Creating a Trip
Use Case #01
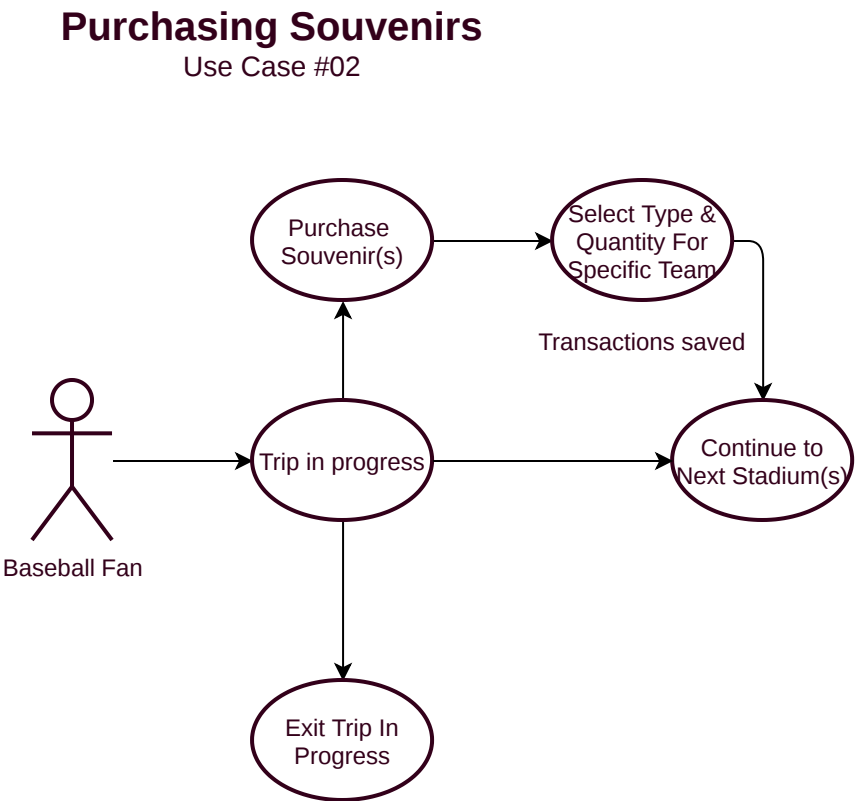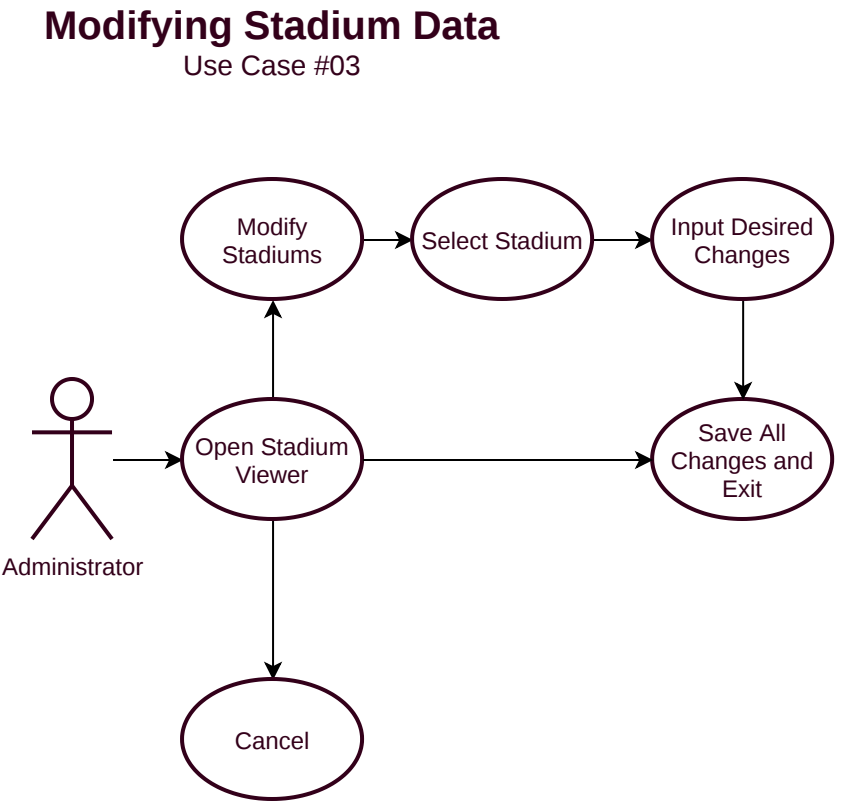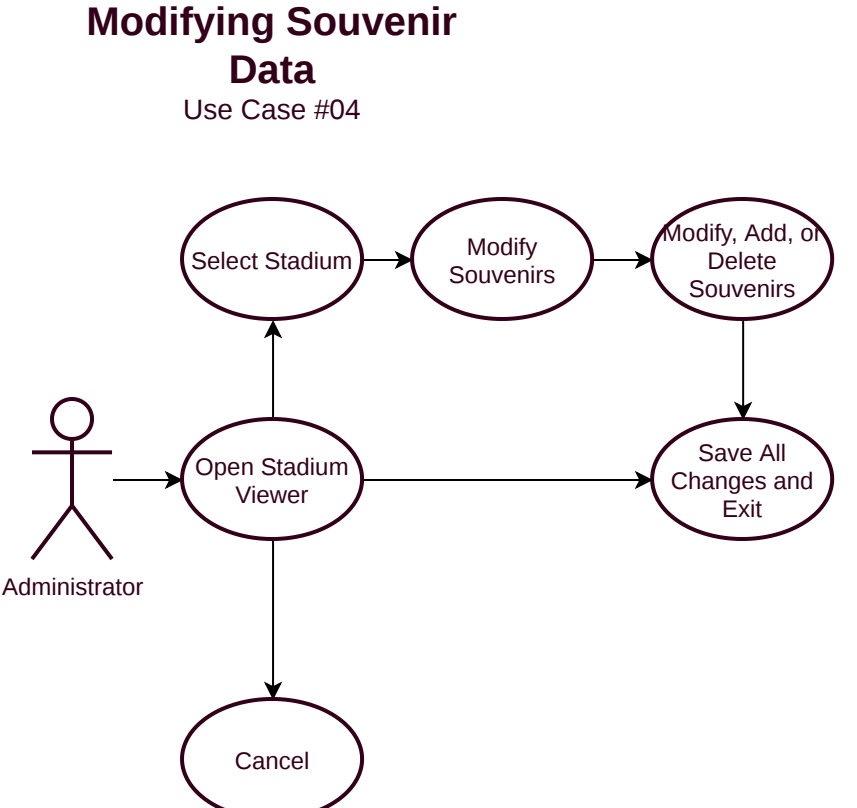

