

Use Case Name: Sport Player Finder
Point of Contact Name: Ali, Anuj, Nishita, Pallavi

<p><b>Use Case Name</b></p> <p><i>Give a short descriptive name for the use case to serve as a unique identifier. Consider goal-driven use case name.</i></p> <ol style="list-style-type: none"> <li>1) Profile Creation/Maintenance</li> <li>2) View broadcast dashboard</li> <li>3) Send or accept/decline invites to/from other players</li> <li>4) Broadcast request for players</li> <li>5) Search sports events or players</li> <li>6) Analytics of most popular sport</li> </ol>
<p><b>Goal</b></p> <p><i>The goal briefly describes what the user intends to achieve with this use case.</i></p> <p>Enable a user to send requests for players to play a sport with, respond to the request for players, and to send the request to join a sporting event.</p>
<p><b>Summary</b></p> <p><i>Give a summary of the use case to capture the essence of the use case (no longer than a page). It provides a quick overview and includes the goal and principal actor.</i></p> <p>A person interested in a particular sport(s), should be able to create a profile where the person provides information about their location, and sports interests. The user should be able to find players for particular sport. The user should also be able to view all public broadcasts regarding sports events, requests for players published by other users.</p> <p>If the user receives request, the user should be able to accept or decline invites from other players.</p>
<p><b>Actors</b></p> <p><i>List actors, people or things outside the system that either acts on the system (primary actors) or is acted on by the system (secondary actors). Primary actors are ones that invoke the use case and benefit from the result. Identify sensors, models, portals and relevant data resources. Identify the primary actor and briefly describe role.</i></p> <p>Primary: Account user The primary actor can create a profile, broadcast sport related interests, search for relevant sport events or players and accept or decline invites.</p> <p>Secondary: System When a user creates a sporting event to publish, system searches through profiles and recommends possible matches based on their interests.</p>
<p><b>Preconditions</b></p> <p><i>Here we state any assumptions about the state of the system that must be met for the trigger (below) to initiate the use case. Any assumptions about other systems can also be stated here, for example, weather conditions. List all preconditions.</i></p> <ol style="list-style-type: none"> <li>1) To access or use any website information, the user has to have an account</li> </ol>

### **Triggers**

*Here we describe in detail the event or events that brings about the execution of this use case. Triggers can be external, temporal, or internal. They can be single events or when a set of conditions are met, List all triggers and relationships.*

- 1) Trigger to create profile - Clicking on the 'Not registered? Click here' link
- 2) Trigger to search for a player - Clicking the 'Search' link
- 3) Trigger to send invite to player - Clicking the 'Send Message' button
- 4) Trigger to accept or decline a request - Clicking the 'Accept'/'Deny' button
- 5) Trigger to broadcast an event - Clicking the 'Broadcast to all players' button
- 6) Trigger to view broadcast messages - Logging into the account
- 7) Trigger to view analytics - Click on the 'Analytics' link

### **Flow 1**

*Often referred to as the primary scenario or course of events. In the basic flow we describe the flow that would be followed if the use case where to follow its main plot from start to end. Error states or alternate states that might be highlighted are not included here. This gives any browser of the document a quick view of how the system will work. Here the flow can be documented as a list, a conversation or as a story.(as much as required)*

- 1) A user creates an account specifying name, email ID, location and sports he/she is interested in using the 'Not registered? Click here' link.
- 2) A user can create a sports event to broadcast.
- 3) A user can 'Search' for a partner/player in the sport he/she wants to play.
- 4) The user can 'Send Message' for a game when he/she finds a suitable partner.
- 5) The user that receives a request can 'Accept' or 'Deny' the request
- 6) The user can view analytics of how many players like which sport

### **Flow 2**

*Here we give any alternate flows that might occur. May include flows that involve error conditions. Or flows that fall outside of the basic flow.*

- 1) A user can look at his dashboard where broadcasts by other players are made about sport events (events only after he/she signed up).
- 2) The user can respond to the event by sending the broadcaster a 'Send a Request' to join

