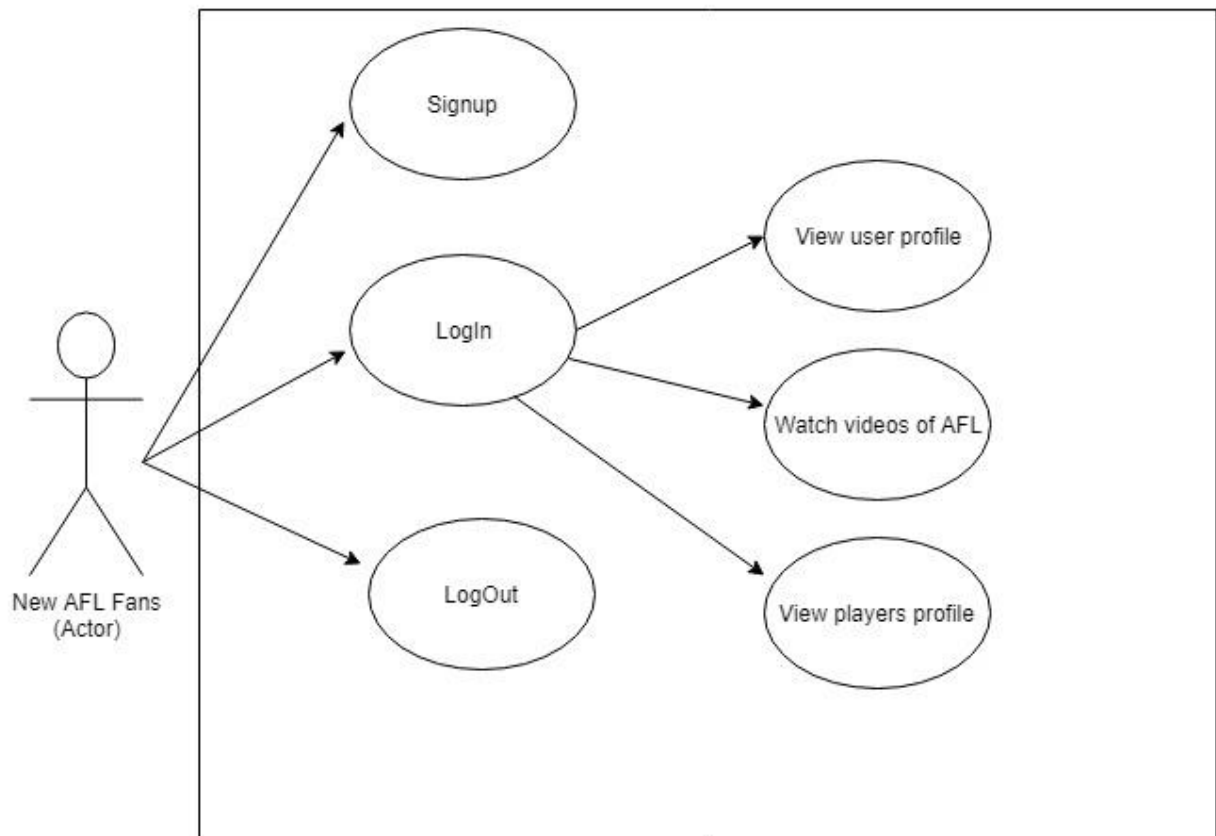
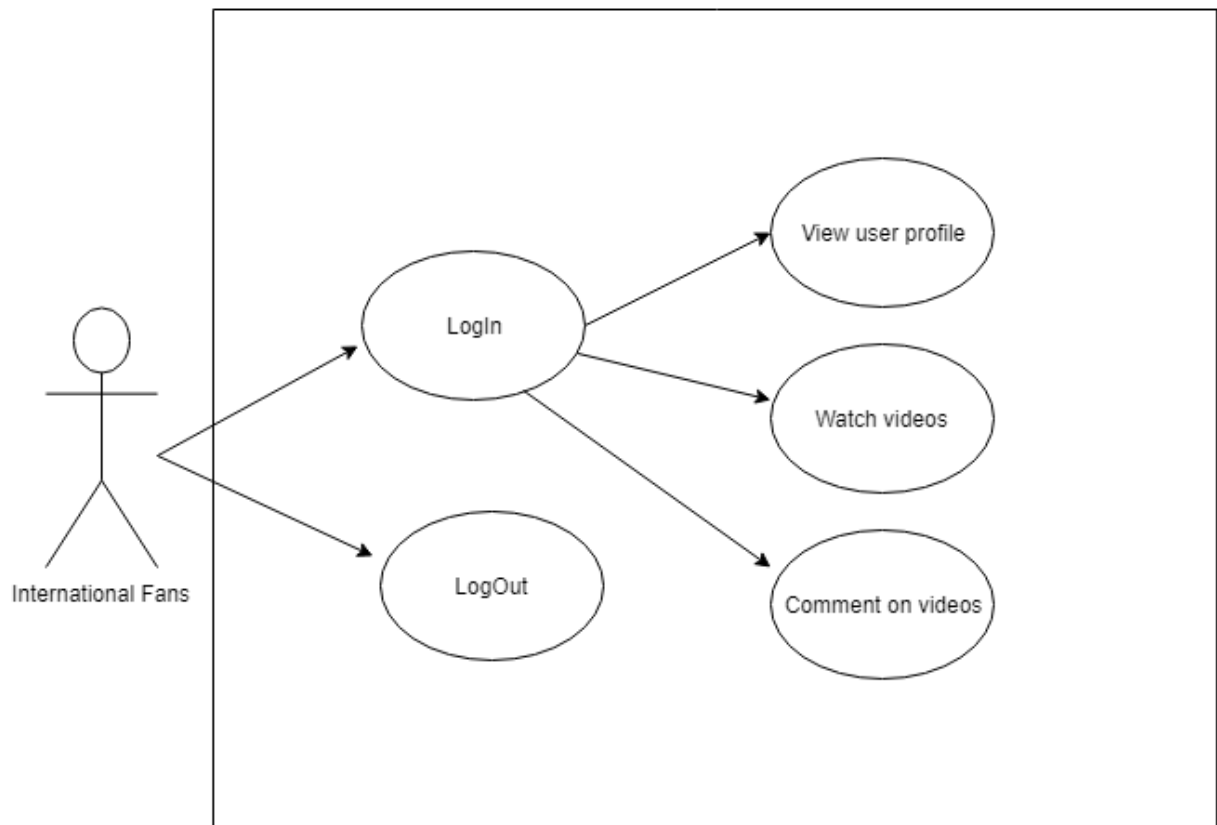


