Video Games Store

Use-Case Model

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# Use-Cases Identification

Use case: Buy game

Primary actor: user1

Main success scenario:

Enters the original games category

Selects game

Buys game

Extensions: The transaction failed due to bank transaction failure

Use case: Sell game

Primary actor: user1

Main success scenario:

Enters the sell games category

Fills in form and adds pictures of the product as well as a price

Wait for user2 to buy it

Transaction done

Extensions:

The transaction failed due to bank transaction failure

The transaction was a fake and user1 wasn’t intending to sell it in the first place

Use case: Trade game

Primary actor: user1

Main success scenario:

Enters the trade games category

Add game and wait and offer

User2 sends an offer

Accept/Decline offer

Buys game

Extensions:

The transaction was fake from one of the users and the exchange didn’t have place

Use case: Admin does something

Primary actor: admin

Main success scenario:

Logs in

Edits/Adds/Removes certain posts/products/offers

Extensions:

Any of the performed actions weren’t done due to authentification failure or other server connection problems

# UML Use-Case Diagrams