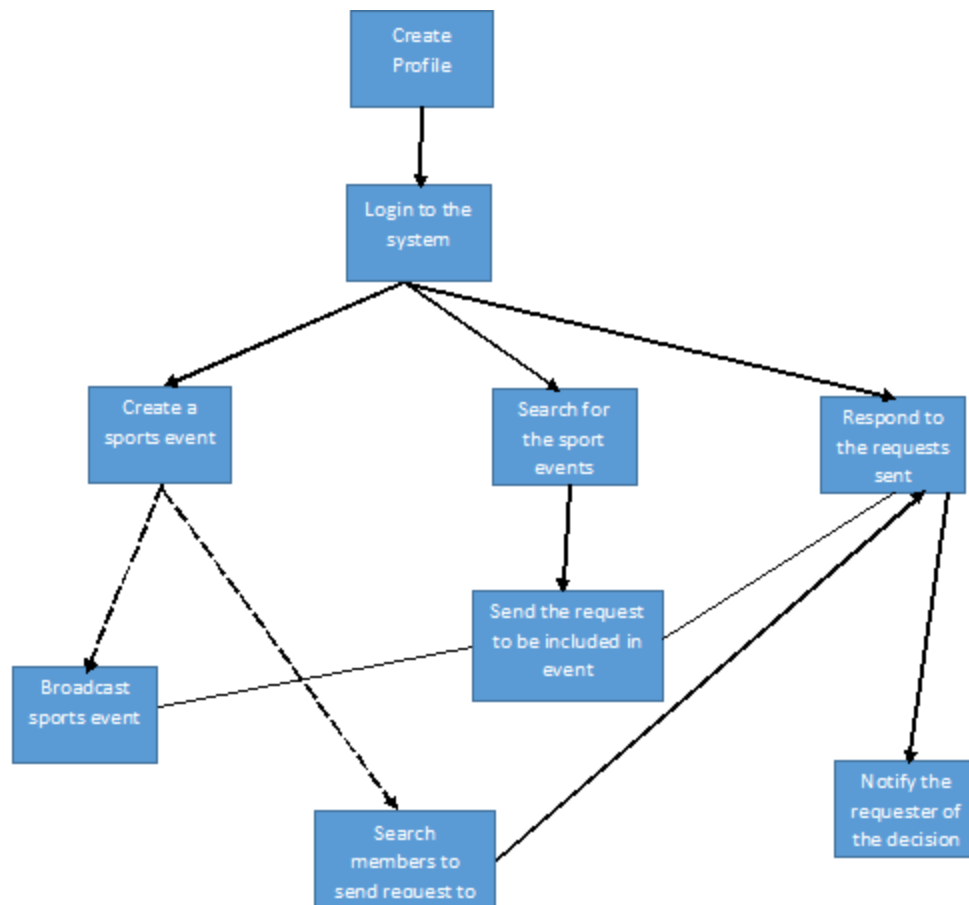
### **Post Conditions**

*Here we give any conditions that will be true of the state of the system after the use case has been completed.*

- 1) After Sign in process - User profile is created
- 2) After sending an invite to a player - Request is sent
- 3) After accepting/rejecting an invite - Status of the invite is accepted/rejected
- 4) After broadcasting event, the event is seen on all user dashboards
- 5) After signing up analytics can be seen

### **Activity Diagram**

*Here a diagram is given to show the flow of events that surrounds the use case. It might be that text is a more useful way of describing the use case. However often a picture speaks a 1000 words.*



### **Notes**

*There is always some piece of information that is required that has no other place to go. This is the place for that information.*

### **Resources**

*In order to support the capabilities described in this Use Case, a set of resources must be available and/or configured. These resources include data and services, and the systems that offer them. This section will call out examples of these resources.*

### **Data:**

Data	Type	Characteristics	Description	Owner	Source System
Username/ Email	string	alphanumeric	The username or email of the user who signed up	User	User data
Password	string	alphanumeric	The password	User	User data
Location	string	Location	Location of the user	User	User data
Gender	string	Male/Female	Gender of the user	User	User data

Football	string	true/false	If the user is interested in playing	User	User data
Basketball	string	true/false	If the user is interested in playing	User	User data
Tennis	string	true/false	If the user is interested in playing	User	User data
Badminton	string	true/false	If the user is interested in playing	User	User data
Cricket	string	true/false	If the user is interested in playing	User	User data
Message ID	integer	integer	Unique message id	System	Request Data
Event ID	integer	integer	Broadcast event id	System	Request Data
Requester	string	Username	Person who requested an event	System	Request Data
Request Sent to	string	Username	Person who recieved an event	System	Request Data
Sport requested	string	Sport name	Sport asked for	System	Request Data
Location requested	string	Loaction name	Location asked for	System	Request Data
Gender requested	string	male/femal/any	Gender asked for	System	Request Data
Message status	string	accepted/pending /denied/cancelled	The status of the message	System	Request Data

### **Event Notification Services**

Event	Owner	Description	Subscription	Source System
(Event name)	Organization that offers the event	Short description of the event	List of subscriptions (and owners)	Name of the system which offers this event
Broadcast	Posting a broadcast	When a player wants to announce a sports event to publish to the users	All users registered	Broadcast
Request received	Send Request	When a player wants to invite another player for a sports event	The user the request is sent to	Send Request
Accept/Decline request	Respond	When a player receives a request and accepts/declines the request	The user whose invitation is being responded to	Respond to request

### **Application Services**

Application	Owner	Description	Source System
-------------	-------	-------------	---------------

(Application name)	Organization that offers the Application	Short description of the application portal	Name of the system which offers access to this resource
Create an account	User creation	The user can create an account using this service	Sign up link
Search	Search	The user can search for a player who matches the sport he/she wants to play, location and gender	User details
Send Invite	Invitation	The user can send an invite to a player with whom he/she wants to play a sport with	Invitation
Accept/Decline	Invitation	The user can accept or decline an invitation that is sent to her/him	Invitation
Broadcast	Broadcast	The user can broadcast an event for other players to see	Broadcast
Analytics	Analytics	The user can see how many users have selected which sport	Analytics