Use Cases

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| Id and Name | UA-1: User Log in | | |
| Primary Actor | User | Secondary Actors | None |
| Description | A user tries to authenticate to the app. The user needs to be connected to the internet. The user sees a landing page with two text boxes, one for email, and one for the password, and three buttons, Log In, Sign Up and Exit. | | |
| Trigger | The user wants to log in. | | |
| Preconditions | PRE-1: The user is not logged in.  PRE-2: The user already has an account. | | |
| Postconditions | POST-1: The app logs the user in.  POST-2: The user is greeted with a window designed for users. | | |
| Normal flow | 1. Log in    1. User opens the app.    2. The user is greated with a Landing page window.    3. The user types in his email and password.    4. The user hits login.    5. The user is logged in. | | |
| Alternative flow | n/a | | |
| Exceptions | 1.0.E1 The user with this email does not exist.   1. A dialog box appears stating the email is not associated with any user. 2. Return to step 3 of normal flow.   1.0.E2 The password is wrong.   1. A dialog box appears stating the password is wrong. 2. Return to step 3 of normal flow. | | |

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| Id and Name | UA-2: User Sign Up | | |
| Primary Actor | User | Secondary Actors | None |
| Description | A user tries to authenticate to the app. The user needs to be connected to the internet. The user sees a landing page with two text boxes, one for email, and one for the password, and two buttons, Register and Exit. | | |
| Trigger | The user wants to Create an Account and pressed the Sign up button | | |
| Preconditions | PRE-1: The user is not logged in.  PRE-2: The user does not have an account. | | |
| Postconditions | POST-1: The app signs the user up | | |
| Normal flow | 1. Sign up    1. The user types the email in the text box    2. The user types the password in the text box    3. The user presses Register    4. The user is taken to the User landing page | | |
| Alternative flow | * 1. User presses Exit.  1. The application closes. | | |
| Exceptions | 1.0.E1 The user with this email already exists   1. A dialog box appears stating the email is not associated with any user. 2. Return to step 3 of normal flow.   1.0.E2 The password is wrong.   1. A dialog box appears stating the password is wrong. 2. Return to step 3 of normal flow. | | |

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| Id and Name | UO-1:View Library | | |
| Primary Actor | User | Secondary Actors | None |
| Description | User sees the library of the games he owns. | | |
| Trigger | The user presses the Library button. | | |
| Preconditions | PRE-1: The user is logged in | | |
| Postconditions | POST-1: The user sees a window with the games he owns. | | |
| Normal flow | 1. View Library    1. The user presses the View Library button    2. A new window containing a list of his owned games is opened | | |
| Alternative flow | * 1. Log out   2. The user presses the Log out button   3. The user is taken back to the login window. | | |
| Exceptions |  | | |

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| Id and Name | UO-2:Install Game | | |
| Primary Actor | User | Secondary Actors | None |
| Description | The user wants to install a game from the library | | |
| Trigger | The user presses the Install Game button after selecting a game from the list. | | |
| Preconditions | PRE-1: The user is logged in | | |
| Postconditions | POST-1: The user installs a Game from his Library | | |
| Normal flow | 1.0 Install a game   * 1. The user selects a game from the list.   2. The user presses Install Game   3. The game is now installing | | |
| Alternative flow | 1.1 Uninstall a game   * 1. The user selects a game from the list.   2. The user presses Uninstall Game   3. The game is now uninstalling   1.2 Search a game   * 1. The user types the Game Name in the search box   2. The user presses search   3. The user selects a game from the list.   1.3 See Game Details   * 1. The user selects a game from the list   2. The user presses the See Details   3. A dialog box appears that displays details about the selected game   1.4 The user presses exit   * 1. The user presses the Exit button   2. The application closes. | | |
| Exceptions | 1.0.E1 Game already installed   * 1. If the selected game is already installed, the Install button will be greyed out   2. Return to step 1 of normal flow   1.0.E2 No game selected   * 1. If no game is selected, the Install button will be greyed out   2. Return to step 1 of normal flow.   1.1.E1 Game not installed   * 1. If the selected game is not installed, the Uninstall button will be greyed out   2. Return to step 1 of Alternative flow 1.1   1.1.E2 No game selected   * 1. If no game is selected, the Uninstall button will be greyed out   2. Return to steop 1 of Alternative flow 1.1   1.2.E1 The search box is empty   * 1. The user will be prompted that no game name was typed in the search box   2. Return to step 1 of Alternative flow 1.2   1.3.E1 No game selected   * 1. If no game is selected, the See details button will be greyed out.   2. Return to step 1 of Alternative flow 1.3 | | |

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| Id and Name | UO-3:View Game Store | | |
| Primary Actor | User | Secondary Actor | None |
| Description | The User wants to see what games are in store, or the user decided to purchase a game. | | |
| Trigger | The User presses the Game Store button. | | |
| Preconditions | PRE-1: The user is logged in. | | |
| Postconditions | POST-1: The user sees a window with the games that are available to buy. | | |
| Normal flow | * 1. Game Store      1. The user presses the Game Store button      2. A new window containing a list with the games available to purchase, a search bar and three buttons labeled Purchase, Search and Exit Store appears. | | |
| Alternative flow | 1.1 Log out   1. The user presses the Log out button 2. The user is taken back to the login window. | | |
| Exceptions |  | | |

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| Id and Name | UO-4:Purchase Game | | |
| Primary Actor | User | Secondary Actor | None |
| Description | The User wants to purchase a game that isn’t already owned. The purchased game will be added to the Game Library if the payment was successful. | | |
| Trigger | The User selects a game from the list and clicks the Purchase button. | | |
| Preconditions | PRE-1: The user is logged in. | | |
| Postconditions | POST-1: The user views a window that asks him his credit card details | | |
| Normal flow | 1.0 Purchase Game   1. The user clicks on a game from the list. 2. The user clicks on the Purchase button 3. A new window that asks for the credit card details appears | | |
| Alternative flow | 1.1 Exit Store   1. The user presses the Exit Store button 2. The user is taken back to the previous window.   1.2 Search game   1. The user types the name of the game in the text box 2. The user presses the Search button 3. Return to step 1 of Normal Flow | | |
| Exceptions | 1.0.E1 No game selected   1. The user will be prompted that no game has been selected from the list. 2. Return to step 1 of Normal Flow   1.2.E1 Search box is empty   1. The user will be prompted that no game name was typed in the search box 2. Return to step 1 of Alternative flow 1.2 | | |

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| Id and Name | UO-5:Enter Credit Card Details | | |
| Primary Actor | User | Secondary Actor | None |
| Description | The user is required to complete the Credit Card Details in order to complete a purchase. | | |
| Trigger | The user pressed the Purchase button | | |
| Preconditions | PRE-1: The user is logged in | | |
| Postconditions | POST-1: The user receives a copy of the game purchased after the transaction was approved. | | |
| Normal flow | 1.0 Enter Credit Card Details   * 1. The user enters the Card Number   2. The user enters the expiration date of the card   3. The user enters the CVV of the card   4. The user presses Authorize | | |
| Alternative flow | 1.1 The User presses Cancel   * 1. The user presses the cancel button   2. The user is taken to the previous window | | |
| Exceptions | 1.0.E1 Invalid Card Details   * 1. The user is prompted that the card details are invalid.   2. Return to step 1 of Normal flow. | | |

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| Id and Name | AA-1: Admin Log in | | |
| Primary Actor | Admin | Secondary Actors | None |
| Description | An Admin tries to authenticate to the app. The Admin needs to be connected to the internet. The Admin sees a landing page with two text boxes, one for email, and one for the password, and three buttons, Log In, Sign Up and Exit. | | |
| Trigger | The Admin wants to log in. | | |
| Preconditions | PRE-1: The Admin is not logged in.  PRE-2: The Admin already has an account. | | |
| Postconditions | POST-1: The app logs the Admin in.  POST-2: The admin is greeted with a window designed only for admins. | | |
| Normal flow | 1. Log in    1. Admin opens the app.    2. The Admin is greated with a Landing page window.    3. The Admin types in his email and password.    4. The Admin hits login.    5. The Admin is logged in. | | |
| Alternative flow | * 1. Re-Enter Login information.   2. A dialog box that states “incorrect email/password combination” appears.   3. Return to step 3 of normal flow.   4. Admin presses Exit.  1. The application closes. | | |
| Exceptions | 1.0.E1 The Admin with this email does not exist.   1. A dialog box appears stating the email is not associated with any user. 2. Return to step 3 of normal flow.   1.0.E2 The password is wrong.   1. A dialog box appears stating the password is wrong. 2. Return to step 3 of normal flow. | | |

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| Id and Name | AA-2: Add a Game to the Store | | |
| Primary Actor | Admin | Secondary Actors | None |
| Description | The Admin adds a new Game to the Store | | |
| Trigger | An Admin wants to Add a new game to the Store | | |
| Preconditions | PRE-1: The Admin is logged in | | |
| Postconditions | POST-1: A new game is added to the Store | | |
| Normal flow | 1.0 Add a game to the store   * 1. Admin types in the Game name in the text box   2. Admin selects Game genre from the combobox   3. Admin types in the Price   4. Admin presses the Add Game button | | |
| Alternative flow | 1.1 Delete a game from the store   * 1. Admin selects a game from the list   2. Admin presses Delete Game   1.2 Update a game from the store   * 1. Admin selects a game from the list   2. Admin types in new Price   3. Admin presses Update Game   1.3 Log out   * 1. Admin presses the Log out button | | |
| Exceptions | 1.0.E1 Game already exists  1. A dialog box appears that states Game already in Store   * 1. Return to step 1 of Normal flow   1.1.E1 No game selected   * 1. A dialog box appears that states that no Game is selected from the list.   2. Return to step 1 of Alternative flow 1.1   1.2.E1 No Game Selected   * 1. A dialog box appears that states that no Game is selected from the list.   2. Return to step 1 of Alternative flow 1.2   1.2.E2 No new price   * 1. A dialog box appears that states no new Price has been typed in.   2. Return to step 2 of Alternative flow 1.2 | | |

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| Id and Name | PT-1:Manage orders | | |
| Primary Actor | Payment Team | Secondary Actors | None |
| Description | The payment team manages the orders and approves or decline them. | | |
| Trigger | A user purchased a game and the order needs to be approved or declined | | |
| Preconditions | PRE-1: A purchase has been initalized | | |
| Postconditions | POST-1: The user receives the game in the Library | | |
| Normal flow | 1.0 Approve Order   1. The Payment Team selects an order from the list 2. The Payment Team presses the Approve button 3. The order has now been approved | | |
| Alternative flow | 1.1 Deny Order   1. The Payment Team selects an order from the list 2. The Payment Team presses the Deny button 3. The order has now been declined   1.2 Payment Team pressed Exit   1. The Exit button has been pressed 2. The application closes | | |
| Exceptions | 1.0.E1 No order selected   1. A dialog box appears that states that no Order is selected from the list 2. Return to step 1 of Normal flow   1.1.E1 No order selected   1. A dialog box appears that states that no Order is selected from the list 2. Return to step 1 of Alternative flow 1 | | |