
Group 11 – Code of Duty

**Football Tournament Management Website
Use-Case Specifications**

Version <2.0>

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Revision History

Date	Version	Description	Author
18/Nov/23	1.0	Player Roster Management, Team Profiles, Team Statistics, Spectator Authentication, Ticket Sales, and Purchased Tickets	Triệu Hoàng Thiên Ân
		Use-cases diagram; Read the announcement, Tournament Creation, Match details adjustment, Team details adjustment, and Match result handling;	Nguyễn Đình Ảnh
		Use-cases diagram; Sign up, Login, Logout, Tournament Details, Tournament's Report Generating, Access Statistics.	Nguyễn Tuấn Đạt
		Tickets statistics, Team Registration, Add players, Update players, Remove players, Best Player Selection.	Lê Minh Huy
		Write announcement, Winner Announcement, Create Tickets, Remove Tickets, Modify Tickets	Bùi Đình Bảo
09/Dec/23	2.0	<ul style="list-style-type: none"> Change Team Details Adjustment: change name use case to Participating Teams Management, modify content of use case table. update ID use-case. Add new use-case: Tournament Registration. Update diagram. 	Nguyễn Tuấn Đạt

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Use-Case Specifications

1. Introduction

The primary objective of this document is to comprehensively capture, analyze, and define the use cases of the Football League Management Website. Each use case represents a specific interaction or functionality within the system, contributing to the overall effectiveness and efficiency of managing football tournaments.

Use Cases are used for many different roles for many purposes, including:

- By Customers to describe-or at least approve-the description of the system's behavior.
- By potential users to understand the system's behavior.
- By Software Architects to identify architecturally significant functionality.
- People who analyze, design, and implement the system to understand the required system behavior and to refine the system definition.
- By designers to identify classes from the use cases' flows of events.
- By Testers as a basis from which to identify a subset of the required test cases.
- By Managers to plan and assess the work for each iteration.
- By Documentation writers to understand the system behavior from the perspective of the sequence of use that should be described in the documentation (such as the system user guide).

1.1 References

Applicable references are:

1. IBM Corp (2004) Rational unified process: Use Case, Examples. Available at: http://files.defcon.no/RUP/process/artifact/ar_uc.htm (Accessed: 18 November 2023).
2. Nguyễn, T.T.M., 'Introduction to software engineering', Course at University of Science. Course at University of Science, Hồ Chí Minh: Phường Linh Trung, Thành Phố Thủ Đức, Thành phố Hồ Chí Minh.
3. Sommerville, I. (2016). Software engineering (10th ed.). Boston, Mass. Amsterdam Cape Town Pearson Education Limited.

2. Use-cases model diagram

This section provides a comprehensive visual representation of the system's functionality through a use-cases model diagram.

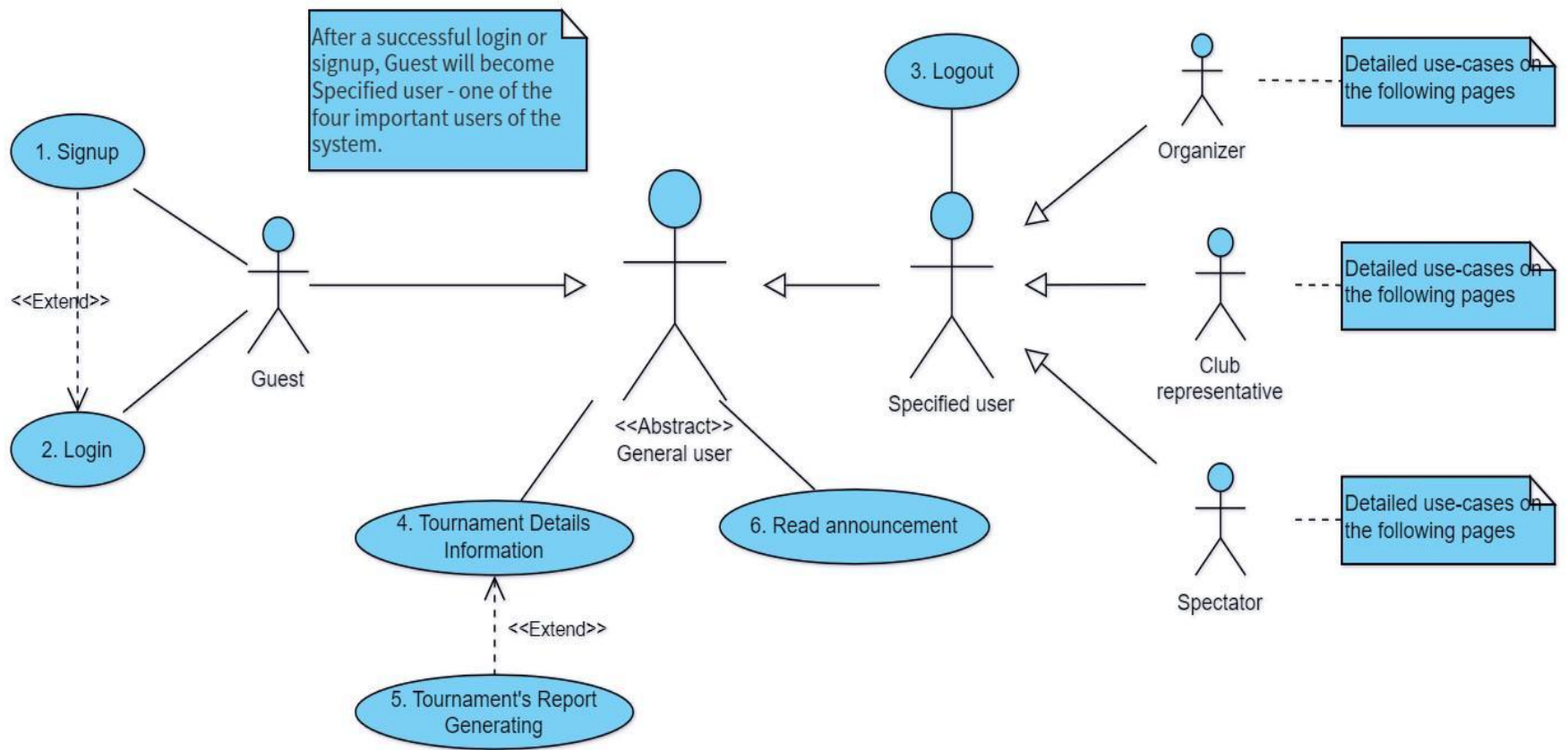
Because of the length of the diagram, it is divided into 2 parts.

