

1. Manage Profile

Scenario	Users update their profile information.
Actor	User
Trigger Event	The user selects the "Edit Profile" option.
Short Description	Allows users to update personal details like username, email, etc.
Related Use Cases	-
Stakeholders	User
Pre-Condition	User must log in.
Post-Condition	The updated profile is saved and reflected in the system.

Activity Flow

Actor Action	System Response
1. User selects "Edit Profile".	1. The system retrieves the current profile data.
2. User updates information (e.g. name, email).	2. The system validates the entered data.

3. User confirms changes.	3. The system saves the updated details and displays a success message.
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Exception Conditions

Condition	System Behavior
The user entered invalid data (for example, incorrect email format).	The system displays error messages and requests corrections.
System error while retrieving or saving data.	The system logs the error and notifies the user to try again later.

2. Manage Bookmarks

Scenario	Users manage saved or bookmarked games.
Actor	User
Trigger Event	The user selects "Saved Bookmarks" from the menu.
Short Description	Allows users to add, delete, or review games they have bookmarked.
Related Use Cases	-
Stakeholders	User
Pre-Condition	User must log in.

Post-Condition	Bookmark list updated.
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Activity Flow

Actor Action	System Response
1. User selects "Saved Bookmarks".	1. The system retrieves the current bookmark list.
2. Users add or delete bookmarks.	2. The system updates the bookmark list.
3. User confirms changes.	3. The system displays confirmation of success.

Exception Conditions

Condition	System Behavior
User tries to flag a game that doesn't exist.	The system displays an error message.
System error when updating bookmarks.	The system logs the error and notifies the user.

3. Manage Likes

Scenario	Users like or remove likes from games.
Actor	User

Trigger Event	Users click the "Like" button on a game or list of games they like.
Short Description	Allows users to add or remove games from their favorites list.
Related Use Cases	-
Stakeholders	User
Pre-Condition	User must log in.
Post-Condition	Game like status updated.

Activity Flow

Actor Action	System Response
1. The user chooses the game he likes.	1. The system records likes for the game.
2. Users don't like the game.	2. The system clears the game of favored items.
3. Users comment on games they like.	3. The system retrieves and displays the preferred games.

Exception Conditions

Condition	System Behavior
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Users try to like games that don't exist.	The system displays an error message.
System error when saving likes.	The system logs the error and notifies the user.

4. Filter Games

Scenario	Users filter available games by category.
Actor	User
Trigger Event	Users apply category filters when browsing games.
Short Description	Filter game options based on user preferences such as age, location, number of players.
Related Use Cases	-
Stakeholders	User
Pre-Condition	The system must have predefined categories.
Post-Condition	A filtered list of games is displayed to the user.

Activity Flow

Actor Action	System Response
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1. User selects filter category.	1. The system applies the selected filter.
2. Users adjust filter criteria.	2. The system updates the displayed results.
3. User resets filter.	3. The system resets and displays all games.

Exception Conditions

Condition	System Behavior
Users select filters without matching games.	The system displays the message "No games found".
System error when applying filters.	The system logs the error and notifies the user.

5. Search Games by Text

Scenario	A user searches for games using text
Actor	User
Trigger Event	User selects "Search Game by Text" option.
Short Description	This use case allows users to search for games by entering text keywords. The system can provide suggestions based on search input.
Related Use Cases	View Suggestions

Stakeholders	User
Pre-Condition	User is logged in.
Post-Condition	Search results are displayed.

Activity Flow

Actor Action	System Response
1. User enters a search term.	1. The system picks games that match the term.
2. User review search results.	2. The system displays relevant game results.

Exception Conditions

Condition	System Behavior
The user entered an invalid or empty search term.	The system prompts the user to enter valid terms.
System error while retrieving results.	The system logs the error and notifies the user.

6. See History

Scenario	Users see games they have played or interacted with previously.
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Actor	User
Trigger Event	The user selects the "History" option.
Short Description	Allows users to review their activity history in the app.
Related Use Cases	-
Stakeholders	User
Pre-Condition	User must log in.
Post-Condition	Game history is displayed to the user.

Activity Flow

Actor Action	System Response
1. User selects "History."	1. The system retrieves user activity data.
2. User browses the history list.	2. The system displays history chronologically.

Exception Conditions

Condition	System Behavior
The user has no recorded history.	The system displays the message "No history found".

System error while retrieving history.	The system logs the error and notifies the user.
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7. Share

Scenario	Users share games with others via social media or links.
Actor	User
Trigger Event	Users select the "Share" option for a game.
Short Description	Allows users to share games using social media platforms or direct links.
Related Use Cases	-
Stakeholders	User
Pre-Condition	The game must be on the system.
Post-Condition	The game link is shared with the selected platform.

Activity Flow

Actor Action	System Response
1. User clicks share button	1. The system copy generates a link to access the game to be shared

Exception Conditions

Condition	System Behavior
System error when creating a link.	The system logs the error and notifies the user.

