|  |  |  |
| --- | --- | --- |
| Use Case Name: Team management | ID: 21 | Importance Level: |
| Primary Actor: Team Manager | Use Case Type: Detail, Essential | |
| Stakeholders and Interest:  Team Manager-wants to manage their own team  Project Manager-wants to manage the teams  Team Member -Get Notified about changes in team structure | | |
| Brief Description: General controls over the team architecture and members | | |
| Trigger:  Type: | | |
| Relationships:  Association: Project manager, Team manager, Team members  Include: Create Team, edit team (project manager), edit team (team manager), delete team    Extend:  Generalization: | | |
| Normal Flow of Events:  It is a general use case and includes some other use cases. The use case itself has no flow. | | |
| Sub Flows: | | |
| Alternate/Exceptional Flows: | | |