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**JACS Team**

**Use case Document**

**UC-1 : Register**

Users have to register before they can use the voting system.

**UC-2 : Authenticate User**

When users fill in the wrong username or password on the login interface, they have to fill-in the password again. If it’s successful, users will be able to access to the voting interface that has all software projects in the eXceed camp.

**UC-3 : Voting**

After users vote and submit it, the system will send result of user to the server and the server will update scores of each teams. On the user’s interface, it’ll show that user can modify the vote until the voting time finished.

**UC-4 : Edit The Voting**

If user choose to modify the vote, the interface will change into the voting interface again.

**UC-5 : Add or Remove eXceed Project (Admin)**

Administrator can add or remove the software project of each teams, so voters will be able to see and vote. Also after the camp, admin can remove and clear the projects out of the voting interface and prepare for the next camp.

**UC-6 : Add and Modify Project Description(Team)**

Each teams can edit the details or fix the problems of their projects.

**UC-7 : Comment On Projects**

Voters can comments or give an advice on any projects that they want to.

**UC-2 : Authenticate User**

**Scope**

eXceed Vote

**Level**

Subfunction

**Primary Actor**

Voters

**Stakeholders and their interests**

Commissioner wants their program to be secure.

**Preconditions**

Voters must be in the logged-out state.

**Main Success Scenario**

1. The system will ask if user have registered before.

2. If users registered already, they must input the username and password to confirm to the system.

3. After users input both, the system will check the data that users input and the database of the program are the same.

4. The program will change into the voting interface if the username and password is correct.

**Alternative Flows** **or Extensions**

3a. If users input the wrong username or password.

- The system will notify users to know that the username or password that they input is wrong and tell users to try to input again.

- If the users forget username or password, users must input an e-mail that use when they register. The system will check if the mail is correct, It’ll send username and password into the mail.