8. Create a report

Scenario	Users report problems with games or content in apps.
Actor	User
Trigger Event	The user selects the "Report" option.
Short Description	Allows users to submit reports about inappropriate content or bugs.
Related Use Cases	-
Stakeholders	User, Admin
Pre-Condition	User must log in.
Post-Condition	Reports are submitted and saved for admin review.

Activity Flow

Actor Action	System Response
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1. User selects "Create Report".	1. The system displays a report form.
2. User fills in report details.	2. The system validates the input.
3. User submits report.	3. The system saves the report and sends confirmation.

Exception Conditions

Condition	System Behavior
Users submit incomplete or invalid report data.	The system displays error messages and requests corrections.
System error when saving report.	The system logs the error and notifies the user.

9. Select Game

Scenario	Users select a game to play or view further details.
Actor	User
Trigger Event	The user clicks on a game in the games list.
Short Description	Allows users to view game details or start playing the selected game.
Related Use Cases	View Game Description, Start Game

Stakeholders	User
Pre-Condition	The game must be on the system.
Post-Condition	Details of the selected game or game screen will be displayed.

Activity Flow

Actor Action	System Response
1. User selects game.	1. The system retrieves game details.
2. User views the details or selects "Start Game".	2. The system directs users according to needs.

Exception Conditions

Condition	System Behavior
The user selects a game that does not exist or is not available.	The system displays an error message.
System error while retrieving game details.	The system logs the error and notifies the user.

10. Search Games by Image

Scenario	Users take pictures using the app's camera feature.
Actor	User

Trigger Event	The user selects the "Scan Object" option.
Short Description	This use case allows users to search for games using images. The system analyzes the images to find suitable games
Related Use Cases	Scan Image
Stakeholders	User
Pre-Condition	Users must have a camera to take pictures to upload. .
Post-Condition	Matched game results are displayed.

Activity Flow

Actor Action	System Response
1. User uploads or takes a picture.	1. The system saves the image.
2. User can delete unwanted images.	2. The system updates the image list.
2. User submits image for search.	2. The system takes the matching game results.
3. User selects the game from the results.	3. The system displays detailed game information.

Exception Conditions

Condition	System Behavior
No matching games found.	The system displays the message “No results found”.
Image is unclear or invalid.	The system prompts the user to upload a valid image.

11. Sign in

Scenario	Users log in to the app to access personalized features.
Actor	User
Trigger Event	Users enter their login credentials.
Short Description	Allows users to log in using their registered credentials.
Related Use Cases	Register
Stakeholders	User
Pre-Condition	Users must have an existing account.
Post-Condition	The user is successfully logged in and is redirected to the home screen.

Activity Flow

Actor Action	System Response
1. User enters username and password.	1. The system validates the credentials.
2. User clicks "Login".	2. The system registers users and redirects them.

Exception Conditions

Condition	System Behavior
The user entered incorrect credentials.	The system displays an error and prompts to re-enter.
System error while validating credentials.	The system logs the error and notifies the user.

12. Registering

Scenario	Users create new accounts to use the system.
Actor	User
Trigger Event	The user selects the "Register" option.
Short Description	Allows new users to register to the system by providing their details.

Related Use Cases	Login
Stakeholders	User
Pre-Condition	Users must provide a valid email and unique username.
Post-Condition	The account is created, and the user logs in.

Activity Flow

Actor Action	System Response
1. User selects "Register".	1. The system displays a registration form.
2. User enters required details.	2. The system validates the input data.
3. User submits the form.	3. The system creates an account and confirms registration.

Exception Conditions

Condition	System Behavior
The user entered incomplete or invalid data.	The system prompts the user to correct the error.
System error during account creation.	The system logs the error and notifies the user to try again later.

13. View Game Description

Scenario	Users see detailed information about a particular game.
Actor	User
Trigger Event	User selects a game from a list.
Short Description	Displays details such as game genre, rating, and instructions.
Related Use Cases	Select Game
Stakeholders	User
Pre-Condition	The game must be on the system.
Post-Condition	Game details are displayed to the user.

Activity Flow

Actor Action	System Response
1. User selects game.	1. The system retrieves the game description.

Exception Conditions

Condition	System Behavior
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The selected game is not available.	The system displays an error message.
System error while retrieving game data.	The system logs the error and notifies the user.

14. Start the Game

Scenario	The user starts playing the selected game.
Actor	User
Trigger Event	Users select "Sip! Play" after selecting a game.
Short Description	Launches the game interface and allows the user to play.
Related Use Cases	Select Game, View Game Description
Stakeholders	User
Pre-Condition	The game must be available.
Post-Condition	Game updated to play in history.

Activity Flow

Actor Action	System Response
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1. User selects "Start Game."	1. The system updates the user's game history.
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Exception Conditions

Condition	System Behavior
Game history failed to update.	Send error message.

