\<Company Name>

Web Tinder App
Use-Case Model

Version 1.0

Revision History

Date	Version	Description	Author
17/03/2019	1.0	Initial Specification	Căta Mihai

Table of Contents

Use-Case Model

1. Use-Cases Identification

Use case: Create a dating profile
Level: user goal
Primary actor: user
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 to the home page
7. The user clicks on "Update profile" button
8. The user selects some pictures for his/her profile
9. The user types in a description for his profile
10. The user presses the submit button
11. The user waits for his profile to be approved by the admin
12. The admin approves/rejects the users profile
13. A success/error message is displayed to the user

Extensions:

8'. The system stores the data.
9'. The system stores the data.
11'. The admin might not be available to check the profile in a short time

UML Use-Case Diagram