

Brief Description System allows users 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 users and managers to

view all existing reservations, regardless

of the user.

Primary Actors User or Manager

Secondary Actors -

Preconditions -

Main Flow of

Events 1. System displays all reservations

Alternative Flows -

Brief Description System allows users 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 managers to add a new

bowling lane that users will be allowed to

make reservations for.

Primary Actors Manager

Secondary Actors -

Preconditions -

Main Flow of

Events 1. Manager adds a bowling lane

Alternative Flows -

Brief Description System allows managers to remove a

bowling lane. If there are reservations on a lane that is being removed, the system changes the lane in the reservation if

possible.

Primary Actors Manager

Secondary Actors -

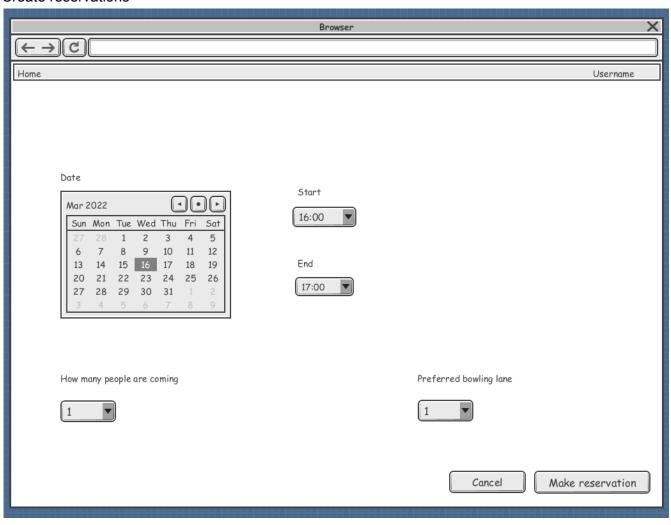
Preconditions -

Main Flow of

Events 1. Manager removes a bowling lane

Alternative Flows -

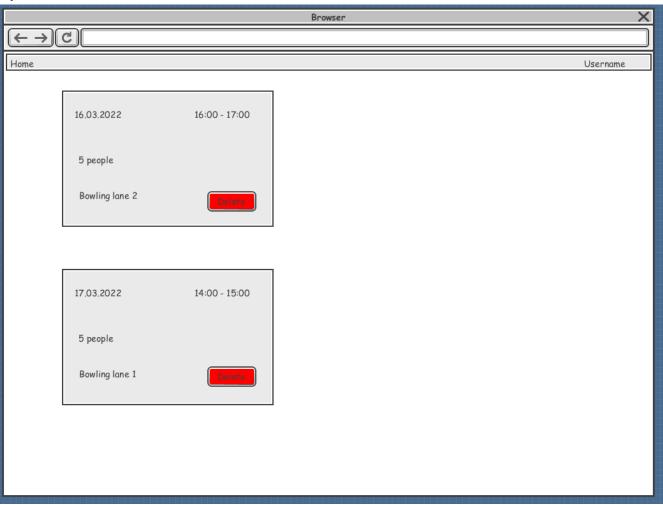
Create reservations



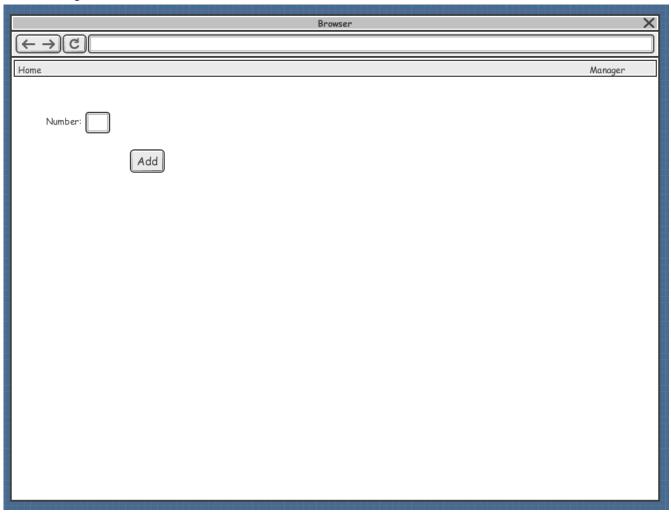
All reservations



My reservations



Add bowling lane



Remove bowling lane

