

Extended use cases

1. User (Customer)

Register

- **What it is:** A new user signs up with their info (name, email, password) to make an account.
- **Success:** It works if the user fills in all the info correctly.
- **Failure:** It fails if info is missing or the email is already taken.

Login

- **What it is:** A user with an account signs in.
- **Success:** It works if the email and password are correct, and they go to their dashboard.
- **Failure:** It fails if the email or password is wrong, showing an error message.

View Available Halls

- **What it is:** The user looks at a list of all game halls to see details like location, price, and open times.
- **Success:** The user sees a list of all available halls.
- **Failure:** It shows a message if no halls are available or if there's an error.

Book Slot

- **What it is:** The user picks a hall, a date, and a time to reserve it.
- **Success:** The booking is confirmed if the slot is open.
- **Failure:** It fails if that slot is already booked by someone else.

Make Payment

- **What it is:** The user pays for their booking online. (This happens as part of booking a slot).
- **Success:** The payment goes through, and the user gets a confirmation.
- **Failure:** The payment fails, and the user is told to try again. The booking is not confirmed.

View Booking History

- **What it is:** The user looks at a list of all their past and future bookings.
- **Success:** The user sees a list of their bookings with details (date, time, status).
- **Failure:** It shows a message if the user has no booking history.

Cancel Booking

- **What it is:** The user cancels a booking they already made. (They do this from the "View Booking History" screen).
- **Success:** The booking is canceled, and the time slot becomes free for others.
- **Failure:** It fails if the user tries to cancel too late (e.g., right before the game time).

View Payment History

- **What it is:** The user checks a list of all their past payments.
- **Success:** The user sees a list with all transaction details (amount, date, status).
- **Failure:** It shows a message if the user has no payment history.

Give Feedback

- **What it is:** After a game, the user leaves a rating or a review about the hall. (They can do this from "View Booking History").
- **Success:** The user's feedback or rating is saved.
- **Failure:** It shows an error if the feedback can't be submitted.

2. Admin

Admin Login

- **What it is:** The admin (owner/manager) signs in to the admin dashboard.
- **Success:** It works if the admin's login info is correct.
- **Failure:** It fails if the login info is wrong.

Manage Game Halls

- **What it is:** The admin can add new halls, edit details (like price), or delete halls. This also includes setting a hall to "Under Maintenance" so no one can book it.
- **Success:** The admin successfully adds, edits, deletes, or changes the maintenance status of a hall.
- **Failure:** It shows an error if the update fails.

Manage Bookings

- **What it is:** The admin looks at all customer bookings and can cancel or edit them if needed.

- **Success:** The admin can successfully view, edit, or cancel any booking.
- **Failure:** It shows an error if the update fails.

Update Payment Status

- **What it is:** The admin checks and confirms if a user's payment was received.
- **Success:** The admin successfully marks a payment as "Verified" or "Completed."
- **Failure:** It shows an error if the status can't be updated.

Manage Users

- **What it is:** The admin can see a list of all customers. They can activate or deactivate (ban) a user's account.
- **Success:** The admin successfully updates a user's account status.
- **Failure:** It shows an error if the user is not found or the update fails.

Manage Feedback

- **What it is:** The admin reads all the feedback and reviews left by customers.
- **Success:** The admin can see and filter all customer feedback.
- **Failure:** It shows an error if the feedback list can't be loaded.