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| **Use Case Section** | **Comment** |
| **Use Case Name** | Delete User |
| **Scope** | User Management Subsystem |
| **Level** | User goal |
| **Primary Actor** | Site Administrator |
| **Stakeholders and Interests** | User – | whose login information is being handled.  Player - |once deleted will no longer be able to access games or alternatively to administer the site depending on privilege level.  Site Administrator -| responsible for the task of deleting user information. |
| **Preconditions** | The administrator has already logged in. A user has been added to the system via user registration or the user management subsystem. The database and server connections are successful. |
| **Success Guarantee** | The delete user request has been submitted. The server and database have been successfully connected. |
| **Main Success Scenario** | 1. The administrator navigates to the User Management interface. 2. The system displays the list of available options. 3. The administrator selects the option to delete a user. 4. The system displays a list of all current users of the site. 5. The administrator selects a user. 6. The administrator submits the request to the system. 7. The system prompts the administrator to confirm the delete request. 8. The administrator confirms the delete request. 9. The system displays a message that the user has been successfully deleted. |
| **Extensions** | 9a. (i) The system displays a message informing the administrator that there was an error processing the information submitted.  (ii) The system prompts the administrator to reenter erroneous information about the user.  9b. The system displays a message that there is no internet connection and the server cannot be reached.  9c. The system displays a message that there was an error and the database cannot be accessed. |
| **Special Requirements** | 1. There is a user management interface that is distinct from other administrative operations. 2. The list of options only allows the selection of one option for each user management operation (as a counter example, an administrator would not be able add a user and delete a user simultaneously with one submit operation). 3. If the server cannot be reached the system should timeout and display an application generated error. 4. The default font-size is visible to readers with less than 20/20 vision. |
| **Technology and Data Variations List** | 9bc. The configuration of the server engine will set the desired timeout and required handling operations on the event that it occurs. |
| **Frequency of Occurrence** | Frequent. When a user account has been inactive for a time, that account will need to be deleted by the administrator, either that or at the request of a user or when an administrator retires. |
| **Questions/Concerns** | * Multiple types of administrators? One for user mgmt. and one for game mgmt? |