Use Case Description

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| Use Case # | 14 | |
| Use Case Name | Visitor Registers | |
| Scenario | Visitor Registers | |
| Triggering Event |  | |
| Brief Description | A visitor registers for an online account | |
| Actors | Visitor, System | |
| Related Use Cases | Log Out, Log In | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions | A new account is created | |
| Flow of Events | **Actor** | **System** |
| * 1. Visitor clicks register   1.3 Visitor enters a username, email address, and password | 1.2 System directs visitor to account creation page  1.4 System verifies the account information is valid  1.5 If the information is valid the account is created |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 15 | |
| Use Case Name | Log In | |
| Scenario | Log In | |
| Triggering Event |  | |
| Brief Description | A visitor logs in to their account | |
| Actors | Visitor, System, User, Employee | |
| Related Use Cases | Log Out, Visitor Registers | |
| Stakeholders |  | |
| Pre-conditions | An account must exist | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 Visitor enters username and password | 1.2 System validates username and password  1.3 If the information is valid, the visitor is redirected to either the member page or the employee page  1.4 If the information is invalid, the system prompts the user for valid information |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 24 | |
| Use Case Name | Search Games | |
| Scenario | Search Games | |
| Triggering Event |  | |
| Brief Description | A user searches for games | |
| Actors | Employee, Member, System | |
| Related Use Cases | View Game, View Games | |
| Stakeholders |  | |
| Pre-conditions | A game must exist | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The user navigates to the search games page and enters the search information | 1.2 The system returns all games matching the search information  1.3 If no games are found, display that to the user |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 34 | |
| Use Case Name | Add to Cart | |
| Scenario | Add to Cart | |
| Triggering Event | A member clicks add to cart | |
| Brief Description | A member adds a game to their cart | |
| Actors | Member, System | |
| Related Use Cases | View Cart, Edit Cart, Delete from Cart, Checkout | |
| Stakeholders |  | |
| Pre-conditions | A game must exist | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The member navigates to a game store page and clicks add to cart | 1.2 The system adds the selected game to the member’s cart |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 35 | |
| Use Case Name | Delete from Cart | |
| Scenario | Delete from Cart | |
| Triggering Event | A member clicks remove from cart | |
| Brief Description | A member deletes a game from their cart | |
| Actors | Member, System | |
| Related Use Cases | View Cart, Edit Cart, Add to Cart, Checkout | |
| Stakeholders |  | |
| Pre-conditions | A game must be in the member’s cart | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The member clicks remove from cart for a game in their cart | 1.2 The system removes the game from the member’s cart |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 36 | |
| Use Case Name | Checkout | |
| Scenario | Checkout | |
| Triggering Event | A member checks out their cart | |
| Brief Description | A member checks out their cart | |
| Actors | Member, System | |
| Related Use Cases | View Cart, Edit Cart, Add to Cart, Remove from Cart | |
| Stakeholders |  | |
| Pre-conditions | A game must be in the member’s cart | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The member clicks checkout on their cart | 1.2 The system redirects the member to the submit order view populated with the cart items |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 37 | |
| Use Case Name | Submit Order | |
| Scenario | Submit Order | |
| Triggering Event | A member clicks submit order | |
| Brief Description | A member submits their order | |
| Actors | Member, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | The member must have had at least one item in their cart | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The member clicks submit order | 1.2 The system submits the order and creates a pending order |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 40 | |
| Use Case Name | Log Out | |
| Scenario | Log Out | |
| Triggering Event | A member or employee logs out | |
| Brief Description | A member or employee logs out | |
| Actors | Member, System, Employee | |
| Related Use Cases | Log In | |
| Stakeholders |  | |
| Pre-conditions | The member or employee must be logged in | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The user clicks log out | 1.2 The system logs out the user and redirects them to the landing page |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 43 | |
| Use Case Name | View Pending Shipments | |
| Scenario | View Pending Shipments | |
| Triggering Event | An employee clicks view pending shipments | |
| Brief Description | An employee views pending shipments | |
| Actors | Employee, System | |
| Related Use Cases | Update Status of Shipment | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 An employee clicks view pending shipments | 1.2 The system redirects the employee to the view pending shipments view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 45 | |
| Use Case Name | View Cart | |
| Scenario | View Cart | |
| Triggering Event | A member clicks view cart | |
| Brief Description | A member views their cart | |
| Actors | Member, System | |
| Related Use Cases | Add to Cart, Delete from Cart, Edit Cart | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The member clicks view cart | 1.2 The system redirects the member to their cart view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 46 | |
| Use Case Name | Edit Cart | |
| Scenario | Edit Cart | |
