**Tournament Planner Use-Case Documentation**

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**Revision History**

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# 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 # | < 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 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 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> | |
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| 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> | |
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|  | 1 | <put here the steps of the scenario from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
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| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
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|  |  |
| --- | --- |
| 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 |
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|  | 2 | <...> |
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| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
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|  | 1 | <list of variation s> |

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| --- | --- |
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| 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 |
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|  |  |
| --- | --- |
| 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> |