Use Case Description

|  |  |  |
| --- | --- | --- |
| 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 |

|  |  |  |
| --- | --- | --- |
| 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. |

|  |  |  |
| --- | --- | --- |
| 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. |

|  |  |  |
| --- | --- | --- |
| 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. |

|  |  |  |
| --- | --- | --- |
| 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 List of All Events |
| Exception  Conditions |  |  |

|  |  |  |
| --- | --- | --- |
| Use Case # |  | |
| Use Case Name |  | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description |  | |
| Actors |  | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
|  |  |
| Exception  Conditions |  |  |