Part 1 of the diagram focuses on describing the dynamic relationships between various actors within the system.

Part 2 delves into the heart of the system, portraying a detailed depiction of the primary use-cases that encapsulate the system's functionality.

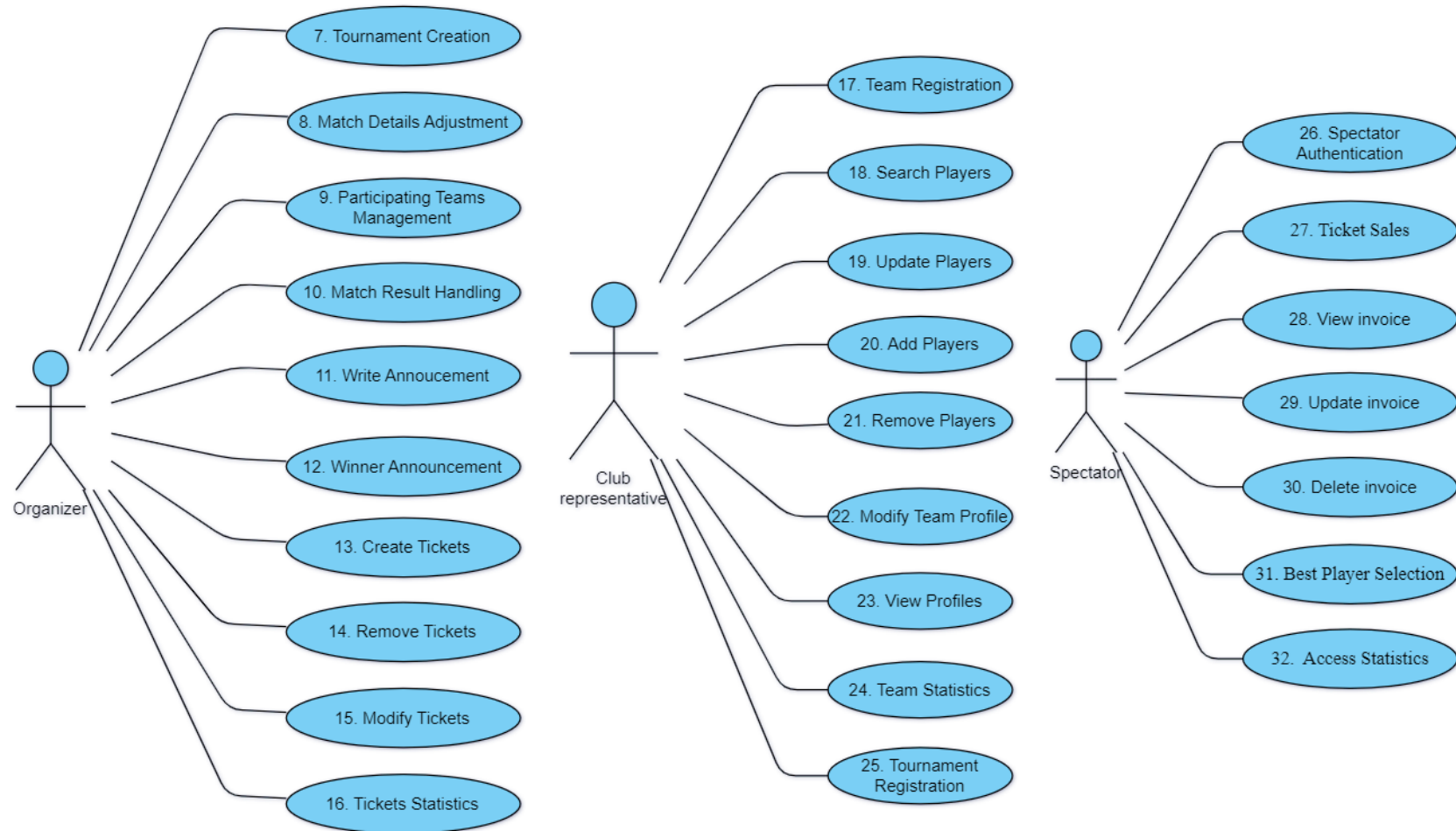
(For optimal visual presentation and ease of reference, the diagram has been placed on the next pages).

