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| Use Case Name | Add Game Levels |
| Scope | Server backend |
| Level | Administrator goal |
| Primary Actors | Administrator |
| Stakeholders and Interests | Administrator: update and/or upgrade game levels |
| Preconditions | Server has been set up and configured |
| Success Guarantee | The server stores the added game levels |
| Main Success Scenario | 1. The system prompts user with directory list 2. The administrator selects the appropriate directory 3. System prompts upload screen 4. Administrator uploads game levels to the directory 5. System uploads game level successfully and displays success message |
| Extensions | 5a. System does not upload file because of connection error   1. System prints connection error message |
| Special Requirements |  |
| Technology and Data Variations List |  |
| Frequency of Occurrence | Low |
| Miscellaneous |  |