"You May Dig…"
Use-Case: Browse Games

1. Brief Description:
    A user can search for games using specific keywords and filter the results based on the highest rated, most downloaded, preferred characteristics, preferred genres or alphabetically.

2.   Actors:
        Average user

3.   Preconditions:
        None

4.   Basic Flow of Events

	Actor(s)		System
1.	The Use-Case begins when the actor enters the browse page	1.1	Populates an array of results ordered by most recently added
2.	The actor then searches for a game/s based on certain keywords.	2.1	Populates an array of results based on query
3.	The actor then selects preferred filter/s for their search	3.1	Populates and orders the results based on queries
4.	The actor then selects a game from the list	4.1	The actor is redirected to the rating page for selected game
5.	The Use-Case ends successfully		

5.   Alternative Flows
a.   If the actor would prefer to filter all of the games by certain filter/s without searching for specific keywords

	Actor(s)		System
1.	The Use-Case begins when the actor enters the browse page	1.1	Populates an array of results ordered by most recently added
2.	The actor does not search for a game/s based on certain keywords.		
3.	The actor then selects preferred filter/s for their search	3.1	Populates and orders the results based on query/ies

4.	The actor then selects a game from the list	4.1	The actor is redirected to the rating page for selected game
5.	The Use-Case ends successfully		

b. If the actor only searches for keywords and does not select preferred filter/s for their search

	Actor(s)	System
1.	The Use-Case begins when the actor enters the browse page	Populates an array of results ordered by most recently added
2.	The actor searches for a game/s based on certain keywords.	Populates an array of results based on query
3.	The actor does not select preferred filter/s for their search	No Change
4.	The actor then selects a game from the list	The actor is redirected to the rating page for selected game
5.	The Use-Case ends successfully	

c. If the actor exits the page prior to searching a keyword/s or filtering the list

	Actor(s)	System
1.	The Use-Case begins when the actor enters the browse page	Populates an array of results ordered by most recently added
2.	The actor does not search for a game/s based on certain keywords.	No Change
3.	The actor does not select preferred filter/s for their search	No Change
4.	The actor exits the page	
5.	The Use-Case ends with a failure condition	

d. If the actor exits the page prior to selecting a game/s

	Actor(s)	System
1.	The Use-Case begins when the actor enters the browse page	Populates an array of results ordered by most recently added

2.	The actor searches for a game/s based on certain keywords.	Populates an array of results based on query
3.	The actor then selects preferred filter/s for their search	Populates and orders the results based on query/ies
4.	The actor exits the page	
5.	The Use-Case ends with a failure condition	

6.   Key Scenarios
7.   Post-Conditions
a.   Successful Completion :
        The user searched for at least one keyword OR filtered the list AND selected at
        least one game from the list
    b.   Failure Condition
        The user cancels prior to searching for at least one keyword OR filtering the list
        OR The user fails to select at least one game from the list

8.   Special Requirements