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Part 1 – Use-cases model diagram

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Part 2 - Use-cases model diagram

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3. Use-case specifications

In this section, detailed specifications for each use-case depicted in the model diagram are provided. The specifications are organized in a tabular format with several properties as below:

Property Name	Brief Description
Use-case ID	The ID of the use case.
Name	The name of the use case.
Brief Description	A brief description of the role and purpose of the use case.
Actors	An actor specifies a role played by a user or any other system that interacts with the subject.
Basic Flow	A textual description of what the actor and system do in regard to the use case.
Alternative Flows	A textual description to describe a scenario other than the basic flow that results in a user completing his or her goal.
Special Requirements	A textual description that collects all requirements, such as non-functional requirements, on the use case, that are not considered in the use-case model, but that need to be taken care of during design or implementation.
Pre-condition(s)	A textual description that defines a constraint on the system when the use case may start.
Post-condition(s)	A textual description that defines a constraint on the system when the use cases have terminated.
Extension points	A list of locations within the flow of events of the use case at which additional behavior can be inserted using the extend-relationship.

3.1 Use-case: Signup

Use-case ID	U001
Name	Sign up
Brief Description	The main actor in this Use-case is the guest who does not have an account. This Use-case allows guests to create a new account for themselves. They can determine their role after signing up successfully. There are three roles: Organizer, Football Club Representative, and Spectator.
Actors	Guests
Basic Flow	<ol style="list-style-type: none"> 1. The guest accesses the sign-up page of the website (or navigates from the login page). 2. The guest selects an appropriate role, then navigates to a new page to input some information (email, password, name, birthday, ...). 3. The guest inputs all fields of the sign-up page.

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	<p>4. The guest clicks the sign-up button.</p> <p>5. On the client side, the web app checks all information. If it is valid, the web app will send it to the server.</p> <p>6. On the server side, the server checks the information inputted by the guest.</p> <p>7. If the information is valid, the server creates a new account, inserts it into the database, and then sends an HTTP response to the guest to notify them that the sign-up was successful.</p>
Alternative Flows	<p>1. At step 6, only the organizer role is signed up with emails that are registered by the admin.</p> <p>2. At step 7, if the information is invalid, the server will send a message to notify that the "Sign-up failed."</p>
Special Requirements	<p>1. The server is capable of handling requests from hundreds of thousands of users simultaneously.</p> <p>2. The database needs to encrypt data for the purpose of securing user information.</p> <p>3. In the Admin role, users do not need to sign up. An Admin account has already been pre-initialized in the database.</p> <p>4. The system must rigorously scrutinize account creation requests with the role of Organizer.</p>
Preconditions	This Use-case does not require any preconditions.
Postconditions	Postconditions will be determined during the next iteration.
Extension Points	None.

3.2 Use-case: Login

Use-case ID	U002
Name	Login
Brief Description	The main actor in this Use-case is the user who already has an account. This Use-case allows users to log in to their personal accounts. Upon successful login, users will have access to all the tools and resources of the website within the scope of their registered role.
Actors	Guests
Basic Flow	<p>1. Users access the login page of the website.</p> <p>2. Users enter their email and password information into the corresponding fields.</p> <p>3. After entering the information, users click on the login button.</p>

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	<p>4. The client sends a login request to the server, containing the user's email and password information.</p> <p>5. The system checks the login information from the database. If the information is valid, it sends a successful login notification.</p> <p>6. The user receives a successful login notification, proceeds to click the OK button to navigate to the page corresponding to their role.</p>
Alternative Flows	<p>1. At step 5, if the information is invalid, the server sends a response to the user to notify them of the reason for the unsuccessful login.</p> <p>2. At step 2, if the user does not have an account, they can create an account by clicking on the sign-up button.</p> <p>3. At step 2, if the user already has an account but forgot the password, they can click on the forget password button.</p> <p>4. At step 4, if there are cookies, the client will use them for automatic login. If the cookies contain a valid session, allow access to the account; otherwise, the login attempt will be unsuccessful and continue to the next step in Basic Flow.</p>
Special Requirements	<p>1. The request needs to be encrypted before being sent to the server to secure user information.</p> <p>2. The website also supports remembering passwords if desired.</p> <p>3. The system ensures uniformity in work sessions when using multiple devices to access the website.</p>
Preconditions	Users need to own a personal account before logging in.
Postconditions	Postconditions will be determined during the next iteration.
Extension Points	None.

