

Use Case #4

Accept/ Reject Team Approvals (Student)

BASIC COURSE:

On the Dashboard page, the student clicks on *USER* button. USER page appears. The student clicks on the *TEAMS* button and will get redirected to TEAMS page. From there the student clicks on Manage Team button. The Manage Team button appears, the student clicks on *INVITE PLAYER* button. The Invite Player page appears, from there the student types the email of a student they are hoping to invite. When the fellow student appears in search results, the student clicks on *ADD* button. This sends their request.

ALTERNATE COURSES:

The email searched for does not appear: The system will look for all students registered to the apps, if no results found it means either the fellow student has not signed up or the email address provided is incorrect.