**Use Case Document**

**RetroAchievements Browser**

**Jupiter Mining Corporation**

**Galilean IV Europa, Jupiter**

**28/05/2020**

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# Introduction

This Use Case has been developed for Jupiter Mining Corporation’s new software for browsing RetroAchievement game data. Its design has been based on the design team’s gathering of business and functional area requirements and outlines the various Use Cases of the RetroAchievements browser application.

# Sponsor Acceptance

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# Use Cases

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| --- | --- | --- | --- | --- |
| **Name of Use Case:** | View Game Achievement Progress | | | |
| **Created By:** | Jupiter Mining Corporation | | **Last Updated By:** | B. Royans |
| **Date Created:** | 28/05/2020 | | **Last Revision Date:** | 28/05/2020 |
| **Description:** | | RetroAchievements Browser user fetches game achievement progress for particular game. | | |
| **Actors:** | | User, RetroAchievements server database | | |
| **Preconditions:** | | 1. User has a valid account 2. Game exists in database | | |
| **Postconditions:** | | 1. User is displayed visual progress of the game achievements | | |
| **Flow:** | | 1. User selects a console system supported by the server 2. User selects a particular game from list of potential games for the selected console system 3. Game achievement data is displayed to the user; demonstrating which achievements have not yet been achieved. | | |
| **Alternative Flows:** | | 1. In step 1 of the normal flow, if the user has previously selected a particular console system and wishes to view the achievement progress of another game, the user can simply revert to the games selection tab instead of reselecting the same console. | | |

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| **Name of Use Case:** | View RetroAchievement Leader Board | | | |
| **Created By:** | Jupiter Mining Corporation | | **Last Updated By:** | B. Royans |
| **Date Created:** | 28/05/2020 | | **Last Revision Date:** | 28/05/2020 |
| **Description:** | | RetroAchievements Browser user fetches global leader board information for game achievements. | | |
| **Actors:** | | User, RetroAchievements server database | | |
| **Preconditions:** | | 1. User has a valid account | | |
| **Postconditions:** | | 1. User is displayed a leader board of the top users in the database. | | |
| **Flow:** | | 1. Select Leader Baord tab from the main UI display. 2. The tab will now populate a table containing the data. | | |