Use Case Description

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| Use Case Name: Browse Games | | ID: 1 | Importance Level: high |
| Primary Actor: Customer | Use Case Type: Detail, Essential | | |
| Stakeholders and Interests:  Customer - wants to view available games. | | | |
| Brief Description: This use case describes how the user browses games on the website. | | | |
| Trigger: Customer gets on game store website  Type: Internal | | | |
| Relationships:  Association: Customer  Include:  Extend:  Generalization: | | | |
| Normal Flow of Events:   1. Customer gets on game store website 2. Customer selects game platform 3. Customer selects game genre 4. Customer browses different games available | | | |
| SubFlows: | | | |
| Alternate/Exceptional Flows:  4a. See sort games by platform use case. | | | |

Use Case Description

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| Use Case Name: Order Games | | ID: 2 | Importance Level: high |
| Primary Actor: Customer | Use Case Type: Detail, Essential | | |
| Stakeholders and Interests:  Customer - wants to order games. | | | |
| Brief Description: This use case describes how the user orders a game from the game store website | | | |
| Trigger: Customer selects game(s) they wish to purchase  Type: Internal | | | |
| Relationships:  Association: Customer  Include:  Extend:  Generalization: | | | |
| Normal Flow of Events:   * 1. Customer selects game(s) and adds to cart   2. Customer goes to cart select checkout   3. Customer signs in onto account   4. Customer looks at order summary   5. Customer places order   6. Customer gets confirmation email | | | |
| SubFlows: | | | |
| Alternate/Exceptional Flows: | | | |

Use Case Description

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| Use Case Name:  Check game value | | ID: 3 | Importance Level: high |
| Primary Actor:  Customer | Use Case Type: Detail, Essential | | |
| Stakeholders and Interests: User can check the value of the game they are selling | | | |
| Brief Description: This use case describes what how customer can check game value using this system | | | |
| Trigger: Customer want to check game value  Type: internal | | | |
| Relationships:  Association: Customer  Include:  Extend:  Generalization: | | | |
| Normal Flow of Events:   1. Customer goes to the main website. 2. Customer click on “Check game value” listed on the website. 3. Customer input the name of the specific game they want to sell. 4. Customer will get the value of the game they are selling | | | |
| SubFlows: | | | |
| Alternate/Exceptional Flows: | | | |

Use Case Description

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| Use Case Name:  Keep track of customers | | ID: 4 | Importance Level: High |
| Primary Actor:  Database | Use Case Type: Detail , Essential | | |
| Stakeholders and Interests: Owner- needs to store the customer information, collected from store system in a database. | | | |
| Brief Description: This use case describes what how a database can store user information. | | | |
| Trigger: Owner wants to keep track of customer.  Type: internal | | | |
| Relationships:  Association: database  Include:  Extend:  Generalization: | | | |
| Normal Flow of Events:   * 1. The customer places an order for a game.   2. The system retrieves and sends customer information to database.   3. The database stores customer name, addresses, phone numbers, and email address | | | |
| SubFlows: | | | |
| Alternate/Exceptional Flows:  3a. If the customer doesn’t have an address than the database notes the customer name, phone numbers, and email address.  3b. If the customer doesn’t have a phone number than the database notes the customer name, and email address.  3c. If the customer doesn’t have an email address than the database notes the customer name, and phone number. | | | |

Use Case Description

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| Use Case Name: Sort games by platform | | ID: 5 | Importance Level: High |
| Primary Actor:  customer | Use Case Type: detail, essential | | |
| Stakeholders and Interests:  The customer- Wants to be able to sort games on the online game store system. | | | |
| Brief Description: This use case shows how a customer will sort games that are in a store inventory. | | | |
| Trigger: A customer selects a “sort” filter option.  Type: external | | | |
| Relationships:  Association: customer  Include:  Extend: Browse games  Generalization: | | | |
| Normal Flow of Events:   1. The Customer uses a “sort” filter to find the game. 2. The system will sort by platform 3. Game is selected 4. Add game cart. | | | |
| SubFlows: | | | |
| Alternate/Exceptional Flows: | | | |