

Use Cases

- UC-001: Gain access to the website
- UC-002: What teams are in the league?
- UC-003: What are the results for games that have been played?
- UC-004: Which players are in the league?
- UC-005: What teams have the best records?
- UC-006: Which players have the highest average points per game?
- UC-007: Where can I send feedback to the league administrators?
- UC-008: How do I add players to my team?
- UC-009: Who has an account and what is their role?
- UC-010: When are teams scheduled to play?
- UC-011: Add team to the league?
- UC-012: Log into website

Use Case 1: Gain access to the website?

Id: UC- 001

Description

To gain access to the league, all users must create an account.

Primary Actor

Users

Pre-Conditions

Have a valid email address

Post Conditions

Email and hashed password inserted into database

Success end condition

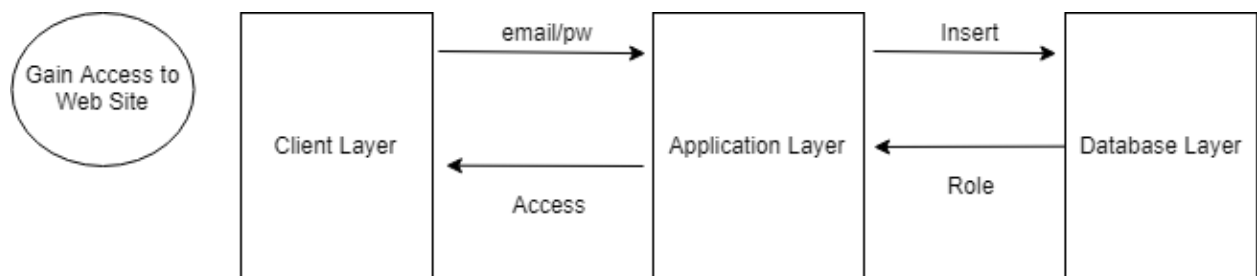
The user creates an account

Failure end condition:

User does not create account

Main Success Scenario

1. User clicks on register
2. User enters email
3. User enters password
4. User clicks submit
5. User is brought to home screen



Use Case 2: What teams are in the league?

Id: UC-002

Description

Display all teams that are participating in the league.

Primary Actor

All Roles (Users, Players, Managers, Admin)

Pre-Conditions

Logged in to website

Post Conditions

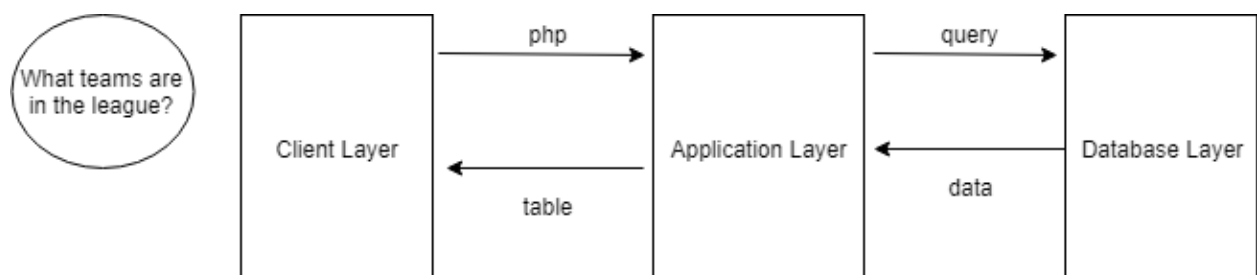
Success end condition

A list of teams ordered by most wins will be displayed to the user in a table

Failure end condition:

Main Success Scenario

1. User clicks on “standings”
2. List of teams displayed in order of highest amount of wins



Use Case 8: Add player to team

Id: UC-008

Description

Either a manager(coach of a team) or admin of the league can add a player to a team

Primary Actor

Manager, Admin

Pre-Conditions

Manager/Admin must be logged into website.

Manager/Admin must have appropriate role to access adding players to a team

Post Conditions

Player is inserted into database

Success end condition

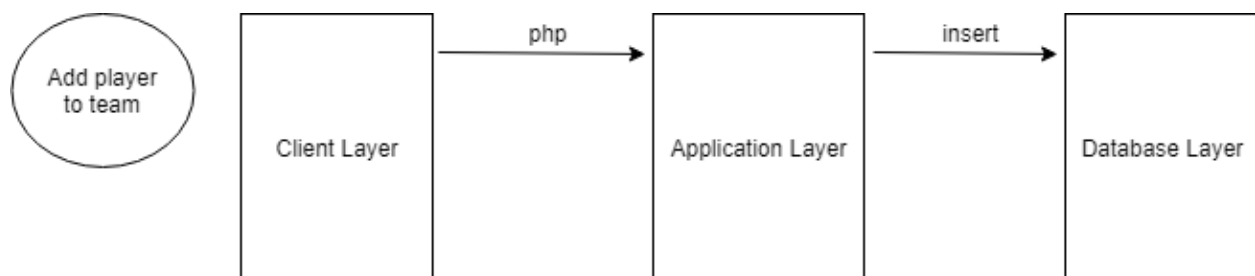
Player is added to team

Failure end condition:

Player is not added to a team

Main Success Scenario

1. User clicks on add/remove player
2. User chooses player to add to team
3. Player is added to team



Use Case 11: Add team to league

Id: UC-011

Description

Admin adds a team to the league

Primary Actor

Admin

Pre-Conditions

Admin is logged in.

Admin account has sufficient rights to add a team to league

Post Conditions

Team is inserted into database

Success end condition

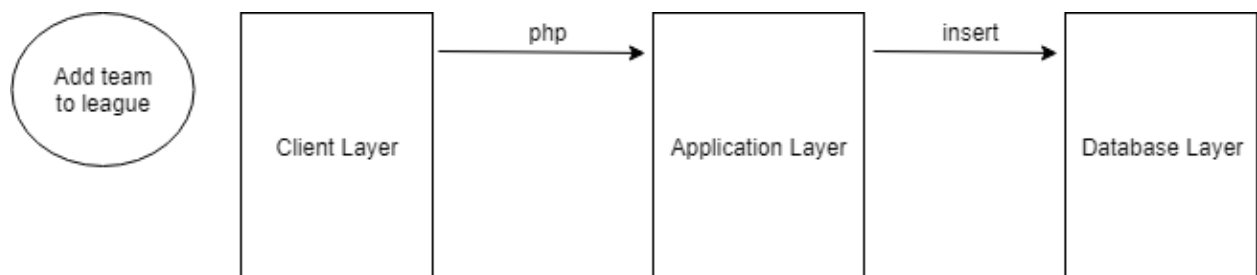
Team is added to the league

Failure end condition:

Team is not inserted into database

Main Success Scenario

1. Admin clicks on Add Team
2. Admin enters name of team
3. Admin clicks submit



Use Case 12: Log into website

Id: UC-012

Description

User logs into website with email and password

Primary Actor

All Roles (User, Player, Manager, Admin)

Pre-Conditions

User has a valid/active account

User is at login page (welcome.php)

Post Conditions

User is brought to appropriate home page (regular_page.php, manager_page.php, admin_page.php)

Success end condition

User is logged into website

Failure end condition:

User gets error message

Main Success Scenario

1. User enters email into email field
2. User enters password into password field
3. User clicks submit
4. Check Post-condition

