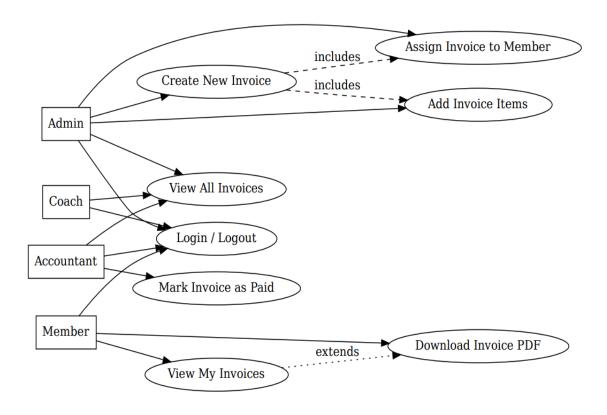
# Design 1 – Use Cases



The system supports invoicing and account tracking for a sports club. The use cases are designed to provide a simple and secure way to manage invoices and users based on their roles.

# **Actors and Responsibilities:**

#### 1. Admin

- Creates and manages invoices for members.
- Adds chargeable items to invoices.
- Assigns invoices to the correct member account.
- Manages user accounts and roles.
- Views all invoices across the system.

#### 2. Member

- Logs into the system to view their personal invoices.
- Views invoice details including item breakdown and total.
- Downloads invoices as PDFs for printing or record-keeping.

#### 3. Coach

- Logs into the system.
- Views all invoices for all members for validation and accountability.

#### 4. Accountant

- Logs into the system.
- Views all invoices.
- Marks invoices as paid.
- Verifies financial records for accuracy

# **Use Case Grouping:**

The core use case group is Invoicing, which involves creation, item management, and payment marking. Other use cases relate to login/logout and general access.

## **Detailed Use Cases:**

## 1. Login/Logout

- All users can securely log in and out of the system.

#### 2. Create Invoice

- Admin creates a blank invoice for a member and sets issue/due dates.

#### 3. Add Invoice Items

- Admin adds one or more items (with price and quantity) to an invoice.
- Total is automatically calculated.

#### 4. Assign Invoice to Member

- Admin selects the member responsible for the invoice.

## 5. View All Invoices

- Admin, Coach, and Accountant can view all invoices in the system.

# 6. View My Invoices

- Member can only view invoices assigned to them.

#### 7. Download Invoice PDF

- Member can export an invoice as a PDF file.

### 8. Mark Invoice as Paid

- Accountant can update an unpaid invoice to "paid" status with timestamp.