3.3 Use-case: Logout

Use-case ID	U003
Name	Logout
Brief Description	The main actor in this Use-case is the user who has successfully logged in. This Use-case allows the user to log out of the current logged-in account and return to the login page.
Actors	Specified Users
Basic Flow	<p>1. Users click on the logout button.</p> <p>2. After clicking the logout button, the client sends a request to end the current session.</p> <p>3. Once the client receives confirmation from the server, it navigates to the login page.</p>

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Alternative Flows	None.
Special Requirements	<ol style="list-style-type: none"> 1. The system needs to secure account information in cookies using encryption and appropriate protective measures to enhance security. 2. The system ensures consistency across work sessions when using multiple devices to access the website. Ending a session on one device also affects the login status on another device.
Preconditions	Users must log in to their accounts before being allowed to log out.
Postconditions	Postconditions will be determined during the next iteration.
Extension Points	None.

3.4 Use-case: Tournament Details Information

Use-case ID	U004
Name	Tournament Details
Brief Description	The main actors in this Use-case are the users (Organizer, Representative, and Spectator) and the guests. This Use-case allows these individuals to view information about the tournament. This information is publicly available on the website's homepage. In addition to details about upcoming tournaments, this is also the central hub for storing, archiving, and presenting publicly available posts about past tournaments.
Actors	General Users
Basic Flow	<ol style="list-style-type: none"> 1. Users access the homepage or information page of the website. 2. After successful access, the client displays all information received from the servers.
Alternative Flows	None.
Special Requirements	<ol style="list-style-type: none"> 1. The website focuses on displaying information about the upcoming tournament. 2. The website has the capability to provide services for hundreds of thousands of concurrent users.
Preconditions	None.
Postconditions	Postconditions will be determined during the next iteration.
Extension Points	None.

3.5 Use-case: Tournament's Report Generating

Use-case ID	U005
Name	Tournament's Report Generating

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Brief Description	The main actors in this Use-case are the users (Organizer, Representative, and Spectator) and the guests. This Use-case allows them to export match information to a PDF, Word file, etc.
Actors	General Users
Basic Flow	<ol style="list-style-type: none"> 1. Users access the homepage or information page of the website. 2. Users click on the generate button on the website. 3. After clicking, the system displays a file export dialog. 4. Users choose an appropriate format and select export. 5. The exported file is downloaded to the default storage location of the device.
Alternative Flows	<ol style="list-style-type: none"> 1. In step 4, if the user does not choose a file format, the system will default to a PDF file.
Special Requirements	<ol style="list-style-type: none"> 1. The system ensures that the exported file displays information correctly according to a default pattern.
Preconditions	None.
Postconditions	Postconditions will be determined during the next iteration.
Extension Points	None.

3.6 Use-case: Read announcements

Use-case ID	U006
Name	Read the announcements
Brief Description	This use-case allows General User to read the news, announcements about the selected football tournament.
Actors	General Users
Basic Flow	<ol style="list-style-type: none"> 1. The User selects a football tournament from a list displayed on the homepage or information page. 2. User clicks on the tab Announcements. 3. The website displays all of the announcements, news about the selected football tournament.
Alternative Flows	At step 3, if there are no announcements or news for the selected football tournament, display a message indicating that there are currently no announcements available.
Special Requirements	<ol style="list-style-type: none"> 1. Display order: the most important and the newest announcements first. 2. If there are a lot of announcements, the website will support pagination.

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	3. The UI displays responsively and properly on different devices.
Preconditions	1. The selected football tournament exists. 2. The announcements are added by the Organizer.
Postconditions	1. The announcements and news for the selected football tournament are displayed on the user's screen. 2. The user can navigate back to the homepage or other sections of the website from the announcements page.
Extension Points	None.

3.7 Use-case: Tournament Creation

Use-case ID	U007
Name	Tournament Creation
Brief Description	This use-case allows the Organizer to create new football tournaments.
Actors	Organizers
Basic Flow	<ol style="list-style-type: none"> 1. The Organizer logs in to the system with the necessary credentials. 2. The Organizer navigates to the tournament creation section within the website navigation bar. 3. The Organizer provides information about the new football tournament, including but not limited to: <ul style="list-style-type: none"> • Tournament name • Logo, background • Start and end date • Venue details • Tournament format • Number of participating teams • Number of playing turns • Registration deadline • Social media fan-page • List of sponsors 4. The system validates the entered information. 5. The Organizer reviews and confirms the details. 6. The system creates a new football tournament.
Alternative Flows	<ol style="list-style-type: none"> 1. At step 3, if the Organizer enters invalid or incomplete information, the system provides appropriate error messages and prompts for corrections. Return to step 3. 2. At step 3, if the tournament name provided by the Organizer already exists in the system, the Organizer is prompted to choose a unique name.

