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Use-Case: Specify Preferences

1. Brief Description

An authenticated user is asked/requests to specify their game preferences to the system.

2. Actors

- User

3. Preconditions

- User must be valid and authenticated (logged in)

4. Basic Flow of Events

Actor(s)		System	
1.	The use-case begins when the user is asked/requests to specify their game preferences	1.1.	Load and display 25 popular new releases
2.	The user selects their preferred games	2.1.	Save the user's preferences
3.	The user is redirected to the dashboard		
4.	The use-case ends successfully		

5. Alternative Flows

1.1. Not all preferred games displayed (Search)

If in step 1 of the basic flow the user cannot find all the games they would like to mark preferred, then:

Actor(s)		System	
1.	The user searches for a game they would like to note their interest in	1.1.	Search the database for matching games and display results
2.	If the user finds the game they're searching for, return to the basic flow		
3.	The user is able to report a missing game, return to the basic flow		

X.1. User Cancels

If at any point during the use-case, the user decides to cancel specifying their interest in games, then:

Actor(s)		System	
1.	The use case ends with a failure condition		

6. Key Scenarios

7. Post-Conditions

7.1. Successful Completion

The user specified their interest in at least one game and their preferences were saved

7.2. Failure Condition

The user cancels specifying their preferences OR

The user fails to specify at least one game

8. Special Requirements