Name: Derek Gorthy

Project: Casino Simulator

Requirements:

UR-007: As an Owner, I want to be to make my casino exclusive to the Players that I choose to invite

UR-011: As an Owner, I want to be able to sell a business, so that I can make money off of it and no longer moderate it

Use Case Documents:

Use Case ID:	UC-04		
Use Case Name:	Make Casino Private		
Description:	Add a password to a casino, restricts player access to those with password.		
Actors	Owners		
Pre-conditions:	Casino exists.		
Post-conditions	Owner distributes password to desired players.		
Frequency of Use:	Infrequent		
Flow of Events:		Actor Action	System Response
	1	Log in to system	Validate credentials, error if incorrect. Pull up business overview.
	2	Enter passcode	
	3	Click box next to text	
	4	Click "Confirm"	If password is valid, update casino permissions.
Variations:	4. Throw error if password contains non-standard characters.		
Notes and Issues:	This use case is similar to "Make Casino Public".		
Developer Notes:			

Use Case ID:	UC-03
Use Case Name:	Sell Casino
Description:	Owner can sell casino for the initial value of all the games in the casino.

Actors:	Owners
Pre-conditions:	Owner has more than one business.
Post-conditions	None.
Frequency of Use:	Infrequent

Flow of Events:		Actor Action	System Response
	1	Click "Sell Casino"	Verify that Owner holds more than one business.
	2	Click "Yes, Sell!"	Change "open" to False, remove Players from Casino, update Owner's funds and delete

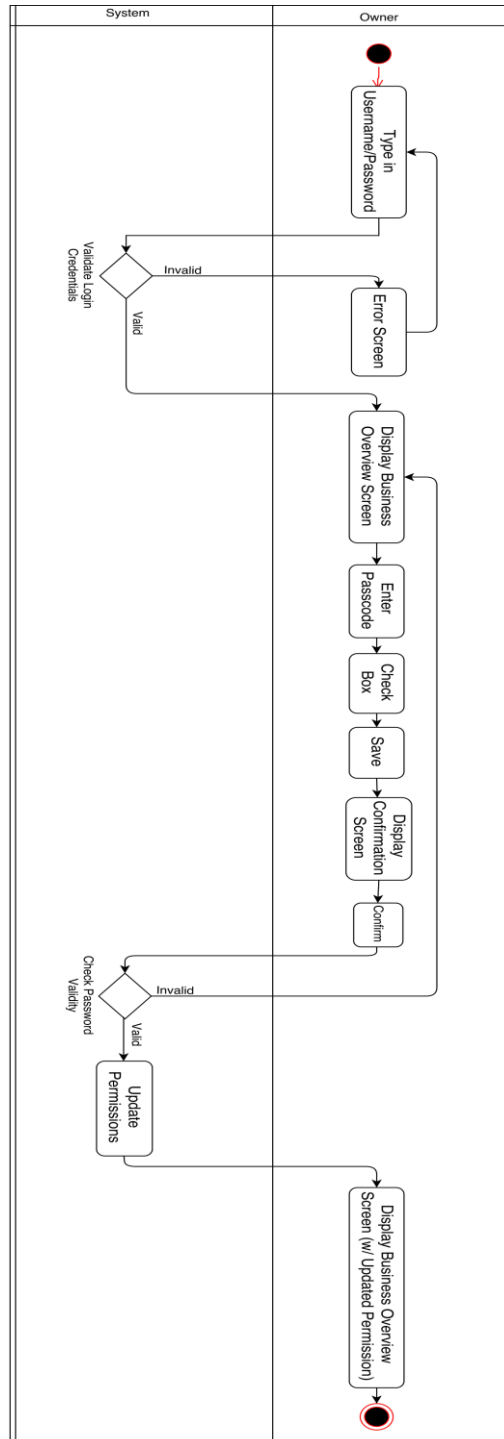|	
Variations:	Owner can click "No, I'll Keep It" to not sell casino.
Notes and Issues:	Contains a lot of work on the system side.
Developer Notes:	Not sure how to remove Players smoothly from casino.

Activity Diagrams:

