

# Assignment 2 - Use Cases

Team Number: 25

Alexander Guðmundsson - [alg35@hi.is](mailto:alg35@hi.is) - Will present

Kt: 190495-2999

Alexander Þór Hafþórsson - [athh15@hi.is](mailto:athh15@hi.is)

Kt: 110495-2779

Emil Alfreðsson - [ema22@hi.is](mailto:ema22@hi.is)

Kt: 100895-2509

- **Name:** UC1: Creating an account
- **Primary actor:** User
- **Preconditions:** Username is required, email is required, email must be valid, password must be at least 8 characters of length and containing at least one upper case letter and one number.
- **Success guarantee:**
  - Account with the user's user name has been created.
  - Account database is updated.
- **Main success scenario**
  1. User enters the application website.
  2. User clicks "create new account".
  3. User enters his username.
  4. User enters his email address.
  5. User enters his password.
  6. The application indicates that the account has been created.
  7. User logs on to his account.
- **Extensions / alternative scenarios**
  - (3) User enters a username that already exists in the database
    - i. The application does not create the account.
    - ii. The application indicates the user that an account with that name already exists.
  - (4) User enters a email address that already exists in the database
    - i. The application does not create the account.
    - ii. The application indicates the user that an account with that email address already exists.
  - (5) The user does not include a password with at least one uppercase letter and one number
    - i. The application indicates the user that the password has to have at least one uppercase letter and one number.
  - (1) The user already has an account
    - i. The user is able to click a button to sign in to his account.
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- **Miscellaneous / open issues**
  - If the user already has an account and does not remember his account details will the user have to create a new account or will the user be able to receive information about his account through his account name or email?
  - Will the application require an account to be able to use?

- **Name:** UC2: Game stat tracking
- **Primary actor:** User
- **Preconditions:** User has an account and is ready to collect statistics from a basketball game
- **Success guarantee:**
  - Statistics that are registered will be saved to the database.
  - Average and the percentage of the stats are calculated.
  - Database is updated.
  - Shot chart and all of the statistics are shown as a report after the game.
- **Main success scenario**
  1. The user has logged in to the application.
  2. The user clicks “Start a new game”.
  3. The application asks for what player database the user wants to use and the user enters the player database.
  4. The game starts and the user starts the clock on the application.
  5. The game is running and the user is collecting stats from the game.
  6. The user correctly enters the right actions of the game that is happening.
  7. User repeats steps 5-6 until the game ends.
  8. The user sees a report of the game with all the stats and a shot chart from the game.
  9. The user is asked if he wants to save the stats, the user has to either press “Yes” or “No” and the application reacts to the user action and updates the database if the user presses “Yes”.
  10. The user logs off and leaves the game.
- **Extensions / alternative scenarios**
  - (3a) The user does not have any player database
    - i. The user clicks “Create a new player database”
    - ii. The user enters the players details.
    - iii. The application updates the database.
    - iv. The user is now able to choose that database for the game.
  - (5-6a) The user enters an incorrect play
    - i. The user stops the clock
    - ii. Clicks the play he made and clicks edit.
    - iii. The user is now able to edit the play he made and correct the mistakes.
  - (5-6b) The game is stopped
    - i. The user stops the clock on the application to stop the time.
  - (5-6c) One team make a substitution.

- i. The user clicks the player that is substituted and clicks the substituted button.
  - ii. The user switches him with the player that is coming in to the game.
- (a) At any time during the game the user is able to see the statistics of all the players that are playing.
  - i. The user stops the clock
  - ii. The user clicks the button “See full statistics”
  - iii. The application shows the report of the game.

- **Miscellaneous / open issues**

- If the user accidentally closes the web application while in a game does the application will the user have to start all over again or will the stats save?
- If the user is only focusing on collecting stats for one team, will the user be forced to create a database for the other team as well?