Use Case Model

Main Use Case Diagram diagram
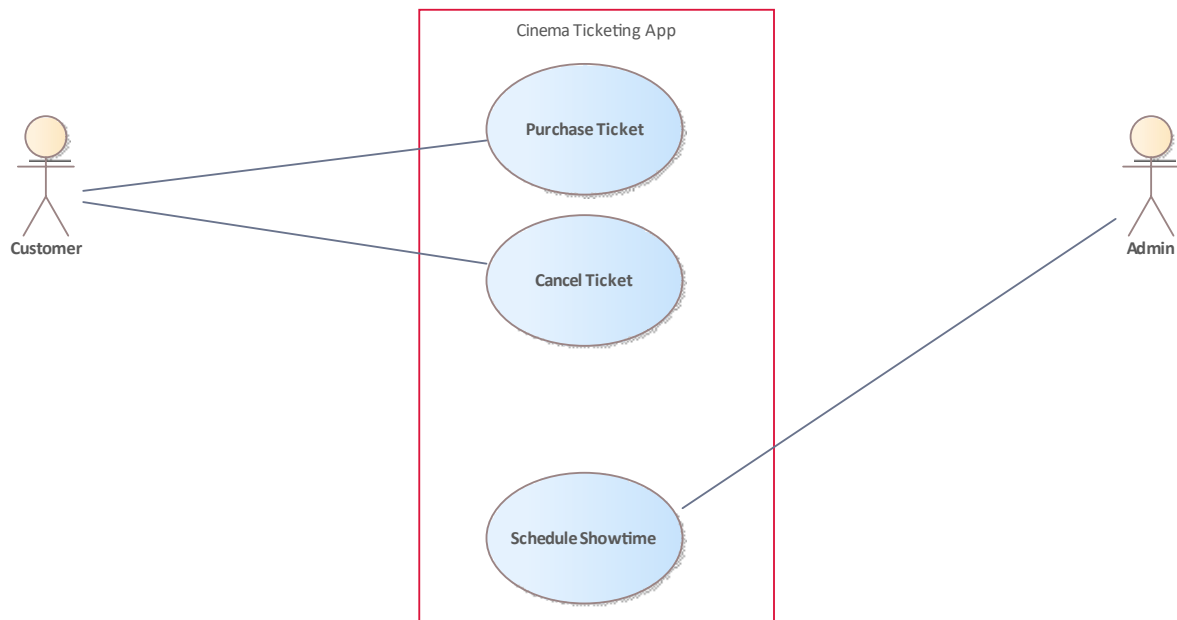

Figure 1: Main Use Case Diagram

Cancel Ticket

SCENARIOS
⊞ Basic Path. Basic Path
1. Customer navigates to "My Bookings".   Uses:
2. System displays active tickets.   Uses:
3. Customer selects a ticket and clicks "Cancel".   Uses:
Alternate: *3a.*   Late Cancellation 4. System displays cancellation fee and refund amount.   Uses:
5. Customer confirms cancellation.

SCENARIOS

Uses:

6. System updates ticket status to "Cancelled".
   Uses:

7. System refunds the amount to Customer's wallet.
   Uses:

⚑ Alternate. Late Cancellation

1. System checks showtime proximity.
   Uses:

2. System blocks cancellation due to late notice.
   Uses:

3. System displays "Cancellation not allowed" message.
   Uses:

Purchase Ticket

SCENARIOS

⚑ Basic Path. Basic Path

1. Customer selects the option to view "Now Showing" movies.
   Uses:

2. System displays the list of available movies.
   Uses:

3. Customer selects a specific movie.
   Uses:

4. System displays available showtimes.
   Uses:

5. Customer selects a preferred showtime.

SCENARIOS

       Uses:

6. System displays the seating map.
       Uses:

7. Customer selects the desired seat(s).
       Uses:

8. System displays the total price.
       Uses:

9. Customer confirms and enters payment details.
       Uses:

10. System validates the payment.
       Uses:

Alternate: *10a.*   Payment Failed
11. System issues the ticket.
       Uses:

⚑ Alternate. Payment Failed

1. System detects a payment error.
       Uses:

2. System displays an error message.
       Uses:

3. System redirects Customer to payment selection.
       Uses:

Schedule Showtime

SCENARIOS

⚑ Basic Path. Basic Path

SCENARIOS

1. Admin selects "Manage Showtimes".
   Uses:

2. Admin selects a movie.
   Uses:

3. Admin sets date, time, and hall.
   Uses:

4. System checks for schedule conflicts.
   Uses:

Alternate: *4a*.   Hall Conflict
5. Admin sets the ticket price.
   Uses:

6. System creates the new showtime.
   Uses:

7. System confirms success.
   Uses:

Alternate. Hall Conflict

1. System detects overlap with another movie.
   Uses:

2. System alerts Admin about the conflict.
   Uses:

3. Admin modifies the time or hall.
   Uses: