

Use Case	Description
UC-1: Monitor User Interaction	The system monitors the end user's interactions in the Game_Knight website. When the end user hovers in the vicinity of an interactable service provided by the systems it will provide a visual cue. The users can expand and collapse film directories and any related information.
UC-2: Detect function operability	The server manages faults in the operability of functions in the Game_Knight system. The server detects whether a function responds the way it is intended for example, a collapse function within the system intends to show less information whether the function operates the server is expected to log this information
UC-3: Display recommended Game	Stored data within the Game_Knight database to recommend to the end user a film based on games the user has interest in, has given a rating or simple requests related to games.
UC-4: Manage database operability	The administrator manages operability in the Game_Knight server to, whether it be to remove or add functions to the server from, the database system.
UC-5 Configure Navigation	The administrator alters the configuration parameters assigned to the navigation within the system.
UC-6: Collect performance data	System performance data is collected from the system.
UC-7: Create statistical analysis of game data	Creates a chart analysis of statistics provided by the database such as number of games, number of games per genre in the user's library.
UC-8: Display information	The system displays stored information acquired from the database to the end user. Various parameters are displayed based on the interaction received.