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	<p>3. At step 5, if the Organizer refuses to confirm, return to step 3.</p> <p>4. At step 6, if there are any database errors leading to unsuccessful creation, notify the Organizer, return to step 3.</p>
Special Requirements	<p>1. Implement secure authentication and authorization mechanisms to ensure that only authorized Organizers can create new tournaments.</p> <p>2. Maintain an audit trail of tournament creation activities, recording details such as the Organizer's ID, timestamp, and the tournament details.</p>
Preconditions	The Organizer must be authenticated and logged into the system.
Postconditions	<p>1. A new football tournament is successfully created in the system.</p> <p>2. The Organizer receives a confirmation message indicating the successful creation of the tournament.</p>
Extension Points	None.

3.8 Use-case: Match details adjustment

Use-case ID	U008
Name	Match details adjustment
Brief Description	This use-case allows the Organizer to adjust the football matches in a tournament.
Actors	Organizers
Basic Flow	<p>1. The Organizer logs in to the system with the necessary credentials.</p> <p>2. The Organizer navigates to the tournament management section within the website navigation bar.</p> <p>3. The Organizer navigates to the Match Management section.</p> <p>4. Based on a list/tree of matches created by tournament format, the Organizer clicks on a football match.</p> <p>5. The system displays the details of the selected match.</p> <p>6. The Organizer updates information of that match:</p> <ul style="list-style-type: none"> ● Datetime ● Venue/Stadium ● Participating teams ● Referees ● Players of each team. <p>7. The Organizer clicks Save.</p>
Alternative Flows	<p>1. At step 6, if the Organizer enters invalid or incomplete information, the website provides appropriate error messages and prompts for corrections. Return to step 6.</p>

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	<p>2. At step 6, if the adjusted datetime and stadium conflicts with other scheduled matches or events, the system alerts the Organizer and suggests alternative options. Return to step 6.</p> <p>3. At step 7, if the Organizer refuses to confirm, return to step 6.</p>
Special Requirements	1. Implement secure authentication and authorization mechanisms to ensure that only authorized Organizers can adjust match details.
Preconditions	<p>2. The Organizer must be authenticated and logged into the system.</p> <p>3. A tournament must have been created in the system, and matches must be scheduled within that tournament.</p>
Postconditions	The system updates the details of the selected football match based on the adjustments made by the Organizer.
Extension Points	None.

3.9 Use-case: Participating Teams Management

Use-case ID	U009
Name	Participating Teams Management
Brief Description	This use-case allows the Organizer to organize the teams participating in a tournament.
Actors	Organizers
Basic Flow	<p>1. Users access the Participating Teams Management section.</p> <p>2. If the user selects the "Approve Teams" option, display a list of registered teams for the competition.</p> <p>2.1. In the event that the user clicks on "Approve", the client will send a request to the server, requesting an update to the waiting team's status to "successfully registered."</p> <p>2.2. In the event that the user clicks on "Delete," the client will send a request to the server, requesting an update to the waiting team's status to "registration failed."</p> <p>3. If the user chooses the "Arrange Teams" option, the system will automatically generate a random list of match-ups.</p>
Alternative Flows	<p>2.1 In step 2.1, if the team has already registered for the competition, the system will display the message "The team has already registered for the competition."</p> <p>3.1 If the registered team count is insufficient as predetermined, the system will notify, "Unable to generate."</p> <p>3.2 If users wish to modify the results after generation, they can manually change the match-ups by selecting teams manually.</p>

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Special Requirements	Implement secure authentication and authorization mechanisms to ensure that only authorized Organizers.
Preconditions	1. The Organizer must be authenticated and logged into the system. 2. A tournament must have been created in the system.
Postconditions	None.
Extension Points	None.

3.10 Use-case: Match Result Handling

Use-case ID	U010
Name	Match Result Handling
Brief Description	This use-case allows the Organizer to adjust the real-time result of a match in a tournament
Actors	Organizers
Basic Flow	<ol style="list-style-type: none"> 1. The Organizer logs in to the system with the necessary credentials. 2. The Organizer navigates to the tournament management section within the website navigation bar. 3. The Organizer further navigates to the Matches Management section. 4. Based on a list or tree of matches, the Organizer clicks on a specific match for which the result needs adjustment. 5. The system displays the current result of the selected match. 6. The Organizer adjusts the real-time result: <ul style="list-style-type: none"> • Score goals • Match status • Faults, cards • Player substitution
Alternative Flows	If the Organizer enters an invalid or inconsistent result, the system provides appropriate error messages and prompts for corrections.
Special Requirements	<ol style="list-style-type: none"> 1. Implement secure authentication and authorization mechanisms to ensure that only authorized Organizers can adjust match results. 2. Match results must be promptly updated within a timeframe of less than 10 minutes.
Preconditions	<ol style="list-style-type: none"> 1. The Organizer must be authenticated and logged into the system. 2. A tournament must have been created in the system. 3. The matches must be scheduled with initial results and are being played at that moment.