| Triggering Event | A member clicks edit cart | |
| Brief Description | A member edits their cart | |
| Actors | Member, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | The member must have at least one physical shipping item in their cart | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The member edits the quantity of physical items in their cart | 1.2 The system saves the changes and refreshes the cart page |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 11 | |
| Use Case Name | Publish Review | |
| Scenario | Publish Review | |
| Triggering Event | An employee clicks publish review | |
| Brief Description | An employee publishes a user review | |
| Actors | Employee, System | |
| Related Use Cases | Reject Review, View Pending Reviews | |
| Stakeholders |  | |
| Pre-conditions | A member must have created a review | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The employee clicks publish review | 1.2 The system publishes the review to the specific game’s store page |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 13 | |
| Use Case Name | Update Status of Shipment | |
| Scenario | Update Status of Shipment | |
| Triggering Event | An employee updates the status of a member’s shipment | |
| Brief Description | An employee updates the status of a member’s shipment | |
| Actors | Employee, System | |
| Related Use Cases | View Pending Shipments | |
| Stakeholders |  | |
| Pre-conditions | A shipment must exist to be updated | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The employee clicks to update the status of the shipment | 1.2 The system checks to see if the shipment has already been reserved by another employee  1.3 If the shipment is available, it is assigned to the employee and then updated  1.5 If the shipment is updated to shipped, then it is removed from the pending shipments view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 17 | |
| Use Case Name | Reset Password | |
| Scenario | Reset Password | |
| Triggering Event | A member resets their password | |
| Brief Description | A member resets their password | |
| Actors | Member, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | A member must exist to have their password reset | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| * 1. The member clicks on reset password   1.3 The member follows the link  1.5 The member specifies a new password | 1.2 The system emails the member a link to reset their password  1.4 The system creates a text entry for the user to create a new password  1.6 The system assigns the user the new password |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 41 | |
| Use Case Name | View Pending Reviews | |
| Scenario | View Pending Reviews | |
| Triggering Event | An employee views pending reviews | |
| Brief Description | An employee views pending reviews | |
| Actors | Employee, System | |
| Related Use Cases | Publish Review, Reject Review | |
| Stakeholders |  | |
| Pre-conditions | A review must exist and be pending | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 The employee clicks view pending reviews | 1.2 The system redirects the employee to the view pending reviews view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 42 | |
| Use Case Name | Reject Review | |
| Scenario | Reject Review | |
| Triggering Event | An employee rejects a pending review | |
| Brief Description | An employee rejects a pending review | |
| Actors | Employee, System | |
| Related Use Cases | Publish Review, View Pending Reviews | |
| Stakeholders |  | |
| Pre-conditions | A review must exist and be pending | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 An employee clicks reject review for a review | 1.2 The system deletes the review and updates the view pending reviews view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 44 | |
| Use Case Name | View Own Wishlist | |
| Scenario | View Own Wishlist | |
| Triggering Event | A member views their own wishlist | |
| Brief Description | A member views their own wishlist | |
| Actors | Member, System | |
| Related Use Cases | Add to Wishlist | |
| Stakeholders |  | |
| Pre-conditions |  | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 A member clicks view wishlist | 1.2 The system redirects the member to the view wishlist view |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 18 | |
| Use Case Name | Change Password | |
| Scenario | Change Password | |
| Triggering Event | A member changes their password | |
| Brief Description | A member changes their password | |
| Actors | Member, System | |
| Related Use Cases | Reset Password | |
| Stakeholders |  | |
| Pre-conditions | A member must exist and be logged in | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 A member clicks on change password  1.3 The member enters their password  1.6 The member enters their new password twice | 1.2 The system prompts the user to enter their current password  1.4 If the member’s password is correct, the system prompts the user to enter their new password twice  1.5 If the member’s password is incorrect, it prompts them to try again  1.7 If the passwords don’t match, prompt the user to try again  1.8 If the passwords match, assign the new password and delete the hash of the old |
| Exception  Conditions | 1. | 2. |

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| Use Case # | 31 | |
| Use Case Name | View Friend’s Wishlist | |
| Scenario | View Friend’s Wishlist | |
| Triggering Event | A member views their friend’s wishlist | |
| Brief Description | A member views their friend’s wishlist | |
| Actors | Member, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | The member must have a friend that also has a wishlist | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 A member navigates to their friend’s page and clicks view wishlist | 1.2 The system redirects the member to the view friend’s wishlist view |
| Exception  Conditions | 1. | 2. |