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Eve Cabins
Use-Case Model

Version 1.0

Revision History

Date	Version	Description	Author
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Use-Case Model

1. Use-Cases Identification

Use case: Rent a cabin

Level: user goal

Primary actor: user (who wants to rent a cabin)

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 the user the home page
7. The user searches through the cabin list
8. The user selects a cabin
9. The user inserts the price he would pay
10. The user clicks the 'Send offer' button
11. The cabin owner is notified
12. The cabin owner accepts
13. The cabin owner is blocked from accepting another offer for the cabin
14. The user is notified back and asked to confirm the rental
15. The user accepts
16. The cabin is removed from the list
17. The owner is notified
18. The user is returned to the cabin list

Extensions:

- 12'. The owner declines the offer
- 13''. The user is notified
- 14''. The offer is removed
- 14'. The user declines
- 15''. The cabin owner is notified
- 16''. The cabin owner is enabled to accept other offers for the cabin
- 17''. The offer is removed

2. UML Use-Case Diagrams