USE CASE 1: A fan's interaction with AFL Fans site



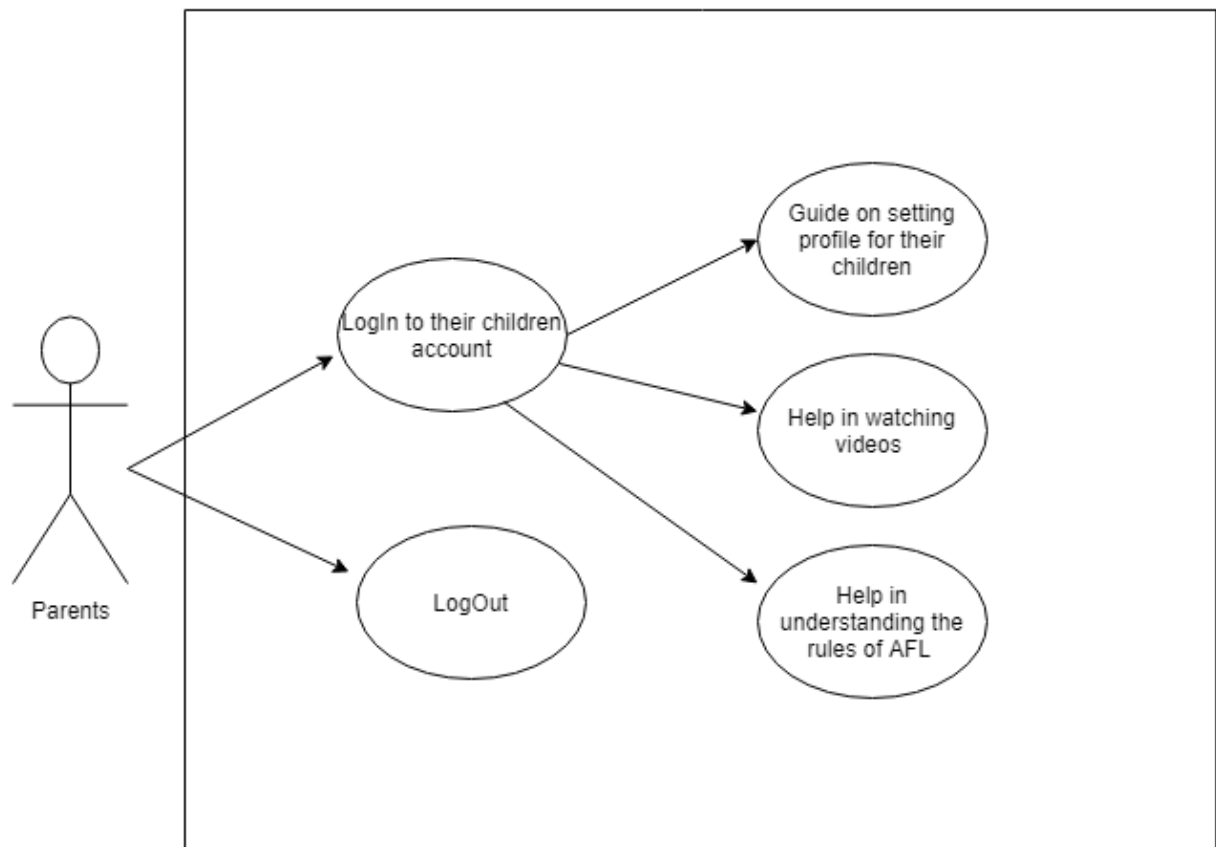
- AFL Fans can sign up for the account.
- AFL Fans can login to their account after the account creation.
- After login, fans can view their user profiles, watch videos of AFL and view their favorite players profile.

USE CASE 2: International fans



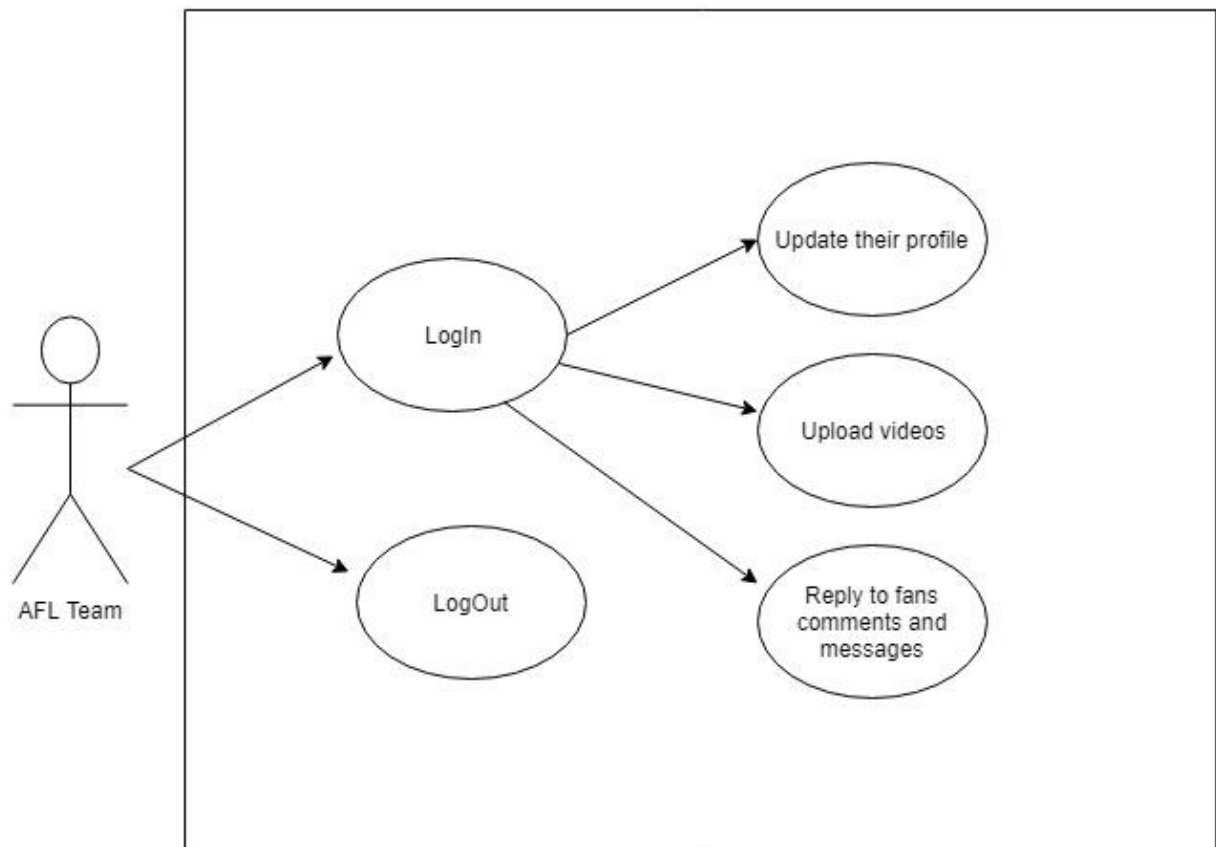
- International fans can login to their user profiles, watch videos of AFL and comment on videos.

