**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Add Events | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 001 | | **Requirements: 🗹** |
| **Brief Description:** | Enter the events into the system that IMs is organizing. | | |
| **Triggering Event:** | When IM decides to host an event. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Edit and Modify Event | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Decides to perform event. | 3: checks whether name, league and type are filled. | |
|  | 2:C Enter name, league and type of the event. | 4: Stores the name, league and type if all of them are filled. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | 3) Error message displayed if either name, league or type is not filled. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Edit Events | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 002 | | **Requirements: 🗹** |
| **Brief Description:** | Modify the events stored in the system. | | |
| **Triggering Event:** | Actors decide to edit the information entered in the system about an event. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Add and Modify Event | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Event is stored in the system. | 2: show the event information | |
|  | 4: Make necessary changes to the name, league or type. | 3: Let the actors make changes. | |
|  |  | 5: Store the updated information. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | 3: Error message displayed if either name, league or type is not filled. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Remove Events | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 003 | | **Requirements: 🗹** |
| **Brief Description:** | Erase the event from the system because the event was not hosted or some reason existed for performing the event. | | |
| **Triggering Event:** | Actors decide to remove the event. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Add and Modify Event | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: views the stored event name, league and type. | 3: deletes the stored event information from the system. | |
|  | 2: Removes events and its event name, league and type as needed |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Sign Up | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 004 | | **Requirements: 🗹** |
| **Brief Description:** | Access provision for the actors. | | |
| **Triggering Event:** | System access to the actors of the system. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Sign In, Sign Out | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Go to the page where actor can fill out the information required to grant them access. | 2: Open the page where actors can fill out the information. | |
|  | 3: Fill out name, email address, password and position | 4: Check to see if the name, email-address, password and position is filled correctly. | |
|  |  | 5: Store the filled information in the system. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | 4: Error displayed if the name or email-address or password or position is not filled. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Sign In | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 005 | | **Requirements: 🗹** |
| **Brief Description:** | Actors ability to get into the system and perform their duties. | | |
| **Triggering Event:** | Actors sign up and tries to log in to the system. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Sign Out | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Go to the log in page. | 3: tally the log in information username and password entered by actor to the saved information. | |
|  | 2: Fill out the log in information i.e. email address and password. | 4: Restrict or provide access based on the information provided during log in. | |
|  |  | 5: Redirect to the actor’s page. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | 3: If wrong login, Invalid login/password message is displayed. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Sign Out | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 006 | | **Requirements: 🗹** |
| **Brief Description:** | Log out of the system when done with it. | | |
| **Triggering Event:** | Actors entered the system and now needs to get out of it. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Sign In | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Actor signs in to the system. | 2: Directs the actor to necessary pages where they have access with their login. | |
|  | 3: Do the necessary work in the system. | 5: Once logged out, bring back to the initial page which doesn’t require log in information. | |
|  | 4: Logs out of the system. |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Add Account | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 007 | | **Requirements: 🗹** |
| **Brief Description:** | Store account information to authorize sign in/out functions. | | |
| **Triggering Event:** | Account information is provided to the system by actor. | | |
| **Actors:** | Board Members, Admin | | |
| **Related use cases:** | Sign In, Sign Out, Sign Up | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Admin enters the account information into the system.  Account information includes email address, position and name. | 2: System stores the entered account information. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Search Accounts | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 008 | | **Requirements: 🗹** |
| **Brief Description:** | Search the stored account information entered by admin or board members. | | |
| **Triggering Event:** | Look at the existing account that have access to the system. | | |
| **Actors:** | Board Members, Admin. | | |
| **Related use cases:** | Sign In, Sign Out | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Actor wants to get information about the accounts accessing the system. | 3: Display the account information stored in the system based on the search parameters. | |
|  | 2. Searches the account to gather this information.  Search can be based on either name, position or email address |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Add Student | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 009 | | **Requirements: 🗹** |
| **Brief Description:** | Enter the student information into the system. The information is comprised of name and house student is associated with. | | |
| **Triggering Event:** | Actors enter the information into the system. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Submit Student, Search name, Search House name | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Decides to enter the student full name and housename to the system. | 3: Checks to see if the fullname and housename is entered. | |
|  | 2: Enters the full name and housename in the system | 4: Stores the full name and housename. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | 3. Error message displayed if not full name or housename is not filled. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Submit Student | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 010 | | **Requirements: 🗹** |
