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| Use Case Name: Edit Team | ID: 23 | Importance Level: |
| Primary Actor: Team Manager | Use Case Type: Detail, Essential | |
| Stakeholders and Interest: Team manager – wants to change the team settings, specification and members Team members – are added or removed from team | | |
| Brief Description: This use case describes how team manger can edit his/her own team | | |
| Trigger: Team manager | | |
| Type: External | | |
| Relationships: Association: Team manager, Team members Include: Extend: Generalization: | | |
| Normal Flow of Events: 1. Selects to edit his/her own team 2. View details of the team a. Team name b. Team manager c. Description d. Responsibilities e. Team members 3. Change any of the details listed. 4. Review and confirm the changes 5. Send a notification for all the team members | | |
| Sub Flows: | | |
| Alternate/Exceptional Flows: | | |