Customer |
| Goal: | To remove a game from the user’s wishlist. |
| Pre-Condition(s): | N/A |
| Post-Condition: | The game is removed from the user’s wish list |
| Constraints / Issues / Risks: | N/A |
| Trigger Event(s): | User selects “Remove” from the Wish List page. |
| Primary Path: | 1. The User selects “Remove” from the wish list page.  2. The System prompts a confirmation from the user.  3a. The user confirms the removal of the game.  4. The system removes the game information to the user’s wish list.  5. The User is redirected to their wish list page. |
| Alternate Path(s): | 3b. The user cancels the process.  4. The User is redirected to their wish list page. |
| Exception Path(s): | N/A |