23/3/22

**Use Case Descriptions**

**Group 3**

| Use Case | 1. Rent a game |
| --- | --- |
| Summary | The Renter selects a game to rent |
| Actor | Renter |
| Precondition | The renter is registered and logged in to the system and has an active subscription. |
| Postcondition | A copy of the game is rented by the Renter and the process begins to send the physical copy to them. |
| Base Sequence | 1. The renter browses the selection of games available for rent.  2. The renter selects the game they wish to rent  3. Confirm they would like to rent the selected game.  4. The game rental period begins on the game.  5. The game is added to the renter’s list of rented games.  6. The game is shipped to the Renter’s shipping address as specified in their profile.  7. The renter receives the physical copy of the game by mail.  8. The renter can play the game within the return period. |
| Branch Sequence | NO ACTIVE SUBSCRIPTION  1. The renter browses the selection of games available for rent.  2. The renter selects the game they wish to rent  3. Confirm they would like to rent the selected game.  4. Warning is given and the game is not rented |
| Exception Sequence |  |
| Sub Use Case | Browsing the selection  Viewing currently rented games |
| Note | Step 6-8 are handled externally |

| Use Case | 1. Return rented games |
| --- | --- |
| Summary | The renter returns a rented game. |
| Actor | Renter |
| Precondition | The renter is signed up and logged into the system and has rented a game. |
| Postcondition | The renter does not have possession of the game. |
| Base Sequence | 1. The Renter browses their currently rented games.  2. The Renter checked the rental periods of the games to see if they are within the time frame.  3. The Renter selects the game they wish to return.  4. The Renter confirms they would like to return the selected game.  5. The Renter is prompted to leave a game rating  6. The Renter receives the return address to ship the game to. |
| Branch Sequence | NO GAMES TO BE RETURNED YET  1. The Renter browses their currently rented games.  2. The Renter checked the rental periods of the games to see if they are within the time frame.  3. The Renter sees that it is not time to return any games. |
| Exception Sequence | The Renter chooses to not return any of their rented games. |
| Sub Use Case | Renter views their rented games |
| Note |  |

| Use Case | 6. Edit a game |
| --- | --- |
| Summary | The administrator changes information about the selected game |
| Actor | Administrator |
| Precondition | The selected game is in the inventory  and user is logged in as an administrator |
| Postcondition | Old information about the game is changed to up to date information |
| Base Sequence | 1. The Administrator browses the games in the inventory  2. The Administrator selects the game they wish to edit  3. The Administrator enters new information in the provided form and chooses if he wishes to apply the changes or cancel  4. The Administrator applies the changes  7. The Administrator is taken back to the inventory screen |
| Branch Sequence | CHOOSES TO CANCEL  3. The Administrator returns to the inventory screen and the game is not edited. |
| Exception Sequence |  |
| Sub Use Case | Browsing the inventory |
| Note | The Administrator can cancel the editing at any point before applying the changes. |

| Use Case | 7. Remove a game |
| --- | --- |
| Summary | The Administrator removes a game from inventory |
| Actor | Administrator |
| Precondition | The selected game is in the inventory |
| Postcondition | Selected game is no longer in inventory |
| Base Sequence | 1. The Administrator browses the games in the inventory  2. The Administrator selects the game they wish to remove  3. The Administrator is asked if they are sure they wish to remove the selected game  4. The Administrator confirms the removal  5. The Administrator is taken back to the inventory screen |
| Branch Sequence | DOES NOT CONFIRM  3. The Administrator is taken back to the inventory screen and the game is not removed |
| Exception Sequence | Game is rented, message show up |
| Sub Use Case | Browsing the inventory |
| Note | Administrators can cancel the editing at any point before applying the changes. |

