**Login Expanded Use Case – Log In**

Name – log into the system.

Description – user can run the application, the login screen opens and they enter their username into the login box. Then they press enter and if the username is acceptable they are entered into the system.

Actors – user.

Type – primary essential

Precondition – application is running, open on the login screen.

Postcondition – user is entered into the rest of the system, opens on the main screen.

Main Success Scenario – 1. User enters username into login box.

2. User clicks “Enter” button.

3. System displays the homepage.

Extensions – 1a1. Username is spelt incorrectly.

3a1. Systems displays error message showing that this username is not registered and the user is returned to the login screen.

Frequency – only once, when the user initially logs in.

**Expanded Use Case – Browse membership information**

Name – browse membership information (admin).

Description – user accesses the system as an admin and views the membership information that is available to their membership type. Then a member can be selected and manipulated further if chosen.

Actors – user (admin).

Type – primary essential

Precondition – user is logged into the system.

Postcondition – user has viewed all membership information.

Main Success Scenario – 1. User selects “Browse Membership Information” from the homepage.

2. System displays a list of all members in the database.

3. User selects a member, or closes the table and returns to the homepage.

Extensions – 2a1. No members are displayed.

2a2. System only displays some of the members.

3a1. System displays message, asking player what they would like to do.

3a2. System returns to homepage.

Frequency – often, whenever the user chooses to view, and manipulate information.