Requirement ID: UR-007
Use Case ID: UC-04
Description: The Owners can password protect their businesses/casinos with a passcode
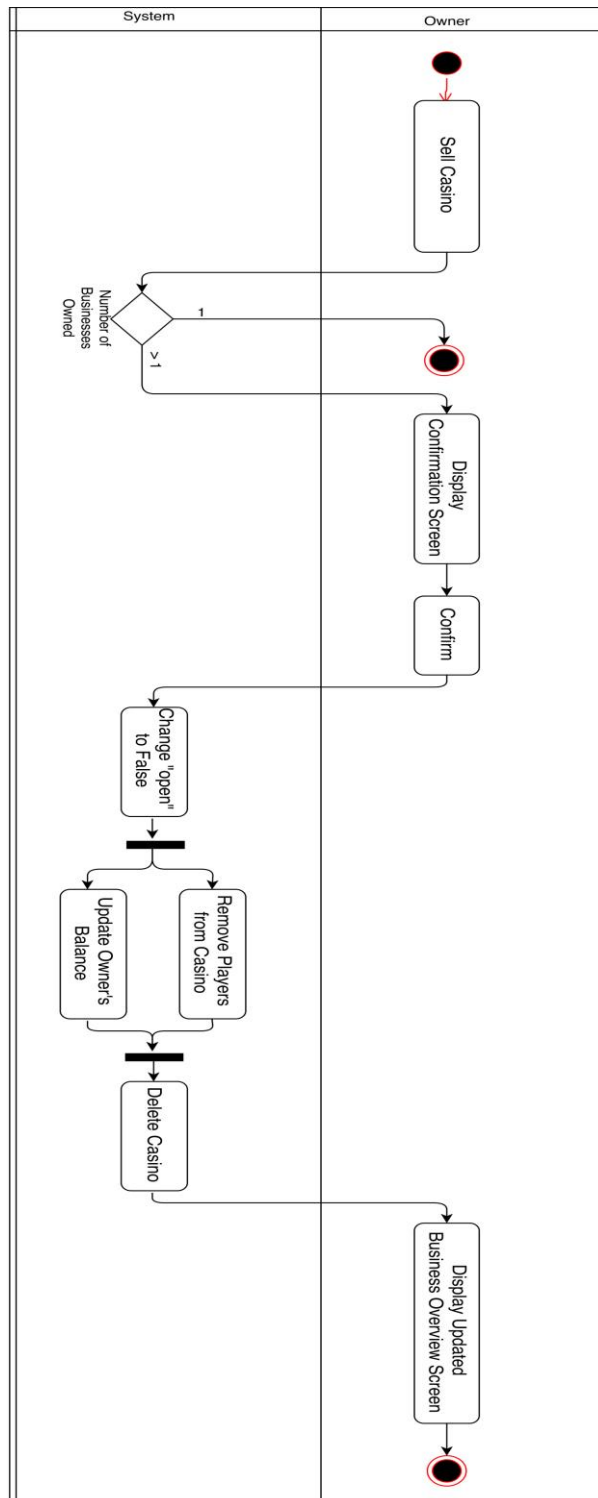of their choosing.
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Requirement ID: UR-011
Use Case ID: UC-03
Description: The Owners can sell off their casino, earning the money back that they spent on the
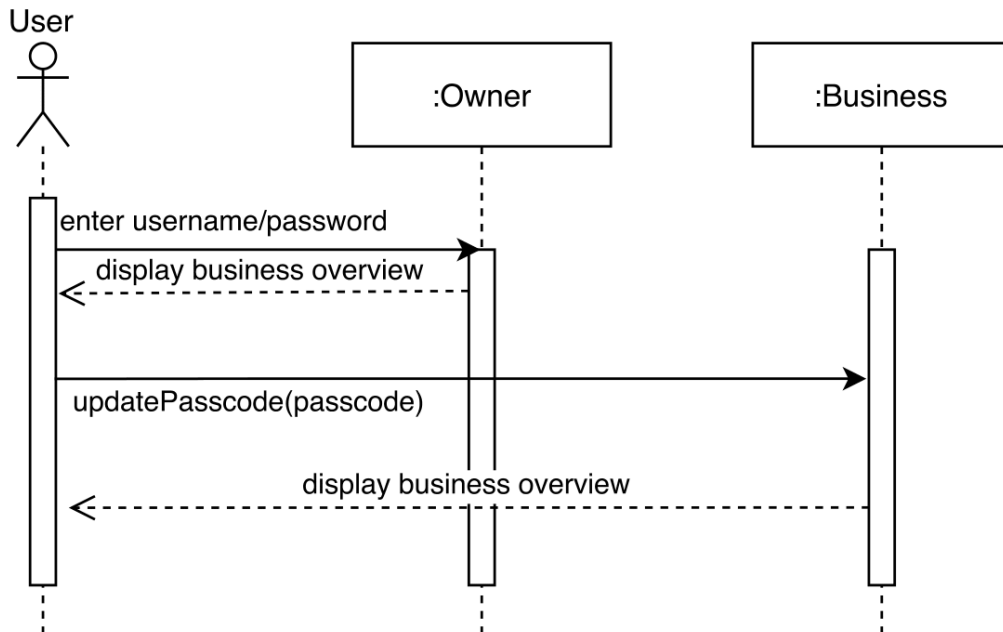games initially.
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User Interactions

Requirement ID: UR-007
Use Case ID: UC-04
Description: The Owners can password protect their businesses/casinos with a passcode
of their choosing.

User

:Owner

:Business

enter username/password

display business overview

updatePasscode(passcode)

display business overview

Requirement ID: UR-011
Use Case ID: UC-03
Description: The Owners can sell off their casino, earning the money back that they spent on the
games initially.

User

:Owner

:Casino

:Player

:Game

sellBusiness(businessName)

display confirm screen

confirm

users = getUserList()

toggleOpenClose(businessName)

loop [For player in users[]]

removeUser(player)

loop [For game in gameid[]]

updateBalance(costToBuild)

update business overview