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**Tournament Supervisor System**  
**Use-Case Model**

**Version <1.0>**

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

## Revision History

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

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# Use-Case Model

## 1. Use-Cases Identification

Use case: Submit team that will participate in tournament

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 “Add your team” button.
8. The system opens the Add team page.
9. The user inserts information in regards to his team.
10. The user clicks submit.
11. The system validates the data.
12. The system shows a success message.
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.

## 2. UML Use-Case Diagrams

