**1. Consult on Optimal Game Release Window**

* **Actor(s)**: Indie Game Developers
* **Preconditions**:
  + Developer is successfully logged into IndieWatch.
  + Game information is entered on the platform.
* **Postconditions**:
  + Based on market and competitive data, the developer receives recommendations for the optimal release window.
* **Main Success Scenario**:
  + Developer logs into IndieWatch.
  + Developer selects the project they are working on.
  + An analysis of upcoming game releases, market demand, and gaming trends is run by the IndieWatch system.
  + System displays an optimal release window to the developer.
  + Developer reviews the recommendations.
* **Failure Scenario**:
  + Developer requests a consultation, but the system fails to receive the competitor release data due to a server-related issue.
  + The developer is informed by the system and prompted to try again later or receive a general recommendation based on past trends.

**2. View Game Suggestions & Polling Results**

* **Actor(s)**: Gamers, Indie Game Developers, Live Service Developers
* **Preconditions**:
  + Polls and game suggestions have been submitted by users.
  + Actors are logged into IndieWatch.
* **Postconditions**:
  + Gamers, developers, and live service developers can view the results of polls and suggestions to gain insights into player preferences.
* **Main Success Scenario**:
  + Actor logs into IndieWatch and navigates to the polling or suggestions section.
  + The system retrieves and displays recent polling data and game suggestions.
  + Actor can filter results based on specific criteria like game genre, feature requests, and popularity.
  + Actor reviews the polling results and suggestions.
* **Failure Scenario**:
  + The system fails to load polling data or suggestions due to a database error.
  + Actor receives an error message and is prompted to try again later.

**3. Create & Endorse Feature Petition**

* **Actor(s)**: Gamers
* **Preconditions**:
  + The gamer is logged into IndieWatch.
  + The gamer is actively playing or following a game that allows feature suggestions.
* **Postconditions**:
  + The petition is successfully created and can be endorsed by other users.
* **Main Success Scenario**:
  + Gamer logs into IndieWatch and navigates to the petition section.
  + Gamer creates a new petition for a game feature.
  + The petition is posted, and other users can view and endorse it.
  + System tracks endorsements, and once the petition reaches a specific threshold, it is marked as a successful petition.
* **Failure Scenario**:
  + Gamer submits a petition, but the system fails to record it due to a server-related issue.
  + Gamer is prompted to try submitting the petition again later.

**4. Niche Adjustment Consultation**

* **Actor(s)**: Indie Game Developers
* **Preconditions**:
  + Developer has submitted game project information via a questionnaire (e.g., genre, planned features, estimated release window).
* **Postconditions**:
  + Developer receives consultation recommendations on adjusting the game's niche.
* **Main Success Scenario**:
  + Developer submits the game’s planned features and genre through a questionnaire.
  + IndieWatch analyzes market trends and predicts areas where the game’s niche could be adjusted for better market fit.
  + System generates a report suggesting adjustments, such as adding or modifying features to align with market trends.
  + Developer reviews the recommendations and adjusts the game accordingly.
* **Failure Scenario**:
  + System fails to analyze the game's niche due to incomplete or incorrect data.
  + Developer is prompted to provide additional information, or system offers a generic recommendation based on historical trends.

**5. Playerbase Expansion Consultation for Existing Games**

* **Actor(s)**: Indie Game Developers, Live Service Developers
* **Preconditions**:
  + Developer has submitted data about their existing live-service game.
* **Postconditions**:
  + Developer receives a consultation report on how to expand the playerbase for an existing game.
* **Main Success Scenario**:
  + Developer submits details about their live-service game (e.g., features, player engagement metrics).
  + IndieWatch analyzes similar live-service games with larger playerbases.
  + System generates a report recommending feature updates or new content to attract new players.
  + Developer implements the suggested changes.
* **Failure Scenario**:
  + System fails to analyze the game due to data discrepancies.
  + Developer receives a general report based on other live-service games with similar characteristics.