**Use Case -> Add/Remove Friends**

The user opens up the application. The system prompts to the home page of the app. From the menu, the user goes to the “add/remove friends” tab. Then the user types in information such as name/email/user\_id to search for the friend they would like to connect to or remove. The system looks up the given information and finds the profile. Then the user adds or removes the profile. If added, the user of the later profile gets a notification and accepts it. Now, they are connected and are able to see each others’ stats for comparison or competition purposes. The user then closes the application.

*Main flow*:

1. User opens application.
2. The system opens up the homepage.
3. User goes to the “add/remove friends” tab.
4. User inputs relevant information i.e name/email/user\_id of the other user.
5. System searches for the user and shows results.
6. User adds/removes the other user.
7. If added, the later gets a notification and accepts it.
8. The users are now connected and able to share stats.
9. User closes the application.

*Alternative flow*:

5b. System fails to find the user due to incorrect or misspelled info.

1. System shows new text field for the user to re-input data.
2. User inputs correct data.
3. System shows refreshed results.

5c. System fails to find the user because the user is not registered in the system.

1. System prompts new search.
2. User inputs data for another user.
3. System shows refreshed results.