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| C:\Users\new_admin\Pictures\images.jpg | Team 1  Software Engineering: Analysis and Design  Use Case Specifications  Version 1  Last update : 20 February 2014 |

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User Stories

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Use Cases:

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Use Case TC-1 Team Captain (TC)

TC-1.1 Team Captain Successful Start of Application

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| **User Task** | Team Captain decides to start application. |
| **Summary** | Client is loaded and requests login or registration. |
| **Assumptions** | Application is compliant with device that user is using. |
| **Preconditions** | None |
| **Description** | 1. User launches client from device. 2. User is prompted to log in to a previously existing account or create a new account if one has not been created. 3. User selects option (log in (TC-2.2) or register(TC-2.1) 4. If User selects log in, account is loaded. |
| **Exceptions** | 1. TC doesn’t have an account, User is prompted to create an account 2. TC cancels his attempt to log on, prompted to log in. 3. TC is locked out, User is informed that the account has been locked |
| **Post conditions** | * Either the User registers a new account or logs in, or the User closes the application. * Account is loaded |

TC-1.2 Team Captain Fail Start of Application

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| **User Task** | Team Captain decides to start application but application fails to load. |
| **Summary** | TC attempted to load the application that is either installed incorrectly or encountered an error upon opening. The user is prompted to close the application and try again. |
| **Assumptions** | Application has been successfully installed on device that user is using. |
| **Preconditions** | None |
| **Description** | 1. TC launches client from device. 2. TC is informed of failed start. 3. TC is prompted to try loading the application again or close the application 4. Prompt persists until TC either closes the application or restarts it. |
| **Exceptions** | 1. Application has never been installed on the computer. |
| **Post conditions** | Application is properly loaded. |

TC-2.1 Team Captain Sign up

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| **User Task** | Signing up for a account and team |
| **Summary** | User(TC) Registers an account |
| **Assumptions** | player has not already signed up |
| **Preconditions** | Program is compliant with Team Captains computer and player has started application. TC-1.1 has been completed. |
| **Description** | 1. TC decided to Sign up. 2. Application presents form for TC to fill out. 3. TC fills out the required info such as Name, Address, Email, Telephone, DOB 4. Creates User Name and Password 5. Application validates that User name and password are valid and not already in use. 6. Agrees to the terms and conditions. 7. Application prompts user to check for validation 8. sign up is not complete until players confirms validation 9. TC confirms the sign up process by confirming via email |
| **Exceptions** | 1. TC failed to confirm his email, TC is not signed up 2. Re-requests sign up |
| **Post conditions** | Sign up is complete and Team Captain has the ability to log in and start creating/managing his teams |

TC-2.2 Team Captain Login

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| **User Task** | Team Captain logs into the Client. |
| **Summary** | TC Logs into account and gains access to manage his team. |
| **Assumptions** | Team Captain has already signed up |
| **Preconditions** | Program is compliant with Team Captains computer and has started application. TC-1.1 has been completed. |
| **Description** | 1. TC decided to Log In. 2. Application prompts TC for User Name and Password 3. Agrees to the terms and conditions 4. Application logs user on. 5. TC is able to start managing teams, rosters and notifications. |
| **Exceptions** | 1. TC failed to enter a valid username and password. TC is prompted to try signing in again. 2. TC is not signed up, reverts user back to TC-2.1 3. TC cancels/closes application. |
| **Post conditions** | Sign in is complete and Team Captain has the ability to start creating/managing his teams |

TC-3.1 View Forms

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| **User Task** | Team Captain views submitted softball team application forms |
| **Summary** | Submitted application forms are displayed to the Team Captain. |
| **Assumptions** | Team Captain has successfully accessed the system. |
| **Preconditions** | TC-2.1 and TC-2.2 has been completed. |
| **Description** | 1. Team Captain chooses to examine the submitted application forms. 2. Application displays list of active forms 3. Team Captain chooses to display some subset of forms. 4. Information from the forms and/or status of the forms is displayed. 5. Information is examined by the Team Captain. 6. Team Captain chooses to validate the form (handled in TC-2.2) 7. Current information viewed by the Team Captain is closed. 8. Team Captain decides to view another subset of forms. 9. Form display is closed. |
| **Exceptions** | 1. Team Captain attempts to exit before viewing new forms. Team Captain is notified there are unread forms. |
| **Post conditions** | Form display is closed, viewed forms marked as read. |

TC-3.2 Validate Forms

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| **User Task** | Team Captain validates information in the form. |
| **Summary** | Team Captain decides if information provided from the players meets requirements. |
| **Assumptions** | Team Captain has successfully accessed the system and viewed a form. |
| **Preconditions** | TC-1.1 has been completed and TC-2.1 has been executed. |
| **Description** | 1. Team Captain chooses to validate a form. 2. Team Captain determines if requirements are met. 3. If Team Captain determines additional information is necessary, player is notified. 4. A form which meets requirements is added to the roster (TC-3.1) 5. A form which does not meet requirements is identified and marked. 6. If Team Captain decides form is fraudulent or otherwise erroneous, Team Captain may decide to have a form removed. 7. Team Captain elects to validate another form. 8. Form validation display is closed. |
| **Exceptions** | 1. Team Captain attempts to close a form prior to validation. Team Captain is notified that validation is incomplete. |
| **Post conditions** | Form validation display is closed. Validated and un-validated forms are distinguished. |

TC- 4.1 Team/Roster Management

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| **User Task** | The TC would like to view/manage the team’s roster. |
| **Summary** | The application loads both “active” and “inactive” players on the roster along with their information. |
| **Assumptions** | The application has started successfully and user has successfully logged in. |
| **Preconditions** | U.C. 1.0 has been executed immediately prior to triggering this Use Case. |
| **Description** | 1. TC chooses view roster information. 2. Application displays the tools needed to make changes to the roster. 3. TC decides to makes changes to the roster. 4. TC is presented with a message indicating that the changes have been saved. |
| **Exceptions** | * TC decides to discard changes made to the roster. * TC cancels his edit. * Changes to the roster are invalid. |
| **Post conditions** | The changes are reflected on the team’s roster. |

TC-5.1 Notifications and Updates

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| **User Task** | Coach chooses players to notify and schedules notification |
| **Summary** | All players are notified of games, practices, and special events |
| **Assumptions** | Program is loaded correctly and coach has all correct email addresses for players as well as own email account. |
| **Preconditions** | Roster signup complete with player’s data. Coach knows the schedule. |
| **Description** | 1. TC chooses to notify players. 2. Application sends notification to player (NU-4.1) 3. Player is notified of the softball event. 4. TC receives verification that user has been notified. 5. TC can see notifications from users that conflict with upcoming schedule. 6. Coach chooses make any additional roster change and send out notification restarting process with the individual players. |
| **Exceptions** | 1. Player does not have access to email and receives personal phone call or confirms via phone with coach. |
| **Post conditions** | Everyone is notified prior to event both coaches and players have necessary time to reconfigure any conflicts or rosters changes. |

Use Case NU-1 Regular User

NU-1.1 Player Successful Start of Application

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| **User Task** | Player decides to start application. |
| **Summary** | Player is loaded and requests login or registration. |
| **Assumptions** | Application is compliant with device that user is using. |
| **Preconditions** | None |
| **Description** | 1. Player launches client from device. 2. Player is prompted to log in to a previously existing account or create a new account if one has not been created. 3. Player selects option (log in or register) 4. If Player selects log in, account is loaded. 5. Account is loaded. |
| **Exceptions** | 1. Player doesn’t have an account, User is prompted to create an account 2. Player cancels his attempt to log on, prompted to log in. 3. Player is locked out, User is informed that the account has been locked |
| **Post conditions** | Either the Player registers a new account, logs in, or the Player closes the application. |

NU -1.2 Player Fail Start of Application

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| **User Task** | Player decides to start application but application fails to load. |
| **Summary** | Player attempted to load the application that is either uninstalled incorrectly or encountered an error upon opening. The user is prompted to close the application and try again. |
| **Assumptions** | Application is compliant with device that user is using. |
| **Preconditions** | None |
| **Description** | 1. Player launches client from device. 2. Player is informed of failed start. 3. Player is prompted to try loading the application again or close the application 4. Prompt persists until user either closes the application or restarts it. |
| **Exceptions** | 1. Application has never been installed on the computer. 2. Application is not compatible with users Device |
| **Post conditions** | Application is properly loaded. |

NU-2.1 Player Sign up

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| **User Task** | Signing up for a account and team |
| **Summary** | Player Registers an account and continues to Login. |
| **Assumptions** | Player has not already signed up |
| **Preconditions** | Program is compliant with Players computer and player has started application. NU-1.1 has been completed. |
| **Description** | 1. Player decided to Sign up. 2. Application presents form for Player to fill out. 3. Player fills out the required info such as Name, Address, Email, Telephone, DOB 4. Creates User Name and Password 5. Application validates that User name and password are valid and not already in use. 6. Agrees to the terms and conditions. 7. Application prompts user to check for validation 8. sign up is not complete until players confirms validation 9. Player confirms the sign up process by confirming via email |
| **Exceptions** | 1. Player failed to confirm his email, Player is not signed up 2. Re-requests sign up |
| **Post conditions** | Sign up is complete and Team Captain has the ability to log in and start creating/managing his teams |

NU-2.2 Player Login

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| **User Task** | Player logs into the Client. |
| **Summary** | Player Logs into account and gains access to manage his team. |
| **Assumptions** | Player has already signed up |
| **Preconditions** | Program is compliant with Players computer and has started application.NU-1.1 has been completed. |
| **Description** | 1. Player fills out the required info such as Name, Address, Email, Telephone, DOB 2. Creates User Name and Password 3. Agrees to the terms and conditions 4. sign up is not complete until players confirms via email 5. Player confirms the sign up process by confirming via email |
| **Exceptions** | 1. Player failed to confirm his email 2. Player is not signed up 3. Re-requests sign up |
| **Post conditions** | Sign up is complete and Team Captain has the ability to start creating/managing his teams |

NU-3.1 Player Status

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| **User Task** | Player view status role on the team |
| **Summary** | Player can view his/her status. Decide on position and manage personal info. |
| **Assumptions** | Player is accepted and accepts the position. |
| **Preconditions** | Player has completed (NU-1.1) through (NU-2.2). |
| **Description** | 1. Player chooses to view current position status 2. Application displays player’s status. 3. If team position was denied, player can choose another position if available. 4. Player chooses to update/change personal info. 5. Application pulls up form. 6. Player edits info and saves changes 7. Account Status is updated and view status reflects changes made. |
| **Exceptions** | * Position unavailable, player does not choose new position * Player is denied a position on the team, status will show (denied) |
| **Post conditions** | User is satisfied with status on the page |

NU-3.2 Change Info

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| **User Task** | Player Wants to Change Account information |
| **Summary** | Player decides to change Account information. UI pulls account info form for specific user and allows user to edit, update and save new info to the form. |
| **Assumptions** | Player has logged in and signed up for a team. |
| **Preconditions** | Player has completed (NU-1.1) through (NU-2.2). |
| **Description** | 1. Player chooses to Change Info 2. Application retrieves player info from DB. 3. If player changes anything on the form, updates are sent to DB 4. Account Status is updated and view status reflects changes made. |
| **Exceptions** | * If Player cannot log in or doesn’t have an account, player will be redirected to TC2.1 or NU2.1 * If no changes are made to form, update is not sent. |
| **Post conditions** | User is satisfied with status on the page |

NU/TC - 2.3 Forgot Login or Password

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| **User Task** | User decides to reset or retrieve his username or password |
| **Summary** | TC/Player has forgotten login information. Attempts to regain or reset login information. |
| **Assumptions** | Player has an account and has forgot log on information  Player has application installed on device |
| **Preconditions** | Application has loaded completing TC/NU1.1 |
| **Description** |  |
| **Exceptions** | 1. TC/Player doesn’t have an account, will return user to create account(TC/NU 2.1). 2. TC/Player cannot validate user information, asks user to try again. |
| **Post conditions** | TC is notified and has a handle on who will be attending game. Player is confident that TC is up to date on if they will be attending event or not. |

NU-4.1 Player notifies coaches of issue

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| **User Task** | Player notifies coach of issue |
| **Summary** | Players notify of issue or attendance of event. |
| **Assumptions** | Player has logged in and received a notification from Team Captain |
| **Preconditions** | Application has loaded and player has completed steps through (NU2.2) |
| **Description** | 1. Player receives notification from TC. 2. Player decides to view notifications. 3. Application sends verification to TC that user has viewed notification. 4. If player has problem with notification or unable to attend event; decides to send TC a response. 5. Application sends notification to TC. 6. Player receives verification of email when TC checks that notification. |
| **Exceptions** | 1. Player doesn’t have an issue with the schedule 2. Player is unable to check notifications 3. Player decides to exit application before viewing notifications. |
| **Post conditions** | TC is notified and has a handle on who will be attending game. Player is confident that TC is up to date on if they will be attending event or not. |