Use Case Description

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| Use Case # | **1** | |
| Use Case Name | **Employee Views Games** | |
| Scenario |  | |
| Triggering Event | Employee Clicks View Games | |
| Brief Description | An Employee views all games in the system | |
| Actors | Employee, System | |
| Related Use Cases | Employee Adds Game, Employee Deletes Game, Employee Edits Game | |
| Stakeholders |  | |
| Pre-conditions | More than one game must have previously been added to the system | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 Employee Selects View Games | 1.2 System Returns List of All Games |

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| Use Case # | **2** | |
| Use Case Name | **Employee Adds Game** | |
| Scenario |  | |
| Triggering Event | Employee Clicks Add Game | |
| Brief Description | An Employee adds a game to the system | |
| Actors | Employee, System | |
| Related Use Cases | Employee Views Games, Employee Deletes Game, Employee Edits Game | |
| Stakeholders |  | |
| Pre-conditions | None | |
| Post-conditions | A game is added to the system | |
| Flow of Events | **Actor** | **System** |
| * 1. Employee Selects Add Games   2. Employee fills out and submits game data | * 1. System redirects to Add Game view   1.4 System reviews game data  1.5 If game data is valid, add game to system and redirect employee to main menu  1.5 If game data is not valid, highlight incorrect data and redirect to add game screen |
| Exception  Conditions | 1. | 2. |

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| Use Case # | **3** | |
| Use Case Name | **Employee Edits Game** | |
| Scenario |  | |
| Triggering Event | Employee Clicks Edit Game | |
| Brief Description | An Employee edits a game in the system | |
| Actors | Employee, System | |
| Related Use Cases | Employee Views Games, Employee Deletes Game, Employee Adds Game | |
| Stakeholders |  | |
| Pre-conditions | A game must exist to be edited | |
| Post-conditions | The changes to the game info must be saved | |
| Flow of Events | **Actor** | **System** |
| * 1. Employee Selects Edit Game   2. Employee fills out and submits revised game data | * 1. System redirects to Edit Game view   1.4 System reviews game data  1.5 If game data is valid, add game to system and redirect employee to main menu  1.5 If game data is not valid, highlight incorrect data and redirect to edit game screen |
| Exception  Conditions | 1. | 2. |

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| Use Case # | **4** | |
| Use Case Name | **Employee Deletes Game** | |
| Scenario |  | |
| Triggering Event | Employee Clicks Delete Game | |
| Brief Description | An Employee deletes a game in the system | |
| Actors | Employee, System | |
| Related Use Cases | Employee Views Games, Employee Edits Game, Employee Adds Game | |
| Stakeholders |  | |
| Pre-conditions | A game must exist to be deleted | |
| Post-conditions | The game must be removed from the system | |
| Flow of Events | **Actor** | **System** |
| 1.1 Employee Selects Game  1.3 Employee Selects Delete Game  1.5 Employee Confirms Game Deletion | 1.2 System redirects to View Game view  1.4 System prompts Employee for confirmation  1.6 System Deletes Game  1.7 System Redirects Employee to View Games view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | **5** | |
| Use Case Name | **Employee Views Events** | |
| Scenario |  | |
| Triggering Event | Employee Clicks View Events | |
| Brief Description | An Employee views all events in the system | |
| Actors | Employee, System | |
| Related Use Cases | Employee Adds Event, Employee Edits Event, Employee Deletes Event | |
| Stakeholders |  | |
| Pre-conditions | One or more events must exist | |
| Post-conditions | The Employee is on the view events page | |
| Flow of Events | **Actor** | **System** |
| 1. Employee Selects View Events | 1. System Returns All Events |
| Exception  Conditions |  |  |

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| Use Case # | **6** | |
| Use Case Name | **Employee Adds Event** | |
| Scenario |  | |
| Triggering Event | Employee clicks on Add Event | |
| Brief Description | Employee attempts to create a new event and save it in the system | |
| Actors | Employee, System | |
| Related Use Cases | Employee Views Events, Employee Edits Event, Employee Deletes Event | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions | A new event must exist in the system | |
| Flow of Events | **Actor** | **System** |
| 1.1 Employee Selects Add Event  1.3 Employee fills out Event information and submits | 1.2 System redirects Employee to empty Event Creation view  1.4 System verifies information  1.5 System saves information and redirects Employee to View Event view  2.1 If the Event information is invalid, alert employee to input errors |
| Exception  Conditions |  |  |

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| Use Case # | **7** | |
| Use Case Name | **Employee Edit Event** | |
| Scenario |  | |
| Triggering Event | Employee clicks on Edit Event | |
| Brief Description | Employee attempts to edit an event and save the changes in the system | |
| Actors | Employee, System | |
| Related Use Cases | Employee Views Events, Employee Creates Event, Employee Deletes Event | |
| Stakeholders |  | |
| Pre-conditions | An event must exist in the system | |
| Post-conditions | The edited event must be saved successfully | |
| Flow of Events | **Actor** | **System** |
| 1.1 Employee clicks Edit Event on Event Details Page  1.3 Employee modifies the information and submits it | 1.2 System redirects Employee to Edit Event View and populates the fields with existing info  1.4 System verifies the information and saves the edited event  2.1 if the information is invalid, the employee is alerted to the incorrect information |
| Exception  Conditions |  |  |

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| Use Case # | **8** | |
| Use Case Name | **Employee Deletes Event** | |
| Scenario |  | |
| Triggering Event | Employee Clicks Delete Event | |
| Brief Description | An Employee deletes an Event in the system | |
| Actors | Employee, System | |
| Related Use Cases | Employee Views Events, Employee Edits Event, Employee Adds Event | |
| Stakeholders |  | |
| Pre-conditions | An event must exist to be deleted | |
| Post-conditions | The event must be removed from the system | |
| Flow of Events | **Actor** | **System** |
| 1.1 Employee Selects Event  1.3 Employee Selects Delete Event  1.5 Employee Confirms Event Deletion | 1.2 System redirects to View Event view  1.4 System prompts Employee for confirmation  1.6 System Deletes Event  1.7 System Redirects Employee to View Events view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | **9** | |
| Use Case Name | **Employee Views Reports** | |
| Scenario |  | |
| Triggering Event | Employee Clicks View Reports | |
| Brief Description | An Employee views all reports in the system | |
| Actors | Employee, System | |
| Related Use Cases | Employee Views Report | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 Employee Selects View Reports | 1.2 System Returns List of All reports |

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| Use Case # | **10** | |
| Use Case Name | **Employee Views Report** | |
| Scenario |  | |
| Triggering Event | Employee Clicks View Report | |
| Brief Description | An Employee views a report in the system | |
| Actors | Employee, System | |
| Related Use Cases | Employee Views Reports | |
| Stakeholders |  | |
| Pre-conditions | One ore more reports must | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 Employee Selects a report from the View Reports page | 1.2 System generates the selected report  1.3 System redirects Employee to the generated report page |