Online Medieval Weapon and Armour Store
Use-Case Model

Version <1.0>

Revision History

Date	Version	Description	Author
21/03/2017	1.0	Initial version of use cases	Nicolae-Florian Onica

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Use-Case Model

1. **Use-Cases Identification**

   Login: the user is logged in the application
   Level: user-goal level
   Primary actor: user
   Main success scenario: the user inputs correct login data(username and password), is logged in and redirected to his personal page
   Extensions: Failure case: the user inputs invalid data and is redirected to the login form

   Checkout: confirmation of placed order
   Level: user-goal level
   Primary actor: user
   Main success scenario: the user selects the payment method, leaves default address as delivery destination, presses the checkout button and receives a receipt
   Extensions: Success scenario: the user selects the payment method, adds new address as delivery destination, presses the checkout button and receives a receipt

   Create item: creation of custom item
   Level: user-goal level
   Primary actor: user
   Main success scenario: the user selects an item type, materials and additional specifications, then the item is automatically added to cart
   Extensions: Failure scenario: user fails to input item type or material

2. UML Use-Case Diagrams