**NAME:** Sign in

**SUMMARY:** User Sign in to the system

**DEPENDENCIES:** Register

**ACTOR:** User

**PRE-CONDITION:**

A Sign in page for users to Sign in to their account.

**FLOW OF EVENTS:**

* The user enters username and password to Sign in to their account.
* The system validates the user and he/she is redirected to home page.

**ALTERNATIVES:**

If the system does not recognize the entered Email or password, a message will be displayed and the system will prompt the user to re-enter the Email and password.

**POST-CONDITION:**

The Email & password has been validated and the user will be redirected to home page.

**NAME:** Register

**SUMMARY**: User makes his account

**DEPENDENCIES:** None

**ACTOR:** User

**PRE-CONDITION**:

A Signup page is displayed for user to make his account.

**FLOW OF EVENTS:**

* The user enters first-Name, last-Name, username, email, and password.
* The system will store all the information in the database.

**ALTERNATIVES:**

If the username or Email already exist then an error message will be displayed.

**POST-CONDITION:**

A message will be displayed “Account created Successfully” and the user can now redirect to sign in page.

**NAME:** Search Game

**SUMMARY**: User can search their specific game from the games Catalog.

**DEPENDENCIES:** Sign in

**ACTOR:** User

**PRE-CONDITION**:

A Game Catalogue page is displayed for user to search the game.

**FLOW OF EVENTS:**

* The user enters Name of the Game and press Enter.
* The system will show all the information of games Similar to the entered name from the database.

**ALTERNATIVES:**

If the user cannot find their game, then user can scroll down to find their game in Game Catalogue page.

**POST-CONDITION:**

User will see all the information of games Similar to the entered name.

**NAME:** Change Password

**SUMMARY:** The user can change his password

**DEPENDENCIES:** Sign in

**ACTOR:** User

**PRE-CONDITION:**

The change password section will be displayed on Dashboard page.

**FLOW OF EVENTS:**

* The user will enter his current password.
* Then the user will enter his new password.

**ALTERNATIVES:**

If the user is not signed in, then he/she cannot access the Dashboard page.

**POST-CONDITION:**

The user will click on “Save Password” button to change his password.

**NAME:** Payment

**SUMMARY:** The user will give detail to pay for the game/console.

**DEPENDENCIES:** Sign in

**ACTOR:** User

**PRE-CONDITION:**

The user will be displayed with Payment page by clicking on “Checkout” button.

**FLOW OF EVENTS:**

* The user will give the detail/way of the payment.
* Then the user will pay for the game/console.

**ALTERNATIVES:**

If the user is not added anything in cart, then he/she cannot access the payment page.

**POST-CONDITION:**

After paying the payment, user is redirected to the receipt page.

**NAME:** Receipt

**SUMMARY:** The user will get the receipt of their payment.

**DEPENDENCIES:** Payment

**ACTOR:** User

**PRE-CONDITION:**

The user will be displayed with receipt page.

**FLOW OF EVENTS:**

* The user will see the receipt on receipt page.
* The user can download his/her receipt copy.

**ALTERNATIVES:**

If the user did not pay the payment, then he/she cannot access the receipt page.

**POST-CONDITION:**

After submitting the form, the form is stored in database.

**NAME:** Contact us

**SUMMARY:** The user can send their problems to system.

**DEPENDENCIES:** Sign in

**ACTOR:** User

**PRE-CONDITION:**

The user will be displayed with Contact us page.

**FLOW OF EVENTS:**

* The user will fill the contact us page form.
* Then the user will Submit the form.

**ALTERNATIVES:**

If the user is not signed in, then he/she cannot access the Contact us page.

**POST-CONDITION:**

After submitting the form, the form is stored in database.

**NAME:** Sign out

**SUMMARY:** The user will be signed out of his account.

**DEPENDENCIES:** Sign in

**ACTOR:** User

**PRE-CONDITION:**

The sign out button will be present on the profile image on the navbar.

**FLOW OF EVENTS:**

* The user will click on the logout button.
* The user's current session will be destroyed.

**ALTERNATIVES:**

If the user is not logged in, then he cannot click the logout button.

**POST-CONDITION:**

The user will be redirected to the sign in page.