# Resource Manager

# Use-Case: Remove Skills

1. Brief Description

When a user

Wants to remove a skill from their profile they click the remove button

So that the skill is no longer part of their profile

1. Actors
   1. User of System

Maintains a skillset for themselves so they can be allocated to a project

1. Pre-Conditions
   1. The user has been created in the system
   2. The user has at least one skill
   3. The user has navigated to the Update Skills Page
2. Normal Flow

The use case begins when the user has navigated to their skill profile and wants to remove a skill

|  |  |
| --- | --- |
| User | System |
| 1. Clicks remove skills button from an assigned skill | 1. Asks they user if they are sure they would like to remove the skill, informing it will remove their allocation from any projects if it is required for those projects |
| 1. Confirms that the skill can be removed | 1. The skill is unlinked from the user, any project they were assigned to due to that skill will be removed from their allocation. |
|  | 1. If the user was removed from any projects, the project manager is notified of the removal. |
|  | 1. The user’s skills list is updated to reflect the removal. |

The use case ends.

1. Alternate Flows
   1. User decides not to remove skill

If at step 3 of the normal the user would not like to remove a skill

|  |  |
| --- | --- |
| User | System |
| 1. The user selects no | 1. Returns user to their skills list |

1. Key Scenarios
   1. Normal Flow

A user has added a skill and wishes to remove it

* 1. User decides not to remove skill

The user decides that the skill is not required to be removed.

1. Post-conditions
   1. The user is allocated their correct skillset.
2. Special Requirements

There are no special requirements for this use case.