

Brief Description System allows user to create a

1

reservation. Reservation includes a preferred bowling lane, time of the start and end of the session, and the number of

people coming.

Primary Actors User

Secondary Actors -

Preconditions -

Main Flow of

Events 1. Use case is initiated by User by

making a reservation

2. System validates the reservation

3. System saves the reservation

Alternative Flows System tells user that the reservation

is invalid

Brief Description System allows user to view all existing

reservations including those of other

users.

Primary Actors User

Secondary Actors -

Preconditions -

Main Flow of

Events 1. System displays all reservations

Alternative Flows -

Brief Description System allows user to delete any of his

reservations as long as there are at least 24 hours left until the start of the session

he is trying to delete.

Primary Actors User

Secondary Actors -

Preconditions -

Main Flow of

Events 1. System displays user his

reservations

2. User clicks delete at one of his

reservations

Alternative Flows -

Brief Description System allows manager add a new

bowling lane that users will be allowed to

make a reservations for.

Primary Actors Manager

Secondary Actors -

Preconditions -

Main Flow of

Events 1. Manager adds a bowling lane

Alternative Flows -

Brief Description System allows manager to remove a

bowling lane. If there are reservations on a

lane that is being removed system changes the lane in the reservation.

Primary Actors Manager

Secondary Actors -

Preconditions -

Main Flow of

Events 1. Manager removes a bowling lane

Alternative Flows -