USE CASE #	01
APPLICATION	Baseball Project
USE CASE NAME	Creating a trip
USE CASE DESCRIPTION	The actor makes selections to customize a trip to visit one or more baseball teams.
PRIMARY ACTOR	Baseball fan
PRECONDITION	All necessary baseball teams and stadiums are stored and accessible by the program.
TRIGGER	The actor makes button selections to add teams to their current desired trip.
BASIC FLOW	1. User selects a trip type from available options. 2. If necessary, user selects a starting team and/or an appropriate number of teams to visit after the first. 3. Team choices are saved and the trip is ready to begin. 4. The actor clicks a button to execute the trip and bring up options to purchase souvenirs or display the trip information.
ALTERNATE FLOWS	1. User selects cancel and returns to main window. 2. User attempts a trip with too few teams selected and is sent back to the main window..

Purchasing Souvenirs
Use Case #02

USE CASE #	02
APPLICATION	Baseball Project
USE CASE NAME	Purchasing Souvenirs
USE CASE DESCRIPTION	The actor chooses whether to purchase a souvenir at any team's stadium that is visited in the current in-progress trip.
PRIMARY ACTOR	Baseball Fan
PRECONDITION	The stadiums being visited has defined souvenirs to purchase.
TRIGGER	The actor makes button selections to pick souvenirs and set a quantity to purchase.
BASIC FLOW	1. Actor begins a trip to visit stadiums. 2. Actor chooses whether to push a button that will display souvenirs to purchase for a specific stadium. 3. A selection is made for the type and quantity of souvenir to purchase. 4. The actor will continue through their trip.
ALTERNATE FLOWS	1. User exits the trip before concluding or purchasing souvenirs.

Modifying Stadium Data
Use Case #03

USE CASE #	03
APPLICATION	Baseball Project
USE CASE NAME	Modifying Stadiums
USE CASE DESCRIPTION	The actor has the option to modify existing stadiums' data.
PRIMARY ACTOR	Administrator
PRECONDITION	Database is properly defined to accept new data and adjust to modifications.
TRIGGER	The actor selects an existing stadium to modify.
BASIC FLOW	1. Actor accesses the stadium data display. 2. The actor presses a button to open a stadium data editor. 3. The actor selects a stadium to edit. 4. The actor selects data fields they want to edit and inputs new data. 5. Changes are saved and reflected in the database.
ALTERNATE FLOWS	1. User exits the window before making any changes.

Modifying Souvenir Data
Use Case #04

USE CASE #	04
APPLICATION	Baseball Project
USE CASE NAME	Modifying Souvenir Data
USE CASE DESCRIPTION	The actor has the option to modify existing souvenir data, add new souvenirs, or delete souvenirs.
PRIMARY ACTOR	Administrator
PRECONDITION	Database is properly defined to accept new data or deletions and adjust to modifications.
TRIGGER	The actor selects an existing stadium whose souvenirs will be modified.
BASIC FLOW	1. Actor accesses the stadium souvenir data display. 2. The actor presses a button to open a stadium souvenir editor. 3. The actor selects a souvenir to edit. 4. The actor selects data fields they want to edit and inputs new data for a souvenir. 5. Changes are saved and reflected in the database.
ALTERNATE FLOWS	1. User exits the window before making any changes. 2. User attempts to delete or modify souvenirs when a stadium has none.