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| **Use Case Name** | *Enter Ticket* |
| **Primary Actor** | *Player* |
| **Further Actors** |  |
| **Stakeholders and their interest** | *Players: Choose six numbers*  *Lottery Company: Allow and store only the tickets which are filled in properly* |
| **Success Guarantees** | *All players have enter the tickets successfully* |
| **Minimal Guarantees** | *All choosen numbers and the names of every player are stored in the system* |
| **Trigger** | *Player enters „1“ (At the main menu)* |
| **Basic Course (Main Success Scenario)** | 1. *Player enters “1” (at the main menu)* 2. *Player enters the number of players which want to play the game* 3. *Player enters his name* 4. *Player enters the first number* 5. *System states that the number is allowed* 6. *System stores the first number* 7. *Player enters the second number* 8. *System states that the number is allowed* 9. *System stores the second number* 10. *System states that all user have already entered their tickets* 11. *System informs the user* 12. *Return to the main menu* |
| **Alternative Course (5a)** | *5a. System states that the first number isn’t allowed*  *5a1. System informs the user*  *5a2. Return to step “4”* |
| **Alternative Course (8a)** | *8a. System states that the second number isn’t allowed*  *8a1. System informs the user*  *8a2. Return to step ” 7”* |
| **Alternative Course (10a)** | *10a. System states that not all the users have entered their ticket yet*  *10a1. System inform the user*  *10a2. Return to step 3* |