15. Manage Ratings

Scenario	Users rate the game after playing.
Actor	User
Trigger Event	The user selects "Sip! Play." options and then a view to rate the game is displayed.
Short Description	Allows users to provide feedback based on game ratings.
Related Use Cases	Start Game
Stakeholders	User
Pre-Condition	Users must have played the game.
Post-Condition	The rating is saved and reflected in the system average rating.

Activity Flow

Actor Action	System Response
1. User selects "Sip! Play."	1. The system displays the ranking interface.
2. Users provide ratings (e.g., 1-5 stars).	2. The system validates and stores the rating.
3. Users submit ratings.	3. Send a Success message and the system updates the average rating.

Exception Conditions

Condition	System Behavior
The user provided an invalid rating (for example, out of range).	The system requests valid input.
System error when saving ratings.	The system logs the error and notifies the user.

16. Manage Games

Scenario	Admin manages games on the system.
Actor	Admin
Trigger Event	Admin selects the "Manage Game" option.

Short Description	Allows admins to add, update, or remove games from the system.
Related Use Cases	-
Stakeholders	Admin
Pre-Condition	Admin must log in.
Post-Condition	The game list is updated in the system.

Activity Flow

Actor Action	System Response
1. Admin selects "Manage Game".	1. The system displays a list of games.
2. Admin adds, edits, or deletes games.	2. The system validates the input and updates the database.

Exception Conditions

Condition	System Behavior
Admin provides invalid or incomplete data.	The system displays errors and requests corrections.
System error while updating the game list.	The system logs the error and notifies the admin.

17. Manage Reports

Scenario	Admins view and handle user-submitted reports.
Actor	Admin
Trigger Event	Admin selects the "Manage Reports" option.
Short Description	Allows admins to view, review, and act on user-submitted reports.
Related Use Cases	Make a report
Stakeholders	Admin
Pre-Condition	Admin must be logged in and have access to reports.
Post-Condition	Reports are marked as reviewed or processed by an admin.

Activity Flow

Actor Action	System Response
1. Admin selects "Manage Reports".	1. The system displays a list of incoming reports.
2. Admin reviews the report.	2. The system displays the report details.

3. Admin takes action (approve, delete, flag).	3. The system updates the report status and records the action.
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Exception Conditions

Condition	System Behavior
Admin tried to access the report without permission.	The system displays an error message and denies access.
System error while updating report status.	The system logs the error and notifies the admin.

18. Scan Image

Scenario	Users scan images for use in the game.
Actor	Users, Machine Learning
Trigger Event	Users upload images after they are selected during the search process.
Short Description	This use case involves the system analyzing uploaded images to extract relevant information and find matches.
Related Use Cases	Search Games by Image, Select Game
Stakeholders	Users, Machine Learning

Pre-Condition	The picture is clear and relevant.
Post-Condition	The image was successfully scanned and processed.

Activity Flow

Actor Action	System Response
1. User uploads image to scan.	1. The system scans and processes the image.
2. The user waits for the system to analyze the image.	2. The system identifies objects or patterns in the image.
2. User can delete unwanted objects.	2. The system updates the object list.
3. The user continues the object to search for the game.	3. The system displays game results based on objects.

Exception Conditions

Condition	System Behavior
The image cannot be processed.	The system displays an error message.
The system failed during image processing.	The system logs the error and notifies the user.

Scenario	The system provides game suggestions to the user.
Actor	User
Trigger Event	Users search for games via text or interacting with the system.
Short Description	This use case provides suggestions based on user searches or preferences, thereby improving the user experience. And it can help users filter games based on fixed categories
Related Use Cases	Search Games by Text, Search Games by Image
Stakeholders	User
Pre-Condition	The user has performed a search or interacted with the system.
Post-Condition	Suggestions are displayed to the user.

Activity Flow

Actor Action	System Response
1. User navigates to suggestion.	1. The system retrieves relevant game suggestions.
2. User reviews suggestions.	2. The system displays the recommended games.

3. User selects the suggested game.	3. The system displays detailed game information.
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Exception Conditions

Condition	System Behavior
No suggestions available.	The system displays the message “No match found”.
The system failed to take the suggestion.	The system displays an error message.

20. Manage Objects

Scenario	The user manages the list of objects obtained after scanning the image
Actor	User
Trigger Event	List of object management will occur after the image scanning process
Short Description	This use case allows users to view, edit, or delete objects (e.g., saved games, bookmarks) from the object list
Related Use Cases	-

Stakeholders	User
Pre-Condition	The user is logged in and has scanned the image
Post-Condition	Changes to the object are saved

Activity Flow

Actor Action	System Response
1. The user finishes selecting the images to be scanned and the scanning process ends	1. The system displays a list of objects to be managed
2. Users modify or delete objects.	2. The system updates or deletes objects.
3. User confirms the action.	3. The system saves the changes.

Exception Conditions

Condition	System Behavior
The user attempted to modify an object that does not exist.	The system displays an error message.
System error when saving changes.	The system logs the error and notifies the user.