Use Case 1 Robustness https://www.draw.io/

BASIC COURSE:

On Dashboard page, Student clicks User button, and system displays User page. Student clicks Teams button and system displays Teams page. Student clicks Create Team button and system displays Create Team screen. Student selects Sport, enters Team Name, enters Description, and clicks Submit button. System ensures a Sport has been selected, Team Name is not too long or too short, and Description is not too long. System then displays Confirmation screen and invokes Team Approval use case.

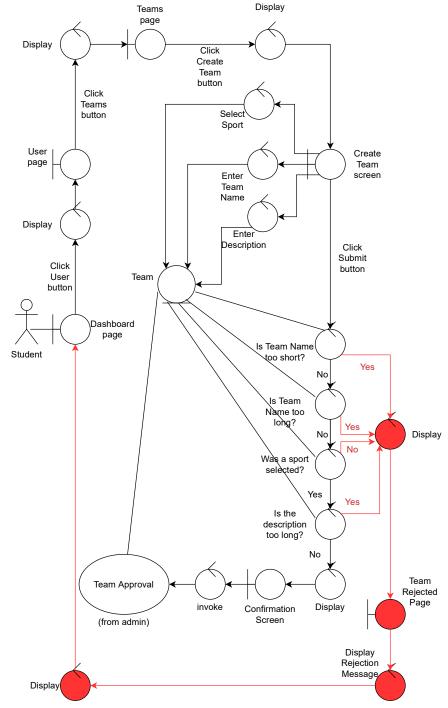
ALTERNATE COURSES:

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

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

The student did not select a sport: The system shows the Team rejected page showing a message explaining why the Team was rejected, rejects the Team, and displays the Dashboard Page again.

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



1 of 2 2/17/2020, 2:14 PM