**Power On**

* **Actor**– The person or people who will perform the steps of this use case.

The person who pushes the button to start the system.

* **Preconditions**– A description of the relevant and non-trivial state(s) of the system prior to the use case starting.

The System is off.

* **Normal course** – A description of the use case itself. This description can either be in narrative form, or a numbered list (1..N) of specific user steps. When a use case (such as “User approves/rejects customer requests”) has more than one way that a user can accomplish the needed steps, the most common way is shown here – only a single path is shown.

The system goes from off to on and the default run number is set 1 and the channels are set to disarmed, also the default competition is IND.

* **Alternate courses** – Descriptions of alternatives to, or deviations from the normal course. For example, the most common course might be to view the oldest unaddressed customer requests. An alternate course may be to view the unaddressed requests from the largest customers.

The player doesn’t turn on the machine.

* **Exception courses** – Descriptions of what the user will experience when something goes wrong.

The user will experience nothing if the system fails to turn on.

* **Post-conditions** – Description of the affected portions of the state of the system after the use case has completed.

The system is now on.

* **Frequency of use** – An estimate of how often a particular use case will be exercised.

Every time the machine is used by a player.

* **Assumptions**– Any assumptions that are implicit in the definition of the use case.

The hardware is not malfunctioning. The system is properly connected.