USE CASE 3: Parents guidance to kids



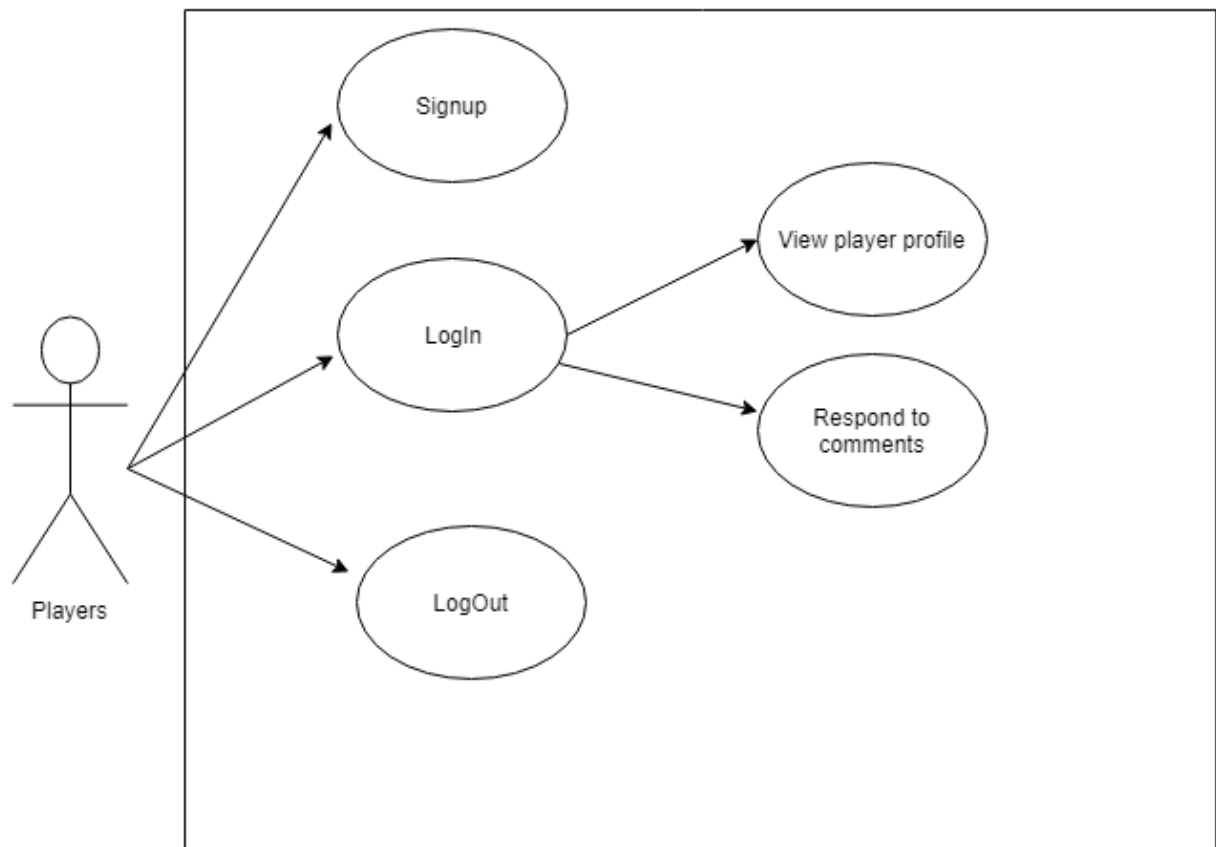
- Parents can login to their children account and guide on setting their profiles, help in watching videos and understanding the rules of AFL.

USE CASE 4: Team interaction with AFL site



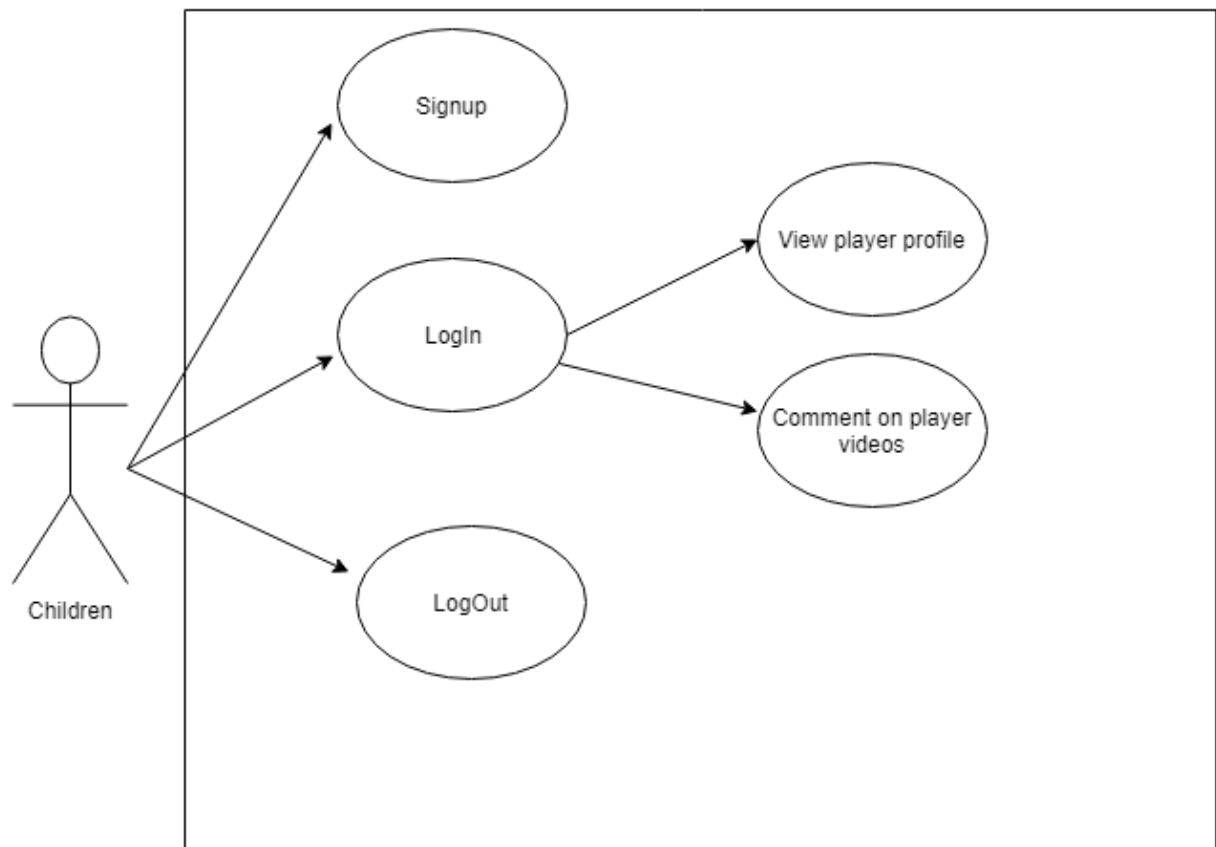
- AFL Team can login and update their profile.
- They can upload their team videos.
- Reply to the comments and messages of the fans.

