Use Case

Actor – people/thing to interact with project

System – the scene so basically made of the decisions and interactions by the actor.

Goal – The result of an actor’s interaction with the system are the goals.

Preconditions - assertions or realities regarding what must occur prior to and following the use case

Basic Flow – The expected outcome from start to finish

Alternative Flows – The variables that may occur during the process

**Actor:**

Player base/fans of League of Legends

**System:**

View visualisations to make/conclude a point based on them

**Goal:**

To allow the actor to reach a clear conclusion on which is the best performing team in a certain region in a certain aspect.

Make comparisons with other teams in same or different regions and see which is the best overall or in certain aspects or roles of the game.

See if whether these conclusions change when side selection is taken into consideration.

Ultimately find out which is the best region (and team) and understanding their competitive performance.

Can be used for betting so if a player leaves how the performance of a team will change

**Preconditions:**

Have a basic understanding of the game.

**Basic Flow:**

The user looks at the visualisation and can conclude on year x region y was the best of the three and that the best performing team was z.

**Alternative Flows:**

Team a in region b is the best performing team according to the visualisation but did not in fact place 1st in their region.