Online Medieval Weapon and Armour Store

Use-Case Model

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 21/03/2017 | 1.0 | Initial version of use cases | Nicolae-Florian Onica |
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Use-Case Model

# 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

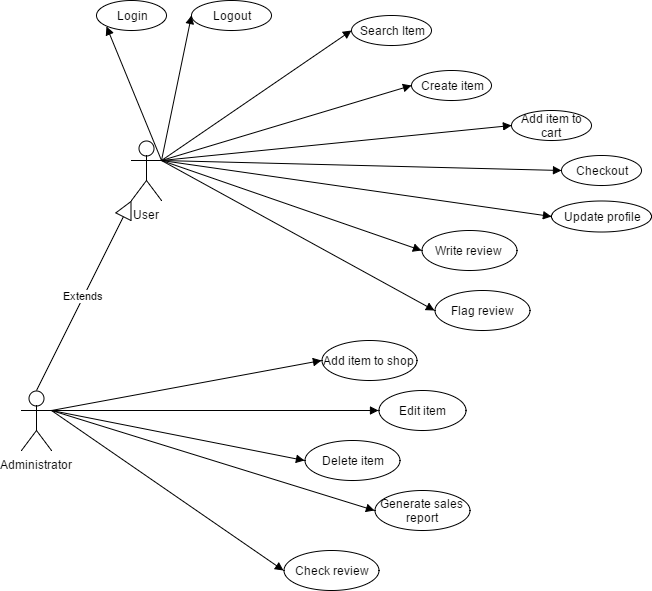
Level: user-goal level

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

# UML Use-Case Diagrams

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