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Postconditions	The system updates the result of the selected match based on the adjustments made by the Organizer.
Extension Points	None.

3.11 Use-case: Write announcement

Use-case ID	U011
Name	Write Announcement
Brief Description	Allow the organizer to write the announcement for the tournament.
Actors	Organizers
Basic Flow	<ol style="list-style-type: none"> 1. The webpage will supply the list of matches which have occurred. 2. The organizers could review the information of the tournament on the webpage so that they can write the message more legally. 3. The organizer will write on a flexible text editor. 4. Then, there is a button for the organizers to submit the announcement to the homepage if successfully.
Alternative Flows	<ol style="list-style-type: none"> 1. At the step 4 of Basic Flow, if the tournament has been ended up before: <ol style="list-style-type: none"> 1. There will be a popup window to announce user that the tournament has already finished. 2. Back to the read-only page of the tournament.
Special Requirements	The organizer must know how to use the text editor and have the information of the tournament.
Preconditions	- The organizer must login with the organizer role first.
Postconditions	- The announcement will be published on the newsfeed of the homepage.
Extension Points	None.

3.12 Use-case: Winner Announcement:

Use-case ID	U012
Name	Winner Announcement
Brief Description	This Use-case is used for the organizers to allow them to announce the winner of the tournament (Tournament Management).
Actors	Organizers
Basic Flow	<ol style="list-style-type: none"> 1. The webpage of the Use-case will provide the list of club participating in the tournament. 2. The organizer will search the winning club by name or id.

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	<p>3. There will be a button for the organizer to click on to set the winner.</p> <p>4. Once the winner is set up successfully, the system will pop up a window for the organizer to remind them that the tournament has finished.</p> <p>5. If the organizer gets back to the user page, there will be a winning club and the tournament corresponding to, the database will set the tournament as end.</p> <p>6. Auto writing an announcement for the final winner of the tournament, the organizer could directly modify the announcement.</p>
Alternative Flows	<p>I. At the step 2 of Basic Flow, if there is no club satisfying:</p> <ol style="list-style-type: none"> 1. There will be a popup window to announce to users that the club didn't join in the tournament before. 2. Back to the search bar of the Use-case web page. <p>II. At the step 3 of Basic Flow, if not success in setting the winner:</p> <ol style="list-style-type: none"> 1. According to the database of the tournament, announce the error corresponding to. 2. If the winner doesn't get the most matches and the last match is not victory, it would cause conflict and pop up the error. 3. If all the matches in tournament hasn't finished yet, it would be not very legal and pop up the warning. 4. Back to the search bar.
Special Requirements	The organizer must know exactly the winner of the tournament and understand how to use the system
Preconditions	- The organizer must login with the organizer role first. - The tournament of the organizer must have the winning football club.
Postconditions	- Once the Basic Flow of the Use-case is completed, the system must update the data of the tournament which ends up. - All the other functions of tournament management would be unavailable after this Use-case.
Extension Points	None.

3.13 Use-case: Create Tickets:

Use-case ID	U013
Name	Create Tickets
Brief Description	This Use-case permit the organizer to create the tickets for the spectator to see the football live match.
Actors	Organizers

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Basic Flow	<ol style="list-style-type: none"> 1. The webpage will show all the upcoming matches of the tournament for organizers. 2. The organizer will choose one of the upcoming matches above. 3. The ticket information includes the ID, the seat number and the price. These are compulsory information that the organizers have to fill in the form. 4. If successfully create the ticket, pop up a window to show for the users about it. 5. Back to the webpage in step 1 to create another new ticket.
Alternative Flows	<p>I. At the step 2 of Basic Flow, if there is no seats left in the stadium to create new tickets for the chosen match:</p> <ol style="list-style-type: none"> 1. Pop up a window to notify the organizers about that. 2. Back to the webpage in step 1 of Basic Flow to choose another match. <p>II. At the step 4 of Basic Flow, if not success in creating the new ticket:</p> <ol style="list-style-type: none"> 1. Pop up the error corresponding to the database system (maybe duplicate ID tickets or the same seat number appearance). 2. Back to the form for organizers to change the conflict information.
Special Requirements	The organizers should be clear about the position of the seats in the stadium in the match and the status of it when the match is occurring.
Preconditions	<ul style="list-style-type: none"> - The organizer must login with the organizer role first. - The tournament matches of the organizer is upcoming.
Postconditions	<ul style="list-style-type: none"> - The database system will be updated the information of the tickets. - If the ticket is unwanted, organizers could remove it by Use-case remove tickets.
Extension Points	None.

