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30432

Tournament Supervisor System
Use-Case Model

Version <1.0>

Revision History

Date	Version	Description	Author
<10/03/2019>	<1.0>	Initial Specification	Gavril Luca

Tournament Supervisor System	Version: <1.0>
Use-Case Model	Date: <10/03/2019>
Project_UseCaseModel_SeeRegisteredTeams	

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Use-Case Model

1. Use-Cases Identification

Use case: See all teams registered in the tournament by that point
Level: User Goal
Primary actor: Citizen
Main success scenario:

1. The user opens the application.
2. The system prompts the user to log in.
3. The user writes his credentials.
4. The user clicks login.
5. The system validates the credentials.
6. The system redirects user to home page.
7. The user clicks on "See registered teams" button.
8. The system opens the Registered Teams page.
9. The user can choose to see detailed information about any team.
10. The user clicks on the name of a team.
11. The user enters the page with details about chosen team.
12. The user clicks on Home.
13. The system redirects the user to the home page.

Extensions:

5`. The system finds the credentials invalid.
6`. The system returns to the login screen.
11`.The system displays an error message.

2. UML Use-Case Diagrams