USE CASE 5: Players interaction with AFL site



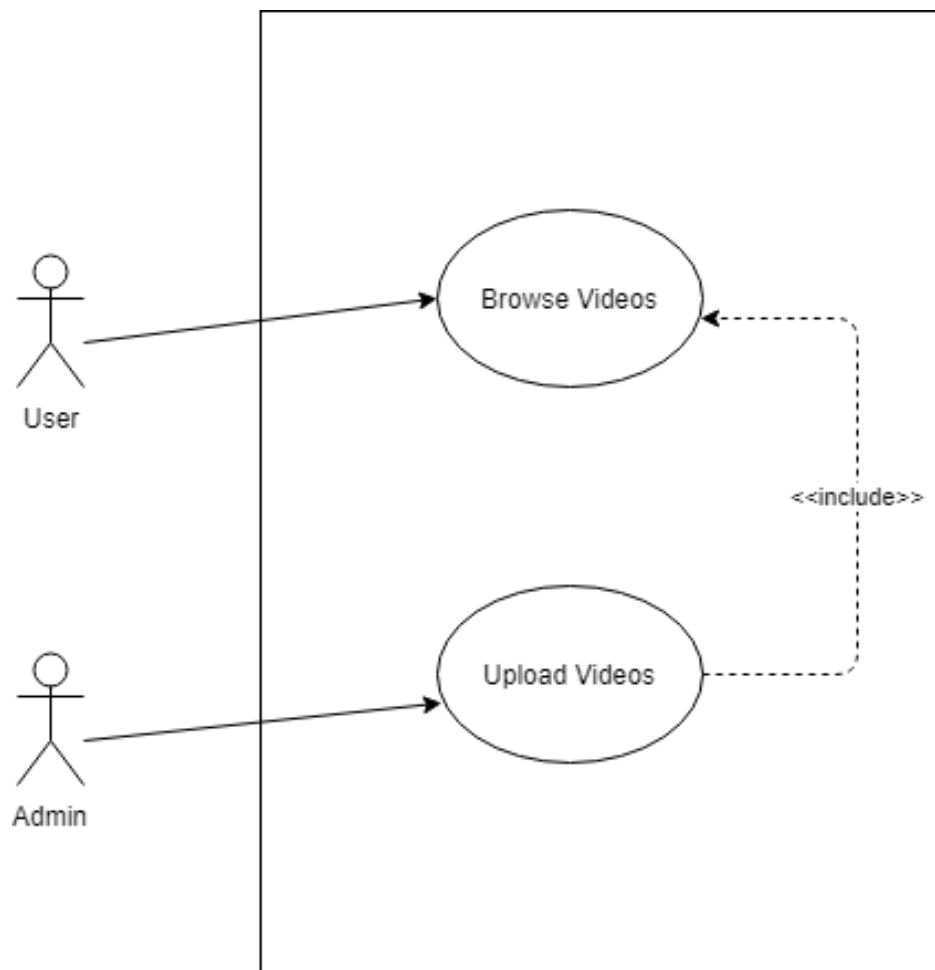
- Players can login and view their profile, respond to their fans' comments.

USE CASE 6: Children interaction with AFL site



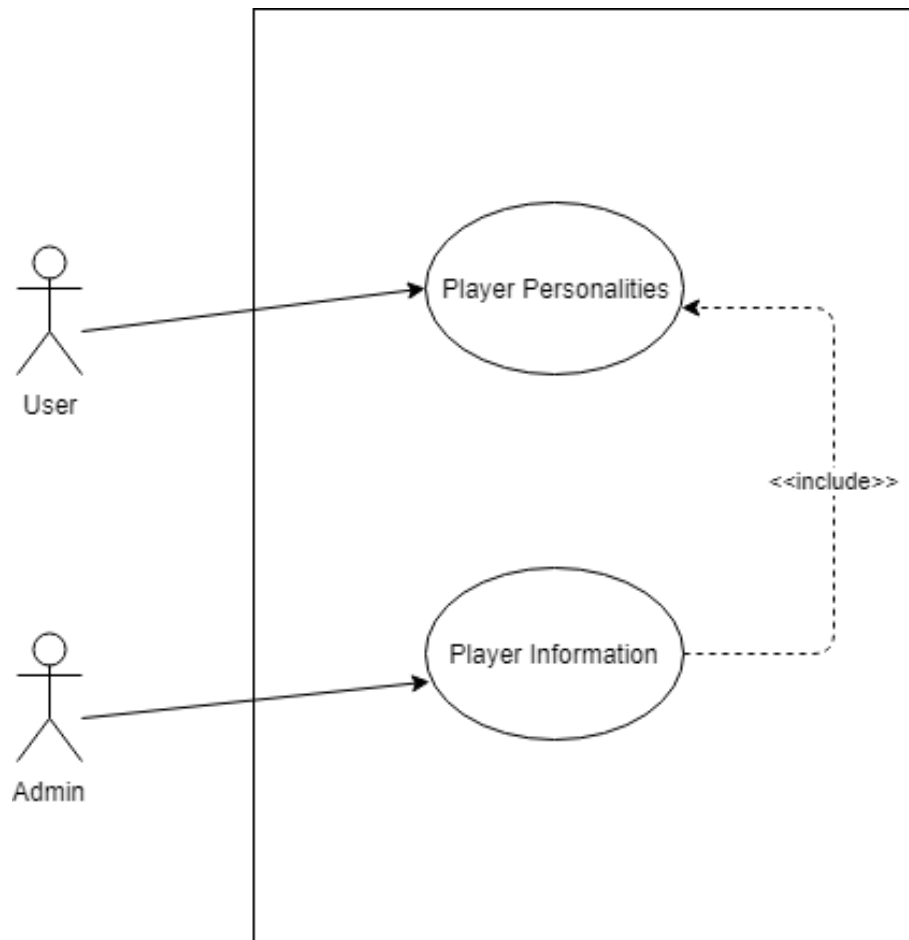
- Children can login and view player profile and comment on various videos of AFL players.