3.14 Use-case: Remove Tickets:

Use-case ID	U014
Name	Remove Tickets
Brief Description	This Use-case is created to commit that the tickets will be totally removed from the database system, which is done by the organizers.
Actors	Organizers
Basic Flow	<ol style="list-style-type: none"> 1. The webpage will display all the tickets that has been created in the past, sorted by match and time. 2. The organizers will select one of the tickets of one of the upcoming matches to remove. Organizers can't remove the tickets of the match which has been over.

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	<p>3. A popup window will show for the organizers to confirm the removing action. Choose Yes to make sure to remove the ticket.</p> <p>4. Once chose yes, the database will delete the ticket from the system.</p> <p>5. Back to the webpage in step 1 to remove another ticket.</p>
Alternative Flows	<p>I. At the step 2 of Basic Flow, if the ticket has been sold:</p> <ol style="list-style-type: none"> 1. Pop up a window to announce the organizers about this error. 2. Back to the webpage in step 1 of Basic Flow to remove another ticket. <p>II. At the step 3 of Basic Flow, if the organizers choose No in the popup window:</p> <ol style="list-style-type: none"> 1. Directly back to the webpage in step 1 of Basic Flow to remove another ticket.
Special Requirements	The organizers should make sure that the chosen tickets would be removed because the data couldn't be restored and the match is expected to happen without delay.
Preconditions	<p>- The organizer must login with the organizer role first.</p> <p>- The match in the ticket is still upcoming.</p> <p>- The ticket hasn't been sold yet.</p>
Postconditions	<p>- The database system will totally remove all the information of that ticket.</p> <p>- If that is a mistake of removing a ticket, organizers could recreate it by Use-case create tickets.</p>
Extension Points	None.

3.15 Use-case: Modify Tickets:

Use-case ID	U003
Name	Modify Tickets
Brief Description	This Use-case is used for the organizers to allow them to announce the winner of the tournament (Tournament Management).
Actors	Organizers.
Basic Flow	<ol style="list-style-type: none"> 1. The webpage will display all the tickets that has been created in the past, sorted by match and time. 2. The organizers will select one of the tickets of one of the upcoming matches to modify. Organizers can't modify the tickets of the match which has been over. 3. The ticket information includes the ID, the seat number and the price. These are compulsory information that the organizers have to fill in the form, so organizers could only modify so that it matches the conditions of creating new ticket.

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	<p>4. If successfully modify the ticket, pop up a window to show for the users about it.</p> <p>5. Back to the webpage in step 1 to modify another ticket.</p>
Alternative Flows	<p>I. At the step 2 of Basic Flow, if the ticket has been sold:</p> <ol style="list-style-type: none"> 1. Pop up a window to announce the organizers about this error. 2. Back to the webpage in step 1 of Basic Flow to remove another ticket. <p>II. At the step 3 of Basic Flow, if not success in modifying the ticket:</p> <ol style="list-style-type: none"> 1. Pop up the error corresponding to the database system (maybe duplicate ID tickets or the same seat number appearance). 2. Back to the form for organizers to change the conflict information.
Special Requirements	The organizers should make sure that the chosen tickets would be modified because the data couldn't be restored and the match is expected to happen without delay.
Preconditions	<p>- The organizer must login with the organizer role first.</p> <p>- The match in the ticket is still upcoming.</p> <p>- The ticket hasn't been sold yet.</p>
Postconditions	<p>- The database system will be updated the information of the tickets.</p> <p>- Once the change is unwanted, organizers could modify it before the match.</p>
Extension Points	None.

3.16 Use-case: Tickets statistics:

Use-case ID	U016
Name	Tickets statistics
Brief Description	Organizers can access and analyze statistics about the ticket's sales revenue for each match in the tournament, after each round and the entire tournament
Actors	Organizers
Basic Flow	<ol style="list-style-type: none"> 1. Access to website 2. System would require login. 3. Users enter their username and password and press the login button. 4. After logging in successfully, the system checks if the user is an organizer. If true, users can click on the "Show tickets statistic" button on the homepage. 5. When this button has been clicked, the system gets data from the database and displays a page for users to view and analyze statistics about the ticket's sales revenue for each match in the tournament, after each round and the entire tournament.

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Alternative Flows	<p>At step 3, if the login fails, the system will notify the message 'Login fail!'. Users can try again or press the Forgot password for reset.</p> <p>At step 4, if the user is not an organizer of the tournament, the system will navigate to the page that corresponds to the user's role.</p> <p>At any point, the user may move to a different page or leave the system.</p>
Special Requirements	None.
Preconditions	Login successfully with role as an organizer
Postconditions	<ol style="list-style-type: none"> 1. System ensures that statistical data which the organizer receives must be accurate and consistent with actual ticket sales. 2. Ticket sales data must be continuously updated through each match and round of the tournament.
Extension Points	None.

