Use Cases #1

Create a Team (Student)

BASIC COURSE:

On the <u>Dashboard page</u>, the Student clicks the <u>User button</u>, and the system displays the <u>User page</u>. The <u>Student</u> clicks the <u>Teams</u> button and the system displays the <u>Teams page</u>. The <u>Student</u> clicks the <u>Create Team</u> button and the system displays a <u>Create Team screen</u>. The <u>Student</u> selects the <u>Sport</u>, enters the <u>Team Name</u>, enters the <u>Description</u>, and clicks the <u>Submit button.</u> The system ensures that a <u>Sport</u> has been selected, the <u>Team Name</u> is not too long or too short, and the <u>Description</u> is not too long. The system then displays a <u>Confirmation screen</u>, and the review is sent to an <u>Admin.</u>

ALTERNATE COURSES:

The student enters a Team Name that is too short(<3 characters): The system shows the <u>Team rejected page</u> showing a message explaining why the <u>Team</u> was rejected, and rejects the <u>Team.</u>

The student enters a Team Name that is too long(>30 characters): The system shows the <u>Team rejected page</u> showing a message explaining why the <u>Team</u> was rejected, and rejects the <u>Team.</u>

The student did not select a sport: The system shows the <u>Team rejected page</u> showing a message explaining why the <u>Team</u> was rejected, and rejects the <u>Team.</u>

The student enters a description that is too long(text>1MB): The system shows the <u>Team rejected page</u> showing a message explaining why the <u>Team</u> was rejected, and rejects the <u>Team.</u>