USE CASE 7: Personal Interviews and Match Videos



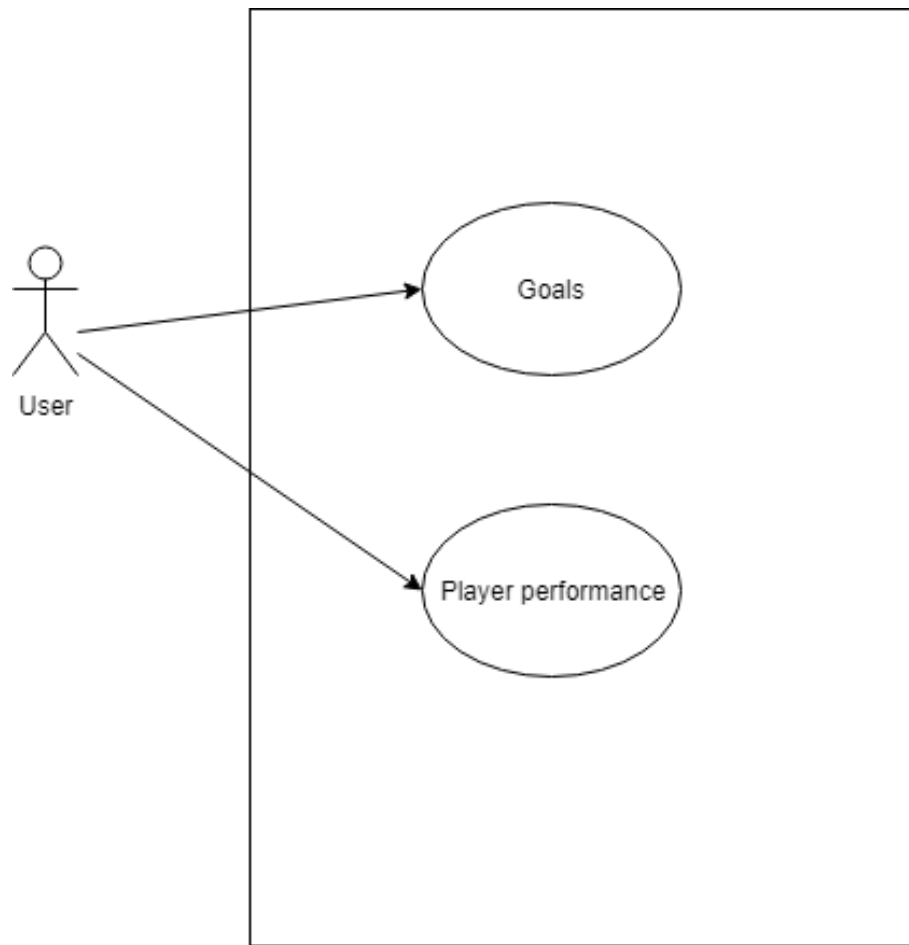
- User can browse match videos and highlights.
- Admin will upload those videos.

USE CASE 8: Player Personalities



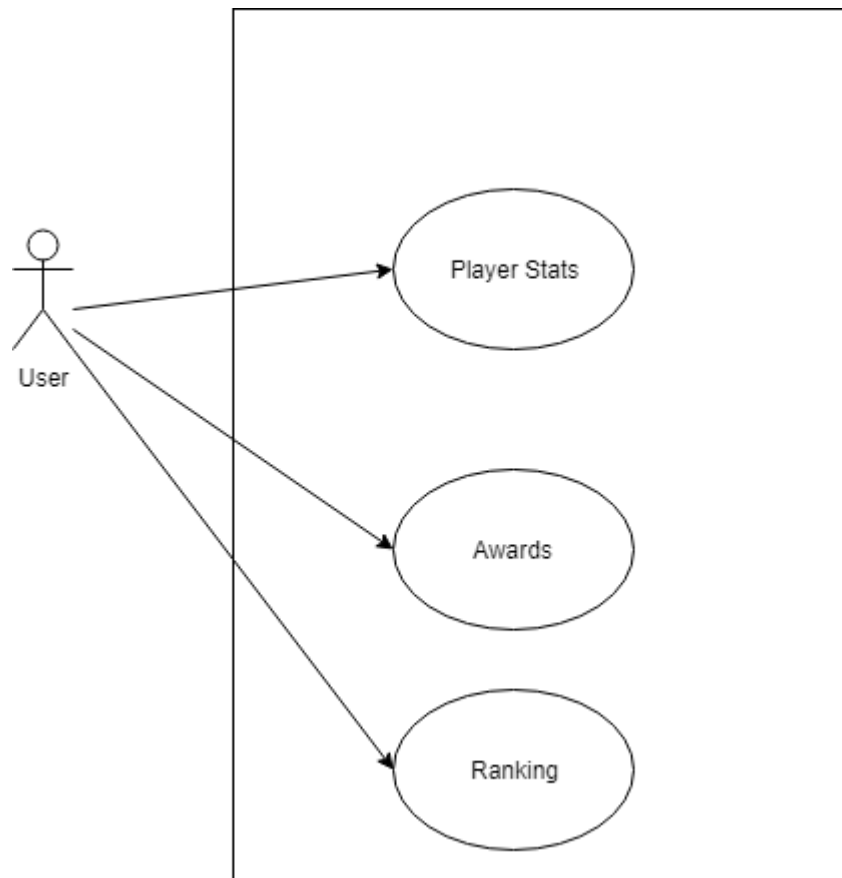
- User can see different kinds of player personalities like hobbies, fan following, activities etc.
- Admin will keep that information updated.

USE CASE 9: Player Performance in Matches and Goals



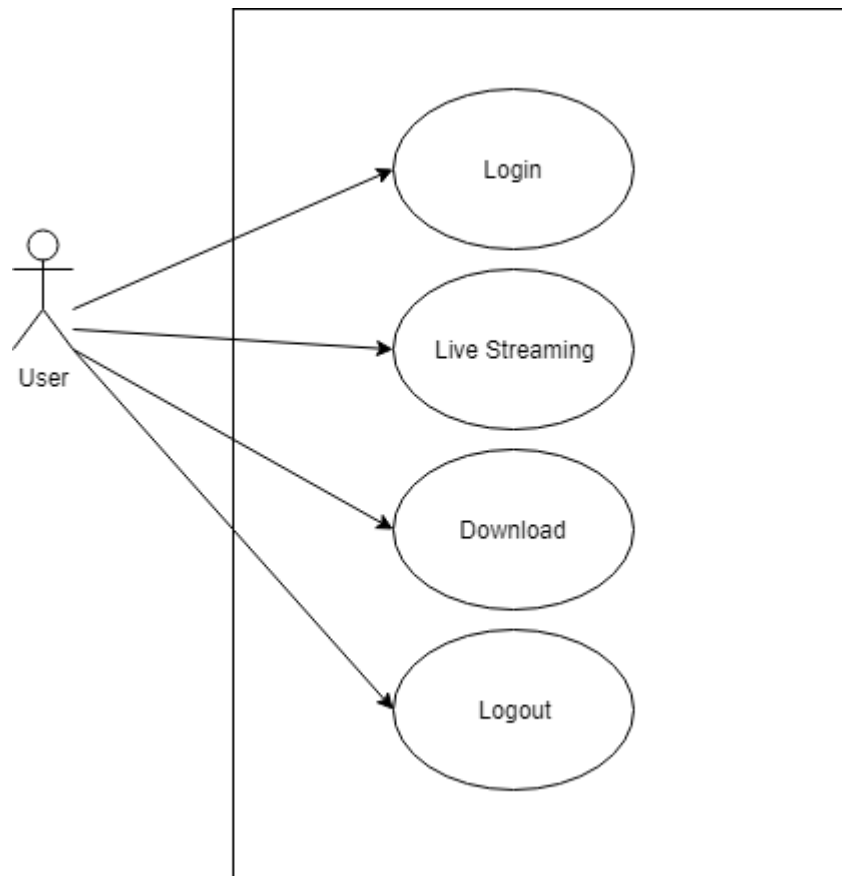
- User can see the goal information and access detailed player performance.

USE CASE 10: Player Statistics



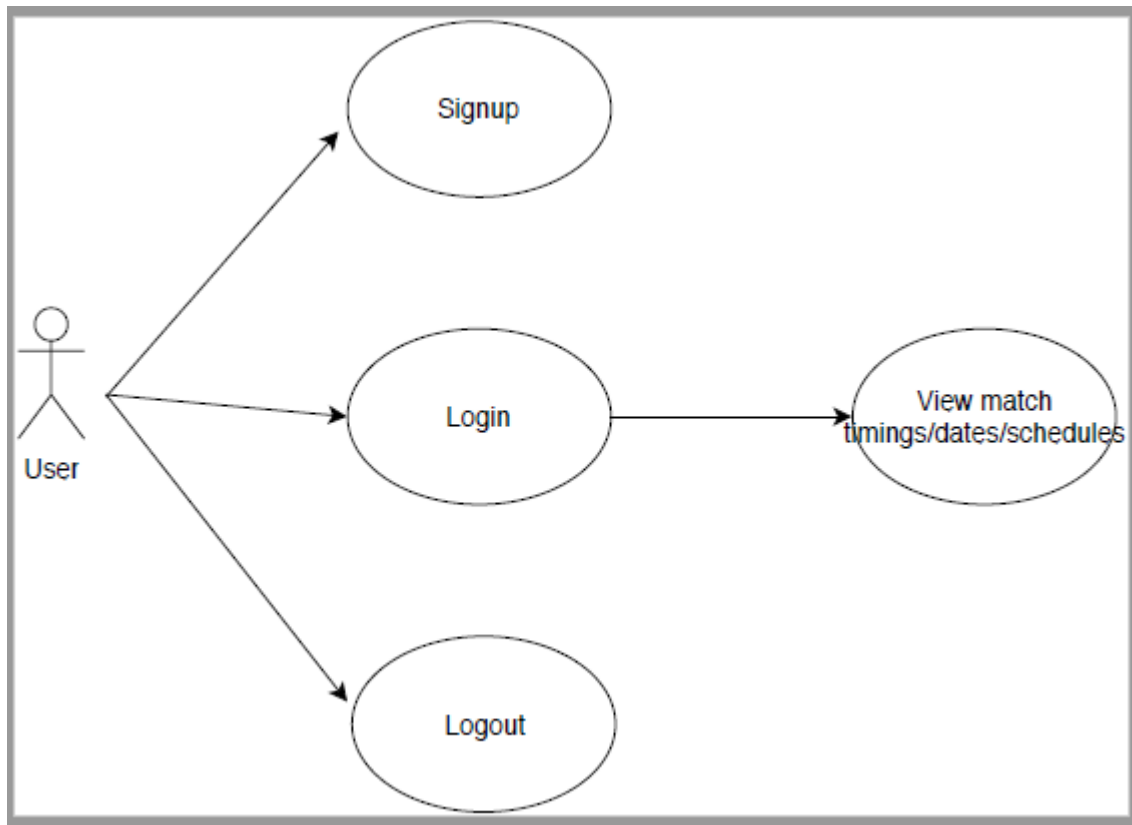
- User can see player stats
- User can see the weekly, monthly and annual awards information and rankings.

USE CASE 11: Live Matches (Streaming)



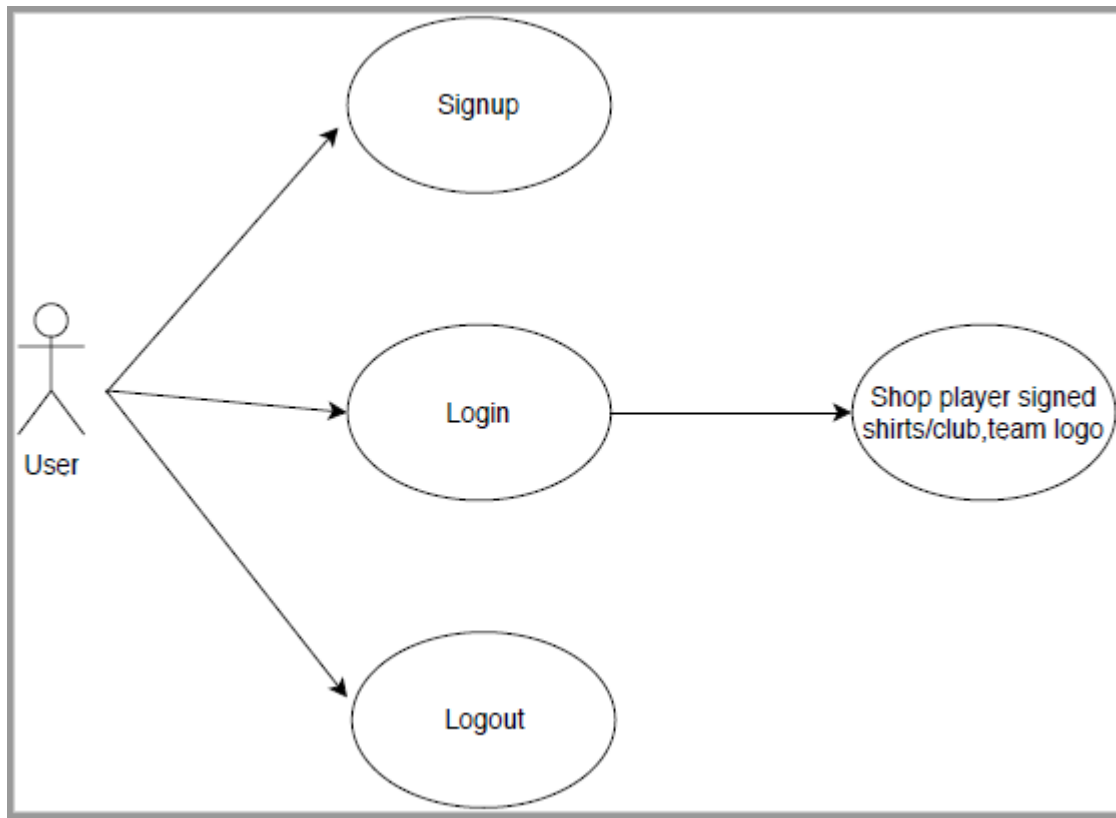
- User needs to login to access live stream and download videos.
- Then user will logout.

USE CASE 12: View match schedules



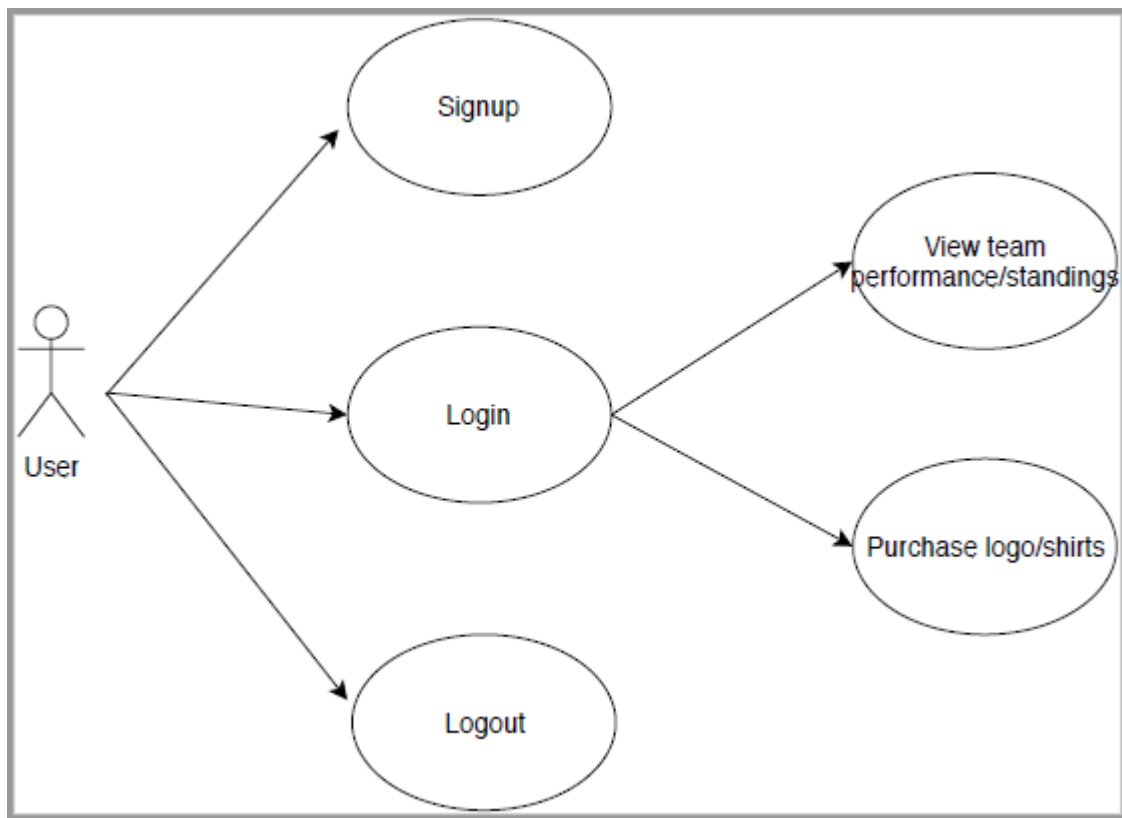
A signed in user may view match schedules and venues by clicking on the upcoming matches tab.

USE CASE 13: Player shirts/logo/signature



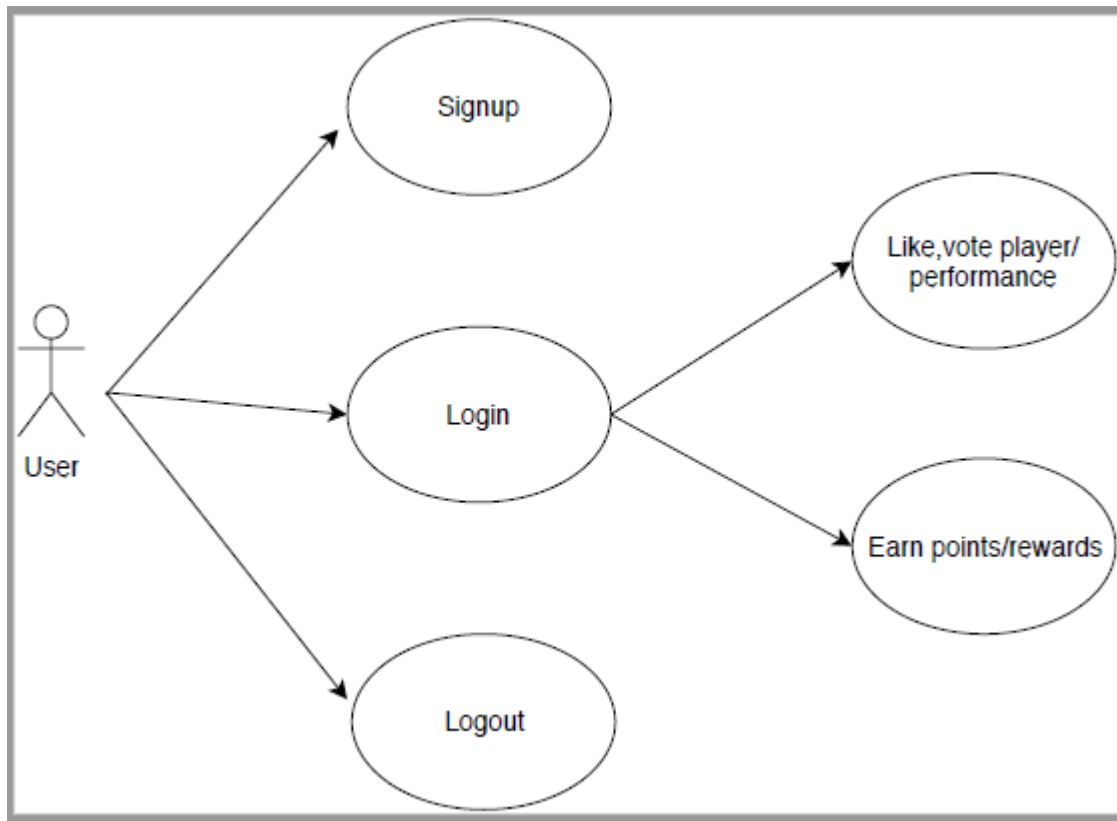
An online shopping system is introduced where registered users may buy accessories, shirts, caps, souvenirs, logos etc.

USE CASE 14: Team accessories, logo, standings



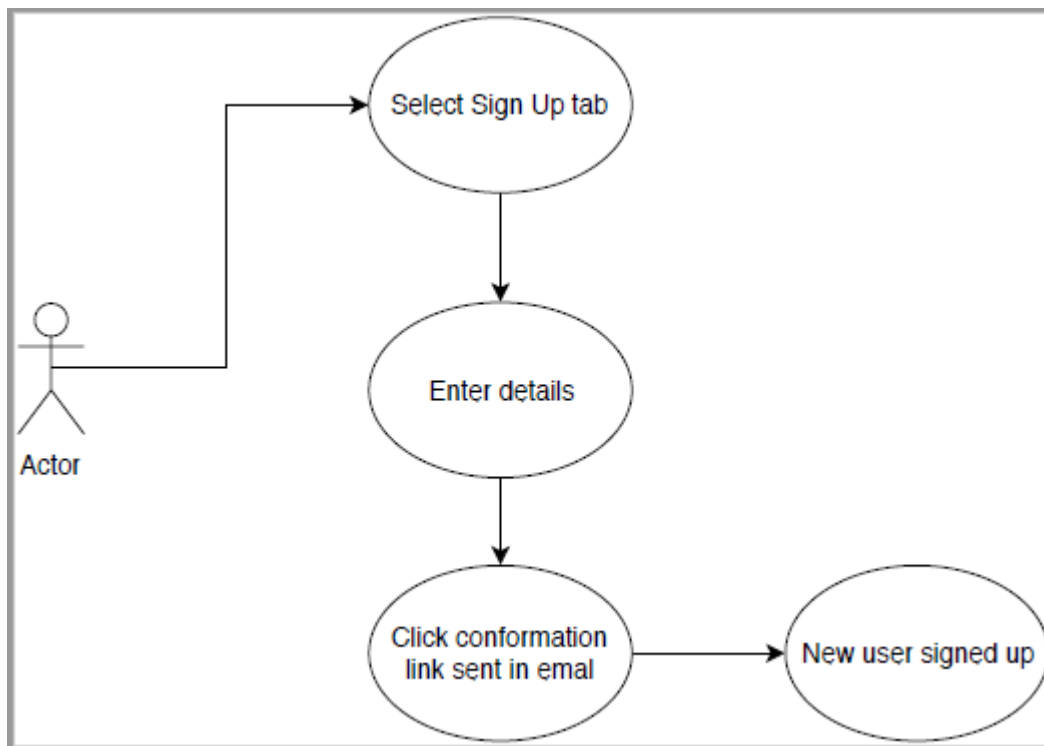
The registered logged in users may view all details on any teams performance and standing in their groups.

USE CASE 15: Rewards/Earn points



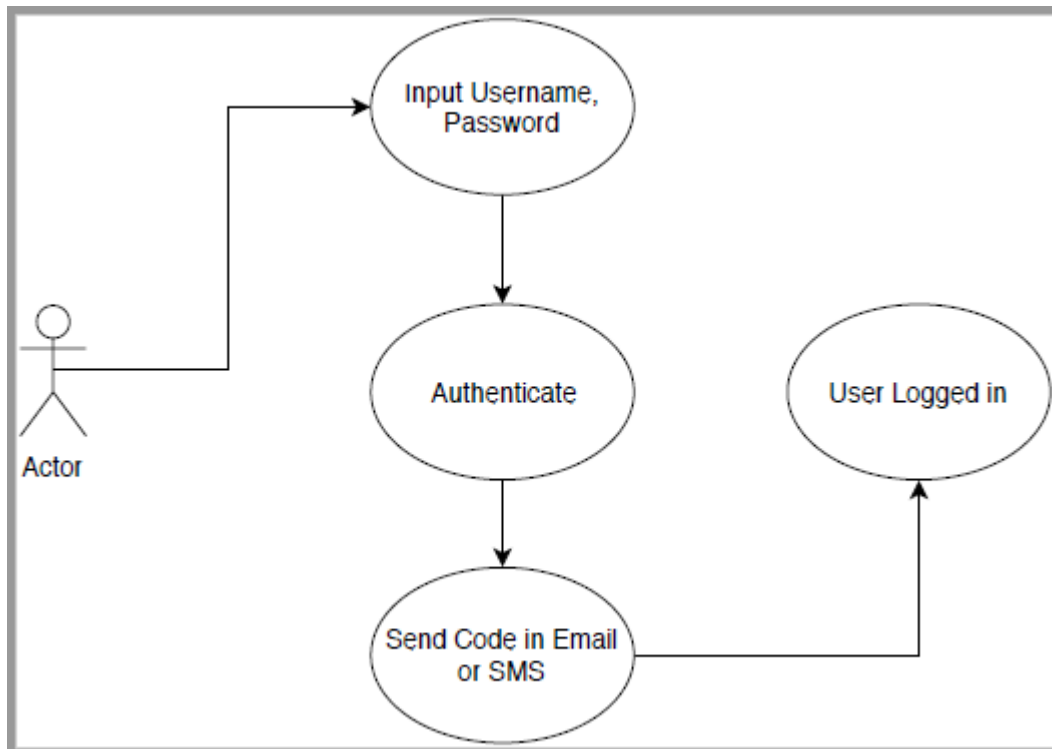
Various reward systems may be developed. One proposed is that if a user votes for a player for his performance or votes a move or goal and if that player, move or goal gets maximum votes over a period of time from all geographic regions then the first 10 voters get a reward.

USE CASE 16: Register a new user



The user loads AFL web page and selects signup link. Enters required details and click signup. A confirmation email is sent to the user's email address. The user then clicks that link in their email to confirm sign up.

USE CASE 17/18: Sign in/Two Factor Authentication



To login, the user is required to enter their username and password credentials. The system validates the credentials and upon success, shall send a random system generated code to the user via SMS or Email.

The user will then need to enter that code within a specific time limit to gain entry into the system.