**USE CASE SCENARIOS**

Use case: Search for Game.

Context: The user is on the browsing page.

Activities:

1. The user enters text into a search bar (TextField).
2. The user selects *Search*.
3. The system compares the search term to the games in the local system looking for a match.
4. The system displays the results to the user in a scrollable format.

Alternative:

A4. The system displays a message saying that no results were found that match the entered information.

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Use case: Add Game to Watchlist.

Context: The user is on the browsing page and performed a search. Games that match the search criteria are already displayed.

Activities:

1. The user selects a game that they want to add to their watchlist.
2. The user selects the *Add to Watchlist* button.
3. The user is prompted with a pop up to enter notification criteria.
4. The user enters notification criteria for the selected game.
5. The user selects the *Submit Criteria* button.
6. The system adds the selected game to the user’s watchlist with the entered notification criteria..

Alternative:

A3. The system notifies the user that the selected game is already on the user’s watchlist.

Alternative:

A3. The user selects the *Cancel* button and is returned to the browsing page.

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Use case: Remove Game from Watchlist.

Context: The user is on the watchlist page

Activities:

1. The user selects a game on their watchlist.
2. The user selects the *Remove Game* button.
3. The system then removes that game from the watchlist.

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Use case: Manually View Notifications

Context: The user is logged in to the system.

Activities:

1. The user selects to view notifications.
2. The system pulls data from the server to retrieve accurate game information for each game in the watchlist.
3. The system displays all notifications in on the notifications page.
4. The system displays a message saying that the listed games meet their notification criteria.

Alternative:

A3. The system displays a message stating that none of the games on the watchlist meet their notification criteria.

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Use case: Change Notification Criteria for a Game on my Watchlist.

Context: The user is on the watchlist page.

Activities:

1. The user selects a game.
2. The user selects *Change Notification Criteria*.
3. The system prompts the user to enter new criteria.
4. The user enters new notification criteria.
5. The user selects *Submit Notification Criteria.*
6. The system saves the changes.

Alternative:

A2. The user double clicks on the selected game.

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Use case: Cancel Changing Notification Criteria

Context: The user is on the change notification criteria page.

Activities:

1. The user selects the *Cancel* button.
2. The change notification page closes.