| Use Case | 8. Renter sign up |
| --- | --- |
| Summary | The Renter registers into the system |
| Actor | Renter |
| Precondition |  |
| Postcondition | Renter is able to log in to the system using their username and password |
| Base Sequence | 1. The Renter inputs their name, date of birth, address, email, new username, new password and password confirmation into a given form.  2. Renter presses the sign up button  3. Renter is taken to the login screen |
| Branch Sequence | USERNAME IS ALREADY TAKEN BY ANOTHER RENTER OR THE PASSWORDS DO NOT MATCH OR THE RENTER IS NOT 13 OR MORE YEARS OF AGE  1. Renter inputs their name, date of birth, address, email, new username, new password and password confirmation into a given form.  2. User pressed the sign up button  3. User is given a warning and does not proceed to the login screen |
| Exception Sequence |  |
| Sub Use Case |  |
| Note | Users can cancel the signup proccess at any point before creating the account |

| Use Case | 1. Add game to inventory |
| --- | --- |
| Summary | The Administrator adds a game to inventory |
| Actor | Administrator |
| Precondition | The administrator is logged into the system |
| Postcondition | Game is added to inventory |
| Base Sequence | 1. The Administrator presses manage games.  2. The Administrator presses Add to add the game to inventory.  3. The Administrator fills out the given form.  4. The Administrator presses the confirm button.  5. The Administrator is taken back to the inventory screen. |
| Branch Sequence | NAME OR PRODUCER FIELDS ARE NOT FILLED OUT  1. The Administrator presses manage games.  2. The Administrator presses Add to add the game to inventory.  3. The Administrator fills out the given form .  4. The Administrator presses the confirm button.  5. The Administrator is given a warning and is not taken to the inventory screen |
| Exception Sequence |  |
| Sub Use Case |  |
| Note |  |

| Use Case | 1. Renter logs in |
| --- | --- |
| Summary | The Renter logs into the system |
| Actor | Renter |
| Precondition | The Renter has a existing account |
| Postcondition | The Renter logs into the system |
| Base Sequence | 1. The renter enters a username.  2. The renter enters a password.  3. The username and password are verified.  4. The Renter is logged in and brought to their profile page. |
| Branch Sequence | NO ACCOUNT CREATED YET  1. The Renter enters a username.  2. The Renter enters a password.  3.Renter gets an error that the Renter does not exist and they are not taken to their profile page. |
| Exception Sequence | The Renter chooses to not log in and closes the program. |
| Sub Use Case |  |
| Note |  |

| Use Case | Browsing the selection |
| --- | --- |
| Summary | Renter views through the available games |
| Actor | Renter |
| Precondition | Renter is logged in |
| Postcondition | Renter is given a list of games that fit their chosen parameters |
| Base Sequence | 1. The Renter presses the browse button on their profile screen 2. The Renter fills in the name of the game, its ESRB rating or platform. 3. Clicks the search button |
| Branch Sequence |  |
| Exception Sequence |  |
| Sub Use Case |  |
| Note |  |

| Use Case | 5. Renter views their rented games |
| --- | --- |
| Summary | The renter views their rented games |
| Actor | Renter |
| Precondition | The Renter has rented a game. |
| Postcondition | List of that Renters games is shown |
| Base Sequence | 1. The Renter logs into the system.  2. The Renter views their currently rented games on their profile page. |
| Branch Sequence | NO GAMES RENTED YET  1. The Renter logs into the system.  2. Renter sees that they have not rented any games yet. |
| Exception Sequence |  |
| Sub Use Case |  |
| Note |  |

