**Tournament Planner Use-Case Documentation**

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*Only for internal use. No distribution outside project context.*

**Revision History**

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**Table of content**

1 Document’s Objective 4

2 Use-Case template 5

3 Use-Cases 7

3.1 Create tournament 7

3.2 View tournament 9

3.3 Update tournament 11

3.4 Delete tournament 13

3.5 Create team in tournament 15

3.6 View team in tournament 17

3.7 Update team in tournament 19

3.8 Delete team from tournament 21

3.10 Generate tournament plan 23

3.11 View tournament plan 25

3.12 Enter match result 27

3.13 Update match result 29

3.14 Start tournament 31

3.15 Create play area 33

3.16 View play area 35

3.17 Update play area 37

3.18 Delete play area 39

3.19 Create referee 41

3.20 View referee 43

3.21 Update referee 45

3.22 Delete referee 47

3.24 Use-Case 24 49

3.25 Use-Case 25 51

3.26 Use-Case 26 53

3.27 Use-Case 27 55

3.28 Use-Case 28 57

# Document’s Objective

….

# Use-Case template

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

# Use-Cases

## Create tournament

|  |  |  |
| --- | --- | --- |
| USE CASE # | Create tournament | |
| Goal in Context | This use case describes the creation of a new tournament. | |
| Scope & Level | Primary Task | |
| Preconditions | None | |
| Success End Condition | Tournament is created | |
| Failed End Condition | Tournament is not created | |
| Primary,  Secondary Actors | Tournament organizer (primary) | |
| Trigger | A new tournament has to be planned | |
| DESCRIPTION | Step | Action |
|  | 1 | Create the tournament |
|  | 2 | Define the tournament mode (K/O, K/O with group stage, league) |
|  | 3 | Define number of teams to compete in this tournament |
|  | 4 | Define the start date |

|  |  |
| --- | --- |
| RELATED INFORMATION | Create tournament |
| Priority: | 1 |
| Performance | 5 minutes |
| Frequency | Once a month |
| Channels to actors | Interactive |
| OPEN ISSUES | None |
| Due Date | v0.1 |
| ...any other management information... | None |
| Superordinates | None |
| Subordinates | * View tournament * Update tournament * Delete tournament |

## View tournament

|  |  |  |
| --- | --- | --- |
| USE CASE # | View tournament | |
| Goal in Context | View details (tournament mode, number of teams, start date) on an already create tournament | |
| Scope & Level | Primary task | |
| Preconditions | The viewed tournament was created | |
| Success End Condition | Details can be viewed | |
| Failed End Condition | Details cannot be viewed | |
| Primary,  Secondary Actors | Tournament organizer (primary)  Everyone?? Depends on implementation… | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Update tournament

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Delete tournament

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Create team in tournament

|  |  |  |
| --- | --- | --- |
| USE CASE # | Add team to tournament | |
| Goal in Context | Adds a new team to the tournament | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## View team in tournament

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Update team in tournament

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Delete team from tournament

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Generate tournament plan

|  |  |  |
| --- | --- | --- |
| USE CASE # | Generate tournament plan | |
| Goal in Context | Generates the tournament plan according to the tournament settings (tournament mode, draw mode) and adds the team to the plan. | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | All teams are added to the tournament | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | Start tournament | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## View tournament plan

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Enter match result

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Update match result

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Start tournament

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Create play area

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## View play area

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Update play area

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Delete play area

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Create referee

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## View referee

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Update referee

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Delete referee

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Use-Case 24

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Use-Case 25

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Use-Case 26

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Use-Case 27

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |

## Use-Case 28

|  |  |  |
| --- | --- | --- |
| USE CASE # | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement of the goal in context if needed> | |
| Scope & Level | <what system is being considered black box under design> <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |

|  |  |
| --- | --- |
| RELATED INFORMATION | <Use case name> |
| Priority: | <how critical to your system / organization> |
| Performance | <the amount of time this use case should take> |
| Frequency | <how often it is expected to happen> |
| Channels to actors | <e.g. interactive, static files, database, timeouts> |
| OPEN ISSUES | <list of issues awaiting decision affecting this use case > |
| Due Date | <date or release needed> |
| ...any other management information... | <...as needed> |
| Superordinates | <optional, name of use case(s) that includes this one> |
| Subordinates | <optional, depending on tools, links to sub.use cases> |