Use Case Description

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| Use Case # | 16 | |
| Use Case Name | View Profile | |
| Scenario | User views a profile | |
| Triggering Event | User selects View Profile | |
| Brief Description | A user clicks on a link that will redirect them to a profile details view, either of their own profile or of someone else’s profile. | |
| Actors | User, System | |
| Related Use Cases | Edit Profile | |
| Stakeholders |  | |
| Pre-conditions | The selected profile must exist | |
| Post-conditions | n/a | |
| Flow of Events | **Actor** | **System** |
| 1.1 User clicks on view profile | 1.2 System retrieves selected user information  1.3 System returns profile information view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 19 | |
| Use Case Name | Edit Profile | |
| Scenario | User Edits Profile | |
| Triggering Event | User selects edit profile | |
| Brief Description | The user edits their own profile information | |
| Actors | User, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 User Selects Edit Profile | 1.2 System returns edit profile view and populates with current user profile information |
| Exception  Conditions | 1. | 2. |

Use Case Description

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| Use Case # | 22 | |
| Use Case Name | Add Credit Card | |
| Scenario | User adds a credit card | |
| Triggering Event | User clicks add a credit card | |
| Brief Description | A user adds a credit card to their account that can be used to make purchases | |
| Actors | User, System | |
| Related Use Cases | Delete Credit Card | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions | A valid credit card is added to the user’s profile | |
| Flow of Events | **Actor** | **System** |
| * 1. User clicks on add credit card   1.3 User fills out and submits credit card data | 1.2 System redirects user to empty add credit card view  1.4 If credit card info is valid, save data and redirect user to previous view |
| Exception  Conditions | 1. User inputs invalid credit card info | 2. If credit card info is not valid, highlight invalid credit info and prompt user for corrections |

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| Use Case # | 28 | |
| Use Case Name | View Friends | |
| Scenario | User views own friend list | |
| Triggering Event | User clicks view friend list | |
| Brief Description | User views their own friend list | |
| Actors | User, System | |
| Related Use Cases | Add Friend, Delete Friend | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 User clicks view friends | 1.2 System returns view friend list populated with user friends  1.3 if user has no friends return empty view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 29 | |
| Use Case Name | Add Friend | |
| Scenario | User adds user to friend list | |
| Triggering Event | User clicks add friend | |
| Brief Description |  | |
| Actors | User, System | |
| Related Use Cases | Delete Friend, View Friends | |
| Stakeholders |  | |
| Pre-conditions | A user must exist to be added to the friends list | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 User clicks on add user as friend from view user | 1.2 System adds selected user to friendlist and returns user to previous view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 30 | |
| Use Case Name | Delete Friend | |
| Scenario | User deletes friend from friend list | |
| Triggering Event | User clicks delete friend | |
| Brief Description | User deletes a friend from their friends list | |
| Actors | User, System | |
| Related Use Cases | Add Friend, View Friends | |
| Stakeholders |  | |
| Pre-conditions | A user must exist in the friends list to be deleted from it | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| * 1. Clicks delete friend   1.3 User confirms deletion | 1.2 System prompts user to confirm deletion  1.4 System removes friend from friend list 1.5 System returns user to view friendlist view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 25 | |
| Use Case Name | View Game Details | |
| Scenario | User selects game from view games view | |
| Triggering Event | User clicks on a game | |
| Brief Description | User selects a game to view the details | |
| Actors | User, System | |
| Related Use Cases | View Games, Download Game, Add Game, Delete Game | |
| Stakeholders |  | |
| Pre-conditions | A game must exist | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 User clicks on a game from the view games view | 1.2 System redirects user to the game details view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 38 | |
| Use Case Name | Download Game | |
| Scenario | User downloads game from their library | |
| Triggering Event | User clicks on a game | |
| Brief Description | User selects owned game to download | |
| Actors | User, System | |
| Related Use Cases | View Games, View Game, Add Game, Delete Game | |
| Stakeholders |  | |
| Pre-conditions | User must own a game | |
| Post-conditions | User is downloading a game | |
| Flow of Events | **Actor** | **System** |
| 1.1 User clicks on download game from game details | 1.2 System checks that the selected game is in the user’s library  1.3 System begins download of game files |
| Exception  Conditions | 1. User does not own the game | 2. System prompts user to purchase game |

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| Use Case # | 20 | |
| Use Case Name | Edit Mailing Address | |
| Scenario | User edits mailing address | |
| Triggering Event | User clicks edit on the mailing address for the user | |
| Brief Description | User edits mailing address | |
| Actors | User, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| * 1. User clicks edit on mailing address   1.3 User edits mailing address information and submits | 1.2 System redirects user to edit mailing address view with existing data  1.4 System verifies validity of data and saves it  1.5 System redirects user to previous view |
| Exception  Conditions | 1 User edits invalid information | 2 System highlights invalid data and prompts user to correct |

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| Use Case # | 21 | |
| Use Case Name | Edit Shipping Address | |
| Scenario | User edits shipping address | |
| Triggering Event | User clicks edit on the shipping address for the user | |
| Brief Description | User edits shipping address | |
| Actors | User, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| * 1. User clicks edit on shipping address   1.3 User edits mailing address information and submits | 1.2 System redirects user to edit shipping address view with existing data  1.4 System verifies validity of data and saves it  1.5 System redirects user to previous view |
| Exception  Conditions | 1 User edits invalid information | 2 System highlights invalid data and prompts user to correct |

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| Use Case # | 23 | |
| Use Case Name | Delete Credit Card | |
| Scenario | User deletes credit card | |
| Triggering Event | User clicks delete on a saved credit card | |
| Brief Description | User deletes a credit card from the system | |
| Actors | User, System | |
| Related Use Cases | Add Credit Card | |
| Stakeholders |  | |
| Pre-conditions | A credit card must exist in the system for the user | |
| Post-conditions | The selected credit card must be deleted from the system | |
| Flow of Events | **Actor** | **System** |
| * 1. User clicks delete on credit card   1.3 User confirms deletion | 1.2 System prompts user for confirmation of deletion  1.4 System deletes credit card information and redirects user to previous view |
| Exception  Conditions |  |  |

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| Use Case # | 26 | |
| Use Case Name | Add to Wish List | |
| Scenario | User adds a game to their wish list | |
| Triggering Event | User clicks add to wishlist for a game | |
| Brief Description | User adds a game to their wish list | |
| Actors | User, System | |
| Related Use Cases | Remove From Wish List | |
| Stakeholders |  | |
| Pre-conditions | A game must exist | |
| Post-conditions | The selected game is added to the user’s wishlist | |
| Flow of Events | **Actor** | **System** |
| 1.1 User clicks add game to wishlist | 1.2 system adds selected game to wishlist |
| Exception  Conditions |  |  |

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| Use Case # | 27 | |
| Use Case Name | Remove from Wish List | |
| Scenario | User removes a game from their wishlist | |
| Triggering Event | User clicks remove game from wishlist | |
| Brief Description | User removes a game from their wishlist | |
| Actors | User, System | |
| Related Use Cases | Add To Wish List | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions | The selected game is removed from the user’s wishlist | |
| Flow of Events | **Actor** | **System** |
| 1.1 User clicks remove game from wishlist | 1.2 system removes selected game from wishlist |
| Exception  Conditions |  |  |

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| Use Case # | 32 | |
| Use Case Name | Rate Game | |
| Scenario | User rates a game | |
| Triggering Event | User clicks on specified rating for the selected game | |
| Brief Description |  | |
| Actors | User, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
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| Exception  Conditions |  |  |