| Use Case | 10. Terminating a user |
| --- | --- |
| Summary | Administrator removes a registered user |
| Actor | Administrator |
| Precondition | Administrator is logged in as such |
| Postcondition | Renter is removed from the system |
| Base Sequence | 1. The Administrator presses the manage users button 2. The Administrator selects the user to be removed by clicking on them 3. The Administrator presses the remove button 4. They confirm their choice on the alert asking them if they are sure they want to remove that user |
| Branch Sequence | NO USER SELECTED   1. The Administrator presses the manage users button. 2. The Administrator selects the Renter to be removed by clicking on them. 3. The Administrator presses the remove button. 4. Warning is given that a Renter must be chosen first. |
| Exception Sequence | USER HAS A RENTED GAME   1. The Administrator presses the manage users button. 2. The Administrator selects the Renter to be removed by clicking on them. 3. The Administrator presses the remove button. 4. Warning is given that a Renter with an active game rental can not be removed |
| Sub Use Case |  |
| Note |  |

| Use Case | 13. Refund request |
| --- | --- |
| Summary | Renter contacts an Administrator to report and issue with a payment |
| Actor | Renter |
| Precondition | Renter is registered and logged into the system |
| Postcondition | Renter account balance is changed |
| Base Sequence | 1. The Renter presses the contact button on their profile screen  2. Contact information of the administrators will be displayed  3. The user writes an Email to one of the administrators requesting a refund |
| Branch Sequence |  |
| Exception Sequence |  |
| Sub Use Case |  |
| Note |  |

| Use Case | 9. Change renter information |
| --- | --- |
| Summary | Renter contacts an Administrator to change their profile information |
| Actor | Renter |
| Precondition | Renter is registered and logged into the system |
| Postcondition | Renter data is edited on the system |
| Base Sequence | 1. The Renter presses the contact button on their profile screen  2. Contact information of Administrators will be displayed  3. The Renter writes an Email to one of the Administrators stating that they wish to change their information and new information they want to be changed to |
| Branch Sequence |  |
| Exception Sequence |  |
| Sub Use Case |  |
| Note |  |

| Use Case | 12. Renter paying subscription |
| --- | --- |
| Summary | Pay for subscription |
| Actor | Renter |
| Precondition | Renter is registered and logged into the system |
| Postcondition | Renter changes their account balance |
| Base Sequence | 1. The Renter presses the payment button on their profile screen  2. The Renter presses the button to pay their subscription  3. The account balance is decreased by the 30 |
| Branch Sequence | NOT ENOUGH FUNDS   1. The Renter presses the payment button on their profile screen 2. The Renter presses the button to pay their subscription 3. User is given a message that they do not have enough funds to pay for their subscription |
| Exception Sequence |  |
| Sub Use Case |  |
| Note |  |

| Summary | 15. Fine Renter |
| --- | --- |
| Actor | Administrator |
| Precondition | Renter is registered in the system.  Administrator is logged in. |
| Postcondition | Renters balance is decreased. |
| Base Sequence | 1. The Administrator presses the button to manage users.  2. Administrator selects the user that is to be fined and presses the edit button.  3. In the edit screen the Administrator writes how much should the user be fined and presses the fine button. |
| Branch Sequence |  |
| Exception Sequence |  |
| Sub Use Case |  |
| Note |  |

| Summary | 16. Cancel user subscription |
| --- | --- |
| Actor | Admin |
| Precondition | User is registered in the system |
| Postcondition | Users subscription is canceled |
| Base Sequence | 1. The administrator presses the button to manage users  2. Administrator selects the user whos subscription is to be canceled and presses the edit button  3. In the edit screen the admin presses the button to remove the subscription |
| Branch Sequence |  |
| Exception Sequence |  |
| Sub Use Case |  |
| Note |  |

1. Rent a game
2. Return a game
3. Add game to inventory
4. Renter logs in
5. Renter views their rented games
6. Edit a game
7. Remove a game
8. Renter sign up
9. Change renter information
10. Terminating a user
11. Return game
12. Pay for subscription
13. Refund request
14. The user will look to the user guide to better understand how to get the most out of the rental service and to better understand the steps to use it. The user will use the table of contents at the start of the guide to determine where they need to begin to find the section that is relevant to their needs. The user will then navigate to that section and read through the steps needed to accomplish what they need.
15. Fine user
16. Cancel user subscription