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| **Use Case Name** | Sign Up For Account | |
| **Description** | The visitor will sign up for a new account on the CVGS site | |
| **Actor(s)** | Visitor | |
| **Preconditions** | 1. Visitor goes to the CVGS site. | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. Visitor clicks ‘Sign Up for new Account’ 2. User fills out form and clicks submit | 2. System displays a form for the user to fill out including username, and unique password.   1. System creates an entry for the user in the database and returns a message: “Account created”.   4. |
| **Alternate Flow(s)** | 2.1 Site is redirected to the initial sign-up page. | |
| **Success Guarantee** | Visitor’s account is created | |
| **Minimum Guarantee** | Visitor can try to create the account again. | |

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| **Use Case Name** | Login to site | |
| **Description** | User enters a valid username and password | |
| **Actor(s)** | User | |
| **Preconditions** | User must have created an account | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User enters a username and password | 3. 2. System returns display of main site page  4. |
| **Alternate Flow(s)** | 2.1 System returns to the login page | |
| **Success Guarantee** | User will be logged into their account on their home screen. | |
| **Minimum Guarantee** | User will be re-prompted for username and password. | |

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| **Use Case Name** | Setup Profile | |
| **Description** | User can setup their profile for their account | |
| **Actor(s)** | User | |
| **Preconditions** | Account must be active and user must be logged in. | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User selects ‘Update Profile’ 2. User enters in data and clicks submit. | ffffff 2. System redirects user to page where they can fill in their display name, actual name, email, gender, and birthdate.   1. System updates database and returns message: “Profile updated successfully”.   D |
| **Alternate Flow(s)** | 2.1 No profile page is found, user is redirected to their account default page.  4.1 System is unable to update the database, returns message “Profile not updated” | |
| **Success Guarantee** | User is able to enter their info and it is saved in their profile. | |
| **Minimum Guarantee** | User can try to update their profile again. | |

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| **Use Case Name** | Opt In/Out of receiving promotional materials by email | |
| **Description** | User decides whether to receive promotional material via email. | |
| **Actor(s)** | User | |
| **Preconditions** | User must be logged in | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User goes to profile, which contains checkbox to set option | 3. 2.System returns a confirmation of setting change and updates database |
| **Alternate Flow(s)** | 2.1 State of promotional materials not changed, message that the state of promotional materials is unchanged. | |
| **Success Guarantee** | State of promotional materials changes, message states: “promotional materials will (not) be sent out. | |
| **Minimum Guarantee** | User can try again to change the state of receiving promotional material. | |

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| **Use Case Name** | Set Platform Preference | |
| **Description** | Allows the user to specify their preferred gaming platform. | |
| **Actor(s)** | User | |
| **Preconditions** | User has logged into their account, and is updating their account preferences. | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User selects their preferred platform from a list (ie desktop PC, tablet, or mobile phone) | 3. 2. System stores the selected platform and returns a success message to the user. |
| **Alternate Flow(s)** | 2.1 System does not store preferred platform, message to user “preferred platform not saved” | |
| **Success Guarantee** | System messages user: “preferred platform saved” | |
| **Minimum Guarantee** | User will get a successful or not successful message returned. | |

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| **Use Case Name** | Set game category preference | |
| **Description** | User sets their preferred game category | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their account. | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1.User clicks ‘Preferences’  3.User selects their preferred game category from the list and then clicks Submit | 3. 2.User is taken to the ‘Preferences’ page    4.System updated the preferred game category and saves to the database.  5.Return the user to the Home screen |
| **Alternate Flow(s)** | 2.1User remains on the ‘Home’ screen | |
| **Success Guarantee** | The preferred game category is updated for the user. | |
| **Minimum Guarantee** | The user is returned to the Home screen to try to update the preferred game category again. | |

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| **Use Case Name** | User registers a credit card | |
| **Description** | User adds a credit card to their account | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1.User clicks on “Profile” from main page.  3. User selects “Add Credit Card”  5. User enters credit card data and clicks “Submit”  7. User clicks “Confirm” | 3. 2.System returns the profile page  4. System returns the page form for adding a credit card.  6. System validates details and returns confirmation message 8. System adds credit card to database and returns user to the profile page where they may add other cards. |
| **Alternate Flow(s)** | 5.1 User enters invalid data  6.1 System returns the credit card page with errors highlighted | |
| **Success Guarantee** | Card is added to the users profile | |
| **Minimum Guarantee** | User can try to add the credit card again. | |

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| **Use Case Name** | Add or Modify a shipping address | |
| **Description** | User adds or modifies a shipping address connected to their profile | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to a valid account | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1.User clicks on “Profile” from main page.  3. User selects “Shipping Options”  5. User clicks “Add or Update Shipping Address”  7. User enters details  9. User clicks “Confirm” | 3. 2.System returns the profile page    4. System returns the “Shipping details” page    6. System returns address entry form page  8. System validates information entered. Returns confirmation to user  10. System updates the information in the database and returns an email to the user notifying them of the change |
| **Alternate Flow(s)** | 8.1 System returns the address entry form with errors highlighted | |
| **Success Guarantee** | User address is added to the users profile | |
| **Minimum Guarantee** | User has the option of adding address to profile again. | |

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| **Use Case Name** | Delete a shipping address | |
| **Description** | User deletes a shipping address connected to their profile | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User clicks on “Profile” from main page.  3. User selects “Shipping Options”  5. User clicks “Delete Shipping Address”  7. Users confirms message box. | 3. 2.System returns the profile page    4. System returns the “Shipping details” page    6. System returns a confirmation message  8. System updates database and returns email to user confirming the change |
| **Alternate Flow(s)** | 7.1 User clicks “Cancel”  8.1 System returns the “Shipping Options” page. No changes are committed to the database | |
| **Success Guarantee** | User deletes shipping address linked to profile | |
| **Minimum Guarantee** | User can again try to delete the shipping address from profile | |

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| **Use Case Name** | Reset user password | |
| **Description** | User resets their password | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to a valid account | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1.User forgets their password on login. Clicks “Forgot Password”  3. User receives email saying a password reset has been requested for the account, User clicks link within  5. User is asked to enter a new password. Then re-enter password to make sure user has entered their desired password. | 3. 2.Systems returns Email to the registered username of the account.    4. System returns a reset page.    6. System commits changes to user account. Returns user to login page. |
| **Alternate Flow(s)** | 1.1 User can also change password in preferences by clicking change password.  2.1 System returns a reset page.  3.1 User is asked to enter a new password. Then re-enter password to make sure user has entered their desired password.  4.1 System commits changes and returns user to preferences | |
| **Success Guarantee** | User password linked to profile is reset | |
| **Minimum Guarantee** | User can try to reset their password again. | |

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| **Use Case Name** | User/Visitor searches for an event | |
| **Description** | User/Visitor searches for an event through the website. | |
| **Actor(s)** | User/Visitor | |
| **Preconditions** | User is logged in to their CVGS account | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User/Visitor clicks on the “Events” tab of the site  3. User/Visitor browses or searches through a list of events and finds an event they are interested in and clicks the event  5. User/Visitor reads through detail and decides to participate in event. Clicks “Join” | 3. 2.Systems returns page of events    4. System returns a page of details about selected event. |
| **Alternate Flow(s)** | 5.1 Visitor is not logged in and is prompted to ethier login or register an account.  5.2 User decides they are not interested. Clicks “Return to Events”  6.1 System returns Events list | |
| **Success Guarantee** | User/Visitor is able to search for events listed on site | |
| **Minimum Guarantee** | User can retry the event search | |

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| **Use Case Name** | Register for an event | |
| **Description** | User registers for an event through the website. | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1.User finds an event they are interested in and clicks it.  3. User reads through detail and decides to participate in event. Clicks “Join”  5. User confirms the message. | 3. 2. System returns a page of details about selected event.    4. System returns a confirmation message to the user  6. System adds user to a list of attendees for event and returns a message to the user that they have been registered |
| **Alternate Flow(s)** | 3.1 User decides they are not interested. Clicks “Return to Events”  4.1 System returns Events list | |
| **Success Guarantee** | User is able to register for events listed on site | |
| **Minimum Guarantee** | User can retry to register for events. | |

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| **Use Case Name** | View game reviews | |
| **Description** | User/Visitor views game reviews on website. | |
| **Actor(s)** | User/Visitor | |
| **Preconditions** | User/visitor is on the CVGS website. Browsing games | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1.On finding a game user clicks game | 2..System returns a details page for the game which contains reviews. |
| **Alternate Flow(s)** |  | |
| **Success Guarantee** | User/Visitor browse reviews of game. | |
| **Minimum Guarantee** | User can try again browse reviews. | |

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| **Use Case Name** | Review games | |
| **Description** | User reviews a game on website. | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account and viewing available games. | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1.On a particular game user clicks “Review game”  3. User enters their review and clicks submit. | 2..System returns a form to review game.  4. System adds review to list of reviews for the game along with the username of the user who wrote the review. |
| **Alternate Flow(s)** | 2.1 System doesn’t return a form for review  4.1 System doesn’t add review, returns an error message to user and redirects them to their account Home page. | |
| **Success Guarantee** | User’s review is submitted. | |
| **Minimum Guarantee** | User can try again to review a game. | |

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| **Use Case Name** | Rate games | |
| **Description** | User rates a game on website. | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account and is on a particular game’s page. | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1.On a particular game user clicks available star rating shown with game | 2.System adds star rating to posted review |
| **Alternate Flow(s)** | 2.1 System does not add star rating to the game. | |
| **Success Guarantee** | User is able to rate the game. | |
| **Minimum Guarantee** | User has the option to try to rate the games again. | |

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| **Use Case Name** | Add friends and family to account | |
| **Description** | User connects to friends and family to account | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account and is on their approved contacts page | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User selects ‘Search for contacts’ and enters in contact name. 2. User selects contact from list and clicks ‘Add Friend’ | 2.System searches for contact and returns a list matching search criteria.  D  Kkk4. System adds contact to User’s Friends/Family list, sends message “contact added” back to User |
| **Alternate Flow(s)** | * 1. System doesn’t find any matches, returns an empty list and a message indicating no contacts found.   4.1 System is unable to add contact, returns message: “Unable to add contact” | |
| **Success Guarantee** | Contact is added to User’s Friends/Family contact list. | |
| **Minimum Guarantee** | User can try to add the contact again. | |

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| **Use Case Name** | View another users wishlist | |
| **Description** | User views another users wishlist | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User clicks on their contact page 2. User selects a contact and clicks on it. 3. User clicks ‘View Wishlist’ | 2.System returns list of contacts  Dd4. System returns a view of the chosen contact  YggSystem returns the wishlist of the contact to the User |
| **Alternate Flow(s)** | 2.1 No list of contacts is returned  4.1 Chosen contact info not returned  6.1 No wish list is returned | |
| **Success Guarantee** | User is able to view the chosen contact’s wishlist | |
| **Minimum Guarantee** | User can try again to view another contact’s wish list. | |

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| **Use Case Name** | Add to Wishlist | |
| **Description** | User adds an item to their wishlist | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account and is viewing a game. | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User selects “Add to wish list” for game they are viewing. | 2.System adds item to users wish list and saves in the database. Returns message “Game added to wish list”. |
| **Alternate Flow(s)** | 2.1 Systems doesn’t add game to User’s wish list, returns message “Game not added to wish list” | |
| **Success Guarantee** | User adds game to their wish list | |
| **Minimum Guarantee** | User can try again, to add the game to their wish list. | |

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| **Use Case Name** | User Downloads Game | |
| **Description** | User downloads a game | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User browses free games. User finds a game that interests them and selects it.  3. User has option to download game. User clicks “Download”  4. User is able to install and play game | 2.System returns a page of details about game.  4. System returns a download of the game. |
| **Alternate Flow(s)** | 2.1 System does not return a page of game details  4.1 System does not download the selected game. | |
| **Success Guarantee** | User is able to download the selected game. | |
| **Minimum Guarantee** | User can try again, to download the game. | |

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| **Use Case Name** | User Checkout | |
| **Description** | User checks out cart | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account. | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User clicks checkout from the main store page.  3. User reviews order and clicks checkout. “Download”  5.User clicks “Ok” if satisfied with the details | 2.System returns a cart page with details of purchases.  4. System returns a view to review shipping detail and credit card information  6. System adds information to db for shipping and returns an order confirmation number. |
| **Alternate Flow(s)** | 2.1 System doesn’t return a cart page  4.1 System doesn’t return a shipping detail view  6.1 System doesn’t confirm shipment or accept payments. | |
| **Success Guarantee** | User is able to checkout cart items from the store for purchase. | |
| **Minimum Guarantee** | User can try to process their shopping cart again. | |

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| **Use Case Name** | Add game to cart | |
| **Description** | User adds a game to cart | |
| **Actor(s)** | User | |
| **Preconditions** | User is logged in to their CVGS account and be browsing the store. | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. User browses games and finds a game that interests them and selects it.  3. User purchases game by clicking “Purchase” | 2.System returns a page of details about game.  4. System returns a message that game has been added to cart. User is redirected to browsing page. |
| **Alternate Flow(s)** | 2.1 System does not return a details page for the game.  4. System does not add the game to the cart, message “Game not added to cart” | |
| **Success Guarantee** | User is able add game to store cart | |
| **Minimum Guarantee** | User may try again to add the game to the cart. | |

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| **Use Case Name** | Display game details | |
| **Description** | Visitor/User views the details of a game | |
| **Actor(s)** | Visitor/User | |
| **Preconditions** | Visitor/User is at the CVGS websites. | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. Visitor/User selects a game from the list. | 2. System returns a page displaying the details for the game. |
| **Alternate Flow(s)** | 2.1 System does not return game details | |
| **Success Guarantee** | Visitor/User is able to view game details. | |
| **Minimum Guarantee** | Visitor/User can try again to view the game details. | |

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| **Use Case Name** | Search for games | |
| **Description** | Visitor/User searches for a game | |
| **Actor(s)** | Visitor/User | |
| **Preconditions** | Visitor/User logged in to their CVGS account | |
| **Basic Flow of Events** | **Actor** | **System** |
| 1. Visitor/User enters a search term or keyword into the sites search bar | 2. System returns a list of available games that match that query |
| **Alternate Flow(s)** | 2.1 System does not return a list of games. | |
| **Success Guarantee** | Visitor/User finds game via search | |
| **Minimum Guarantee** | Visitor/User can try to search again. | |