

Use Case Code	Player_01
Use Case Name	View Games
Scenario	After opening the website, the player can select a game so that they can experience its gacha system
Triggering Event	Website opened
Actors	Player
Related Use Cases	Player_02
Stakeholders	Player
Preconditions	The website must be loaded
Postconditions	A game must be selected and the application will transit to that game
Flow of Activities	<ol style="list-style-type: none"> 1. The player accesses the web application 2. The web application displays the information about all the available games that can have their gacha system simulate
Exception Condition	N/A

Use Case Code	Player_02
Use Case Name	Select Game
Scenario	After selecting the game, the web application will load the game
Triggering Event	Game selected
Actors	Player
Related Use Cases	Player_01, Player_03, Player_04, Player_07
Stakeholders	Player
Preconditions	Game must be selected
Postconditions	Game must be loaded and displayed to the user
Flow of Activities	<ol style="list-style-type: none"> 1. The player selects a game 2. The web application loads the game and its data
Exception Condition	N/A

Use Case Code	Player_03
Use Case Name	Gacha Information
Scenario	After selecting a game and it is loaded, the player can choose to view the information of the game's gacha system
Triggering Event	The player clicks on the [Information] button
Actors	Player
Related Use Cases	Player_02
Stakeholders	Player
Preconditions	A game must be selected
Postconditions	The information of the gacha system must be displayed to the user
Flow of Activities	<ol style="list-style-type: none"> 1. The player clicks on the [Information] button 2. The web application displays the information the game's gacha system
Exception Condition	N/A

Use Case Code	Player_04
Use Case Name	Banner Selection
Scenario	After selecting a game and it is loaded, the player can choose which banner they want to pull from
Triggering Event	The player clicks on the [Banner Selection] button
Actors	Player
Related Use Cases	Player_05, Player_06
Stakeholders	Player
Preconditions	A game must be selected A game must be loaded
Postconditions	The information of the banner must be displayed to the user
Flow of Activities	<ol style="list-style-type: none"> 1. The player clicks on the [Banner Selection] button 2. The web application displays the information the banner
Exception Condition	N/A

Use Case Code	Player_05
Use Case Name	Pull Method
Scenario	Player chooses between 10, default, or 1 pull
Triggering Event	Player clicks on the [Pull Quantity] button
Actors	Player
Related Use Cases	Player_04
Stakeholders	Player
Preconditions	A game must be selected A game must be loaded A banner must be selected
Postconditions	A pull quantity must be selected
Flow of Activities	<ol style="list-style-type: none"> 1. Player clicks on the [Pull Quantity] button 2. Player selects the pull quantity that they want, 1 or 10 3. The web application indicates the change
Exception Condition	N/A

Use Case Code	Player_06
Use Case Name	Banner Pulling
Scenario	Player does 1 or 10 pulls on the banner
Triggering Event	Player clicks on the [Banner Pull] button
Actors	Player
Related Use Cases	Player_04
Stakeholders	Player
Preconditions	Game must be loaded Pull quantity must be selected
Postconditions	Result of the pull is displayed
Flow of Activities	<ol style="list-style-type: none"> 1. Player clicks on the [Banner Pull] button 2. The web application computes the results of the pull based on the available data like the information about the game's gacha system and its characters

	3. The web application displays the results
Exception Condition	N/A

Use Case Code	Player_07
Use Case Name	Gacha Reset
Scenario	Player resets the game's gacha session
Triggering Event	Player clicks the [Gacha Reset] button
Actors	Player
Related Use Cases	Player_02
Stakeholders	Player
Preconditions	Game must be loaded
Postconditions	Gacha session must be reset
Flow of Activities	<ol style="list-style-type: none"> 1. Player clicks on the [Gacha Reset] button 2. The web application reset the gacha session to the initial stage
Exception Condition	N/A