

CardHub: Use Case Diagrams

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1. Overall System Use Case Diagram

This diagram shows all major use cases and the actors who interact with them.

```
graph TB
    Customer((Customer))
    Staff((Store Staff))
    Admin((Administrator))

    subgraph CardHub_System["CardHub System"]
        UC1[UC-1: Register Account]
        UC2[UC-2: Login]
        UC3[UC-3: Browse Cards]
        UC4[UC-4: Search Cards]
        UC5[UC-5: Add to Cart]
        UC6[UC-6: Checkout and Pay]
        UC7[UC-7: Get Price Quote]
        UC8[UC-8: Complete Sell Transaction]
        UC9[UC-9: Add Card to Inventory]
        UC10[UC-10: Update Card Price]
        UC11[UC-11: Post Trade Offer]
        UC12[UC-12: Browse Trade Offers]
        UC13[UC-13: Post Tournament]
        UC14[UC-14: View Tournaments]
    end

    Customer --> UC1
    Customer --> UC2
    Customer --> UC3
    Customer --> UC4
    Customer --> UC5
    Customer --> UC6
    Customer --> UC7
    Customer --> UC11
    Customer --> UC12
    Customer --> UC13
    Customer --> UC14

    Staff --> UC2
    Staff --> UC3
    Staff --> UC4
    Staff --> UC8
    Staff --> UC9
    Staff --> UC10
```

```
Admin --> UC2
Admin --> UC9
Admin --> UC10
```

2. Customer Use Cases

This diagram focuses on the features available to customers.

```
graph LR
    Customer((Customer))

    subgraph Customer_Features ["Customer Features"]
        UC1[Register Account]
        UC2[Login]
        UC3[Browse Cards]
        UC4[Search Cards]
        UC5[Add to Cart]
        UC6[Checkout and Pay]
        UC7[Get Price Quote]
    end

    for Card to Sell
        UC11[Post Trade Offer]
        UC12[Browse Trade Offers]
        UC13[Post Tournament]
        UC14[View Tournaments]
    end

    Customer --> UC1
    Customer --> UC2
    Customer --> UC3
    Customer --> UC4
    Customer --> UC5
    Customer --> UC6
    Customer --> UC7
    Customer --> UC11
    Customer --> UC12
    Customer --> UC13
    Customer --> UC14
```

3. Store Staff Use Cases

This diagram shows the features available to store staff members.

```
graph LR
    Staff((Store Staff))

    subgraph Staff_Features ["Store Staff Features"]
        UC2[Login]
```

```

UC3[Browse Cards]
UC4[Search Cards]
UC8[Complete Sell
Transaction]
UC9[Add Card to
Inventory]
UC10[Update Card
Price]
end

Staff --> UC2
Staff --> UC3
Staff --> UC4
Staff --> UC8
Staff --> UC9
Staff --> UC10

```

4. Administrator Use Cases

This diagram shows the features available to administrators.

```

graph LR
Admin((Administrator))

subgraph Admin_Features ["Administrator Features"]
UC2[Login]
UC9[Add Card to
Inventory]
UC10[Update Card
Price]
end

Admin --> UC2
Admin --> UC9
Admin --> UC10

```

Use Case Summary

Use Case ID	Use Case Name	Primary Actor(s)	Description
UC-1	Register Account	Customer	Create new customer account
UC-2	Login	Customer, Staff, Administrator	Login to system
UC-3	Browse Cards	Customer, Staff	Browse card inventory

Use Case ID	Use Case Name	Primary Actor(s)	Description
UC-4	Search Cards	Customer, Staff	Search for specific cards
UC-5	Add to Cart	Customer	Add cards to shopping cart
UC-6	Checkout and Pay	Customer	Complete purchase with in-store pickup
UC-7	Get Price Quote	Customer	Get instant price quote to sell card
UC-8	Complete Sell Transaction	Staff	Complete sell transaction in store
UC-9	Add Card to Inventory	Staff, Administrator	Add card to inventory
UC-10	Update Card Price	Staff, Administrator	Update price for a card
UC-11	Post Trade Offer	Customer	Post offer on trading marketplace
UC-12	Browse Trade Offers	Customer	Browse and contact traders
UC-13	Post Tournament	Customer	Post tournament announcement and reserve room
UC-14	View Tournaments	Customer	View upcoming tournaments