EditTaskTeamManager	Has Coop Times Datail Foresti	·
Use Case Name:	ID: 43	Importance Level:

Primary Actor: Team Manager Use Case Type: Detail, Essential

Stakeholders and Interest:

Team Manager-Wants to edit task
Team Members-Get Notified

Brief Description: this use case describes the flow of editing selected task

Trigger: Team Manager

Type: External

Relationships:

Association: Team Manager

Include: Extend:

Generalization:

Normal Flow of Events:

- 1. Select a task in the team
- 2. Do not want to edit related people
- 3. Do not want to change deadline
- 4. Review and confirm the form
- 5. Send notification to everyone related to the task

SubFlows:

Alternate/Exceptional Flows:

- 1. Select a task in the team
- 2. wants to edit related people
- 3. Change related people
- 4. Do not want to change deadline
- 5. Review and confirm the form
- 6. Send notification to everyone related to the task
- 1. Select a task in the team
- 2. Do not want to edit related people
- 3. Wants to change deadline
- 4. Enter new deadline
- 5. Review and confirm the form
- 6. Send notification to everyone related to the task
- 1. Select a task in the team
- 2. wants to edit related people
- 3. Change related people
- 4. Wants to change deadline
- 5. Enter new deadline
- 6. Review and confirm the form
- 7. Send notification to everyone related to the task