**Descirere cazuri de utilizare**

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| **ID and name** | UC-1: user login | | |
| **Primary actor** | User | **Secondary actors** | Games Market System |
| **Description** | A User enters the application, and the first thing that appears is the login page. The User enters their valid username and password and is now logged in. | | |
| **Trigger** | A User wants to use the application. | | |
| **Preconditions** | - | | |
| **Postconditions** | POST-1. The User is logged in the application. | | |
| **Normal flow** | 1. Login correctly 2. User enters the application.   2. GMS shows the login page.  3. User enters its username and password and presses login button.  4. GMS checks the credentials. Credentials are correct (the User is logged) in or credentials are wrong (return to step 3). | | |
| **Alternative flow** | 1.1 User unregistered  1. User presses the “Register now” button.  2. GMS opens the register new user page.  3. User enters all the details necessary and presses “Register” button.  4. GMS checks if the username is taken. If it’s taken, the GMS informs the User (return to step 3). If the username is not taken, the new account is created and automatically logged in. | | |
| **Exceptions** | - | | |

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| **ID and name** | UC-2: Buying a game | | |
| **Primary actor** | User | **Secondary actors** | Games Market System |
| **Description** | A User selects a game from the game library or its wishlist, adds it to the cart and buys the content of the cart. | | |
| **Trigger** | The User’s wish to buy a game. | | |
| **Preconditions** | PRE-1. The User has an account.  PRE-2. The User is logged in.  PRE-3. The game is available.  PRE-4. The User has a valid payment method. | | |
| **Postconditions** | POST-1. The game is added to the User’s game library. | | |
| **Normal flow** | 1. Buying only one game   1.The User selects one or more games (see 1.1) from the game list and adds them to the cart.  2. The GMS adds the games to the user’s cart.  3. The User goes to “view cart” page.  4. The GMS displays the content of the cart and the price of each game and the total price of the cart.  5. The User confirms the cart (normal flow) or wants to modify the contents of the cart. Either takes out a game from the cart (see 1.2) or adds other games (return to step 1).  6. The GMS shows the User the available payment methods.  7. The User choses a payment method.  8. The GMS shows the User a form to complete for the payment method chose.  9. The User fills the form.  10. The GMS validates the payment. If the Payment is not valid (return to step 6). If the Payment is valid (normal flow) the payment is made from the User to GMS and the game is added to the User’s game library. | | |
| **Alternative flow** | 1.1 Buying more games  1. The User returns to step 1 of normal flow  1.2 Taking out a game from cart  1. The User selects a game they want to take out from the cart.  2. The GMS shows possible actions on the game selected.  3. The User choses to take out the game.  4. The GMS takes the game out of the cart and updates the page. | | |
| **Exceptions** | 1.0.E1 The game/games selected are no more available  1. The GMS informs the User that the game/games selected are no more available  2a. If User cancels the game ordering process, then GMS terminates use case.  2b. Else if User requests another game, then GMS restarts use case | | |

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| **ID and name** | UC-3: Selling a game | | |
| **Primary actor** | User | **Secondary actors** | Games Market System |
| **Description** | A User selects a game from its game library, adds it to the selling cart and sells the content of the cart. | | |
| **Trigger** | The User’s wish to sell a game. | | |
| **Preconditions** | PRE-1. The User has an account.  PRE-2. The User is logged in.  PRE-3. The game is in its game library. | | |
| **Postconditions** | POST-1. The game is no more in User’s game library.  POST-2. The User receives the value of the game they sold. | | |
| **Normal flow** | 1.0 Selling only one game  1.The User selects one or more games (see 1.1) from its game list and adds them to the selling cart.  2. The GMS adds the games to the user’s selling cart.  3. The User goes to “view selling cart” page.  4. The GMS displays the content of the cart and the price of each game and the total price of the cart.  5. The User confirms the cart (normal flow) or wants to modify the contents of the cart. Either takes out a game from the cart (see 1.2) or adds other games (return to step 1).  6. The GMS shows the User the available payment methods.  7. The User choses a payment method.  8. The GMS shows the User a form to complete for the payment method chose.  9. The User fills the form.  10. The GMS validates the payment. If the Payment is not valid (return to step 6). If the Payment is valid (normal flow) the payment is made from the GMS to the User and the game is removed from the User’s game library. | | |
| **Alternative flow** | 1.1 Selling more games  1. The User returns to step 1 of normal flow  1.2 Taking out a game from cart  1. The User selects a game they want to take out from the cart.  2. The GMS shows possible actions on the game selected.  3. The User choses to take out the game.  4. The GMS takes the game out of the cart and updates the page. | | |
| **Exceptions** | 1.0.E1 The game/games selected are no more available  1. The GMS informs the User that the game/games selected are no more available  2a. If User cancels the game ordering process, then GMS terminates use case.  2b. Else if User requests another game, then GMS restarts use case | | |

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| **ID and name** | UC-4: Adding a game to Wishlist | | |
| **Primary actor** | User | **Secondary actors** | Games Market System |
| **Description** | A User selects a game from the game library, adds it to its Wishlist. | | |
| **Trigger** | The User’s wish to buy a game. (in the future) | | |
| **Preconditions** | PRE-1. The User has an account.  PRE-2. The User is logged in.  PRE-3. The game is available. | | |
| **Postconditions** | POST-1. The game is added to the User’s Wishlist. | | |
| **Normal flow** | 1.0 Adding a game to Wishlist  1.The User selects one game from the game list and adds them to the Wishlist.  2. The GMS adds the games to the Wishlist.  3. The User goes to “view Wishlist” page.  4. The GMS displays the content of the Wishlist and the price of each game and the total price of the cart. | | |
| **Alternative flow** | 1.1 Taking out a game from Wishlist  1. The User selects a game they want to take out from the Wishlist.  2. The GMS shows possible actions on the game selected.  3. The User choses to take out the game.  4. The GMS takes the game out of the Wishlist and updates the page. | | |
| **Exceptions** | 1.0.E1 The game/games selected are no more available  1. The GMS informs the User that the game/games selected are no more available  2a. If User cancels the game adding process, then GMS terminates use case.  2b. Else if User requests another game, then GMS restarts use case | | |

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| **ID and name** | UC-5: admin login | | |
| **Primary actor** | Admin | **Secondary actors** | Games Market System |
| **Description** | An Admin enters the application, and the first thing that appears is the login page. The Admin enters their valid username and password and is now logged in as administrator. | | |
| **Trigger** | An Admin wants to use the application. | | |
| **Preconditions** | - | | |
| **Postconditions** | POST-1. The User is logged in the application. | | |
| **Normal flow** | 1. Login correctly 2. User enters the application.   2. GMS shows the login page.  3. User enters its username and password and presses login button.  4. GMS checks the credentials. Credentials are correct (the User is logged) in or credentials are wrong (return to step 3). | | |
| **Alternative flow** | 1.1 User unregistered  1. User presses the “Register now” button.  2. GMS opens the register new user page.  3. User enters all the details necessary and presses “Register” button.  4. GMS checks if the username is taken. If it’s taken, the GMS informs the User (return to step 3). If the username is not taken, the new account is created and automatically logged in. | | |
| **Exceptions** | - | | |