| **Brief Description:** | When the list of students needed to add is big, an excel file is submitted to the system. | | |
| **Triggering Event:** | Actors enter the excel file into the system. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Add Student, Search name, Search House name | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Actors come up with a list of students to be added. | 3: Goes through the uploaded excel file. | |
|  | 2: Actors upload the excel file into the system. The file must contain full name and house name of the student. | 4: Extracts student’s name and his/her respective house name. | |
|  |  | 5: Stores the extracted information into the system. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Search Name | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 011 | | **Requirements: 🗹** |
| **Brief Description:** | Search the stored name of the students. | | |
| **Triggering Event:** | Actors searches for student. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Submit Student, Add Student, Search House name | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: enters the name of the student actor wants to find. | 2: Returns the name and housename of the entered student name. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Search Housename | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 012 | | **Requirements: 🗹** |
| **Brief Description:** | Search the stored housename of the students. | | |
| **Triggering Event:** | Actors searches for particular student’s housename. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Submit Student, Add Student, Search name | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: enters the housename actor wants to find. | 2: Returns the student fullname of the entered housename. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Add Game | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 013 | | **Requirements: 🗹** |
| **Brief Description:** | Store the information of games organized by IMs. | | |
| **Triggering Event:** | Actors enters the game information into the system. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Add score, add participants, Record participants, view staff, view attendance | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: IM decides to host a game. | 3: Check if the staff, teams, date and time information is entered. | |
|  | 2: Enters the game information into the system. | 4: Stores the game information entered. | |
|  | Game information includes staff, teams playing and date and time of the game. |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | Error message displayed if not staff, teams, date and time is not filled. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Add Score | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 014 | | **Requirements: 🗹** |
| **Brief Description:** | Store the information of game’s final score organized by IMs. | | |
| **Triggering Event:** | Actors enters the games score into the system. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Add Game | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: IM conducts the game. | 3: Check if the score is properly entered. | |
|  | 2: Enters the game final score into the system. | 4: Stores the game score entered to the relevant game. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | Error message displayed if proper score is not filled. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Add Participants | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 015 | | **Requirements: 🗹** |
| **Brief Description:** | Store the participant information for a particular game. | | |
| **Triggering Event:** | Actors enters the team for the game. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Add Game, Record participants | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Actors enter the team playing the game. | 2: Extracts all the member of the team. | |
|  | 3: Selects the participants name and housename registered for the game. | 4: Check to see if participants are selected. | |
|  |  | 5: stores the selected name and housename with the team. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | 4: Error message displayed if no participants are selected. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Record Participants | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 016 | | **Requirements: 🗹** |
| **Brief Description:** | Store the information of games organized by IMs. | | |
| **Triggering Event:** | Actors enters the game information into the system. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Add Game, add participants | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 2: Checks the participating member name of the team. | 1: System brings out the list of team members. | |
|  |  | 3: Checks if any participants are selected. | |
|  |  | 4: Stores the checked names into the system. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | 3: Error if no one team member is selected. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | View Attendance | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 017 | | **Requirements: 🗹** |
| **Brief Description:** | Display the participants in a game. | | |
| **Triggering Event:** | Actors want to know about the people attending IM games. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Add Game, add participants, Record participants | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 2: Looks at the participants record stored in the system. | 1: Shows the name of the people who attended the game. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | View Staff | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 018 | | **Requirements: 🗹** |
| **Brief Description:** | Display the staff working the game. | | |
| **Triggering Event:** | Record the number of games each staff has worked. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Add Game | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 2: gather staff name and job of staff working the game. | 1: displays the name of staff and job of the staff who worked the game. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Add Team | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 019 | | **Requirements: 🗹** |
| **Brief Description:** | Enter the team information in the system. Team information consists of housename and participant’s name. | | |
| **Triggering Event:** | Actors enters the team for games. | | |
| **Actors:** | Board Members and Admin. | | |
| **Related use cases:** | Edit Team, Sort team, search team, view team | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Teams for games are finalized. | 3: Checks to see if name, member house or league description is entered. | |
|  | 2: Actor enters name of the team, its member house and checks whether it is A or B or C league or no league team. | 4: Stores the team information for the games in the system. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | 3: Error message displayed if name, member house or league description is not filled. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Edit Team | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 020 | | **Requirements: 🗹** |
| **Brief Description:** | Edit the entered team information in the system. | | |
| **Triggering Event:** | Actors need to make necessary changes to the team. | | |
| **Actors:** | Board Members and Admin. | | |
| **Related use cases:** | Add Team | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Teams for games are changed or edited. | 3: Checks to see if name, member house or league description is entered. | |
|  | 2: edit league division, member house or the name. | 4: Stores the team information for the games in the system. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** | 3: Error message displayed if name, member house or league description is not filled. | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Remove Team | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 021 | | **Requirements: 🗹** |
| **Brief Description:** | Delete the team information from the system. | | |
| **Triggering Event:** | Actors need to remove the team from games because of not enough team members or team forfeited the tournament. | | |
| **Actors:** | Board Members and Admin. | | |
| **Related use cases:** | Edit Team, Add team | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Delete the team. | 2: remove the entire team information for the games in the system. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Search Team | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 022 | | **Requirements: 🗹** |
| **Brief Description:** | Search for the team information. | | |
| **Triggering Event:** | Actor enters the search parameter for the team. | | |
| **Actors:** | Board Members, Admin and Representative. | | |
| **Related use cases:** | Edit Team, Sort team, search team, view team | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Team information is searched with the search parameter either league classification, housename or teamname. | 2: Display the team information according to the league classification, housename or teamname. . | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Sort Team | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 023 | | **Requirements: 🗹** |
| **Brief Description:** | Display the team according to the sorting condition specified by actor usually ascending or descending. | | |
| **Triggering Event:** | Actors want the information to be easily viewed and accessible. | | |
| **Actors:** | Board Members, Admin and Representative. | | |
| **Related use cases:** | search team, view team | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Team information is sorted either ascending order for convenience. | 2: Display the team information sorted in ascending order. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | View Team | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 024 | | **Requirements: 🗹** |
| **Brief Description:** | View the team information. | | |
| **Triggering Event:** | Access the information on teams | | |
| **Actors:** | Board Members, Admin and Representative. | | |
| **Related use cases:** | Add Team, Sort team, search team | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: gather team name, member house and league classification information. | 2: Display the team name, member house and league classification stored in the system. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | View Events | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 025 | | **Requirements: 🗹** |
| **Brief Description:** | Display the events hosted by IMs that is in the system. | | |
| **Triggering Event:** | Actor want to learn more about the events. | | |
| **Actors:** | Board Members, Admin and Representative. | | |
| **Related use cases:** | Add Event, Edit Event, Remove event. | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Event name, league and type is accessed by the actors. | 2: Display the event name, league and type stored in the system. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | View Schedule | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 026 | | **Requirements: 🗹** |
| **Brief Description:** | Display the date and time of the game or event. | | |
| **Triggering Event:** | Actor wants to know when the game is happening. | | |
| **Actors:** | Board Members, Admin, Representative and Users. | | |
| **Related use cases:** | Add game, add Event | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: Checks the schedule for the game/event. | 2: Display the stored schedule information i.e. date and time of games and events. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | View Scorecard | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 027 | | **Requirements: 🗹** |
| **Brief Description:** | Display the final score of the game. | | |
| **Triggering Event:** | Actor wants to know the final score of the game. | | |
| **Actors:** | Board Members, Admin, Representative and Users. | | |
| **Related use cases:** | Add game, Add score | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: checks the final score of the game by actor. | 2: Display the stored final score information of games. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | View Games | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 028 | | **Requirements: 🗹** |
| **Brief Description:** | Display the game information for all games organized by IMs. | | |
| **Triggering Event:** | Actor wants to know details on the game organized. | | |
| **Actors:** | Board Members, Admin, Representative and Users. | | |
| **Related use cases:** | Add game, add Event | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: wants to learn about the game. | 2: Display the stored game information which includes date and time for the game and teams playing. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |

**{IMs System}**

**Author (s): \_Amar Uprety\_\_\_\_\_\_\_\_ Date: October 24, 2017**

**Version: \_1\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE NAME:** | Participation ID Scanner | | **USE CASE TYPE: Essential** |
| **USE CASE ID:** | 029 | | **Requirements: 🗹** |
| **Brief Description:** | Another way to store the participation record of games organized by IMs. | | |
| **Triggering Event:** | Actor scans the student ID. | | |
| **Actors:** | Board Members, Admin and Representative | | |
| **Related use cases:** | Add Game, add participants | | |
| **Flow of Activities:** | **Actor Action** | **System Response** | |
|  | 1: ID scanned by actor to receive the name and ID of the student. | 2: Tallies the information with existing data. | |
|  |  | 3: Stores the scanned ID name, ID number into the system. | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Exception Conditions:** |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |
|  |  | | |