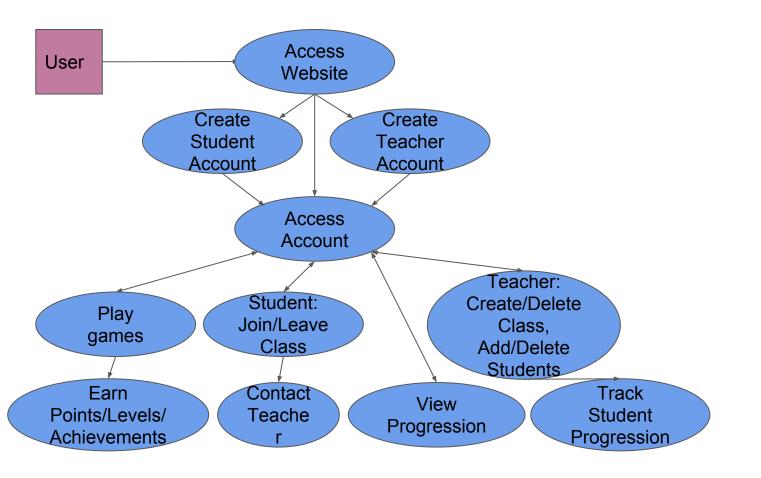
## Group 5

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Name	Summer Math Game
ID	Group 5
Description	A user creates an account. If it's a student account, he/she can join or leave a class, and play math games. If it's a teacher account, he/she can create or delete a class, and add or delete a student.
Actors	<ul><li>Student</li><li>Teacher</li><li>Admin</li></ul>
Organizational Benefits	Increase the skill of math for students in summer break.
Frequency of use	Students will be playing games daily during summer break.
Trigger	The user signs up for an account.
Preconditions	The user visits the main website and does not have an account.
Postconditions	User wants to change account info User wants to change profile picture User wants to join, leave, create, or delete a class User wants to play a math game

Main Course	1.User visits homepage 2.User creates an account (student/teacher account) 3.User confirms to save his/her account 4.User logs on 5.User chooses a math game to play
Alternative Course	AC1 Returning user wants to view account/change account settings  1. Return to Main Course step 4 2. Proceed to view account AC2 Returning user wants to play games 1. Return to Main Course step 4 2. Proceed to games AC3 Returning user wants to view progress 1. Return to Main Course step 4 2. Proceed to view profile AC4 User would like to make a donation 1. Return to Main Course 1 2. Proceed to donation AC5 User does not have an account ready 1. Return to Main Course 2
Exception	EX1 Payment failure  1. User gives another form of payment EX2 System failure  1. User refreshes browser  2. Return to Main Course 1 EX3 Browser refresh  1. Prompt alerts user to confirm leaving the page  2. Server should return user to last visited page if user confirms  EX4. User leaves game page  1. Prompt alerts user to confirm leaving the page  EX5 Close browser  1. This is more of a browser's problem to deal with, but upon re entry the page should work like a refresh

