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| Use Case Name | Creating and sharing a quiz |
| Scope(system boundary) | Interactive quiz system |
| Primary Actor | User |
| Stakeholders | Host, Users |
| Preconditions | User logs into the system |
| Main success scenario | 1. A registered user logs in with their username and password. 2. User is shown a summary of their created quizzes and quizzes shared with them. 3. User chooses to create a new quiz with multiple-choice questions. 4. Question creation:  * User can write 2 to 4 options to choose from, with one correct answer.   User repeats **4.** until they choose to finish creating the quiz.   1. User saves the quizand isreturned the summary of quizzes. 2. User selects their newly created quiz, chooses to share it, enters the username of another registered that he wants to share it with 3. User shares the quiz and logs out of the system. |
| Extensions | 1. Wrong username or password  * Error message is displayed * User is prompted again  1. User tries to share the quiz with a nonexistent user  * Error message is displayed |

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| --- | --- |
| Use Case Name | Starting an existing quiz |
| Scope(system boundary) | Interactive quiz system |
| Primary Actor | Host |
| Stakeholders | Host, Users |
| Preconditions | User logs into the system |
| Main success scenario | 1. User selects a quiz and chooses to initiate this quiz, becoming the host of the session. 2. The initiated quiz generates a unique ID number, which the host shares so other registered users can join the quiz. 3. Other users join the quiz as players by entering the corresponding ID number. 4. The host chooses to begin the quiz. 5. The players answer the question shown. 6. The question ends when:  * All participating players have answered the question.   or   * The question time is up   or   * The host terminates the question  1. Once the question is over, users are shown a summary of the chosen answers and the correct answer.   Step **7.** is repeateduntil all questions have been answered.   1. A report of the quiz is generated and displayed to all users involved. 2. Host has the report stored in their account. 3. Host logs out of the system. |
| Extensions | 1. Player doesn’t select an answer  * It is considered as a wrong answer  1. Player leaves before the end of the quiz  * All upcoming questions are considered as wrongly answered for this user |