3.17 Use-case: Team Registration:

Use-case ID	U017
Name	Team Registration
Brief Description	After login successfully with role as a manager or coach of club, users can access system and send list of players for each upcoming match to the organizer of the tournament
Actors	Club Representatives
Basic Flow	<ol style="list-style-type: none"> 1. Access to website 2. System would require login. 3. Users enter their username and password and press the Login button. 4. After logging in successfully, the system checks if the user is a manager or coach or not. If true, users can see the "Register list players for upcoming match" button. 5. When users click this button, the system displays a page for users to fill in a form and upload a list to register players for the specified match. 6. After the completion, the user presses the 'Send Register' button to submit their registration. 7. The server saves registration data of the club into the database.
Alternative Flows	<p>At step 3, if the login fails, the system will notify the message 'Login fail!'. Users can try again or press the Forgot password for reset.</p>

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	At step 4, if the user is not a coach or manager of the club, the system will navigate to the page that corresponds to the user's role. At any point, the user may move to a different page or leave the system.
Special Requirements	None.
Preconditions	Login successfully with a role as a manager or coach. The system does not allow clubs to update their registration within 1 day before the match takes place.
Postconditions	After receiving data, the system saves this data to a database on the server and the organizer of the tournament can access and view this data.
Extension Points	None.

3.18 Use-case: Search Players:

Use-case ID	U018
Name	Player Roster – Search player
Brief Description	This Use-case allows the Club Representative to search and view a specific player from the player roster of the team.
Actors	Club Representatives
Basic Flow	<ol style="list-style-type: none"> 1. The Club Representative selects the “Manage Player Roster” tab in Homepage. 2. The system displays a player roster in table form, in which each row corresponds to general information about each player. Above the list, there's a search bar. 3. The Club Representative inputs the data corresponding to the player's name to search for. 4. The system validates the input's data to ensure the proper format and check whether the name of the player exists in the player roster. 5. The system navigates to the page displaying detailed information of the searched player.
Alternative Flows	<ol style="list-style-type: none"> 1. At any time in the Basic Flow, the Club Representative can leave the player roster page. 2. At step 5, if the data is invalid, then the system navigates back to the Player Roster page.
Special Requirements	None.
Preconditions	The Club Representative must login with the Club Representative role in order to access the player roster page and become the actor of this Use-case.

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Postconditions	Once the flow is completed, the system has to synchronize all the player roster data in the database, so that other processes can get the latest information about the team.
Extension Points	Identified later in the Elaboration Phase.

3.19 Use-case: Update players:

Use-case ID	U019
Name	Player Roster – Update player
Brief Description	This Use-case allows the Club Representative to update information of a specific player from the player roster of the team.
Actors	Club Representatives
Basic Flow	<ol style="list-style-type: none"> 1. The Club Representative selects the “Manage Player Roster” tab in Homepage. 2. The system displays a player roster in table form, in which each row corresponds to general information about each player. 3. The Club Representative clicks on the row containing information of the specific player wanted to update. 4. The system navigates to the page displaying detailed information of that player. 5. Above the player’s detailed information, the system displays a button named “Update information”. 6. When the Club Representative clicks on that button, the system navigates to the updating page, which displays an input form for the player’s new information. 7. The Club Representative inputs the new data corresponding to each player’s datafield. 8. When the submit button is clicked, the system validates the input’s data to ensure the proper format and check whether this new data player is the same with the saved data. 9. If the data is valid, the system will update that player’s new information to the player roster list, then navigate back to the Player Roster page.
Alternative Flows	<ol style="list-style-type: none"> 1. At any time in the Basic Flow, the Club Representative can leave the player roster page. 2. At step 3, the Club Representative can also search for the player’s name to get the detailed information of that player. 3. At step 9, if the data is invalid, then the system requires the Club Representative to input again (back to step 7).

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Special Requirements	None.
Preconditions	The Club Representative must login with the Club Representative role in order to access the player roster page and become the actor of this Use-case.
Postconditions	Once the flow is completed, the system has to synchronize all the player roster data in the database, so that other processes can get the latest information about the team.
Extension Points	Identified later in the Elaboration Phase.

3.20 Use-case: Add players:

Use-case ID	U020
Name	Player Roster – Add new player
Brief Description	This Use-case allows the Club Representative to add new player(s) to the player roster of the team.
Actors	Club Representatives
Basic Flow	<ol style="list-style-type: none"> 1. The Club Representative selects the “Manage Player Roster” tab in Homepage. 2. The system displays a player roster in table form, in which each row corresponds to general information about each player. Below the list there’s a button named “Add new player”. 3. When the Club Representative clicks on that button, the system navigates to the adding page, which displays an input form for the new player’s information. 4. The Club Representative inputs the data corresponding to each player’s datafield. 5. When the submit button is clicked, the system validates the input’s data to ensure the proper format and check whether this new data player is the same with the saved data. 6. The system creates a new player and adds it to the player roster list, then navigates back to the list page, which have the new player on that table
Alternative Flows	<ol style="list-style-type: none"> 1. At any time in the Basic Flow, the Club Representative can leave the player roster page. 2. At step 6, if the data is invalid, then the system requires the Club Representative to input again (back to step 4).
Special Requirements	None.

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Preconditions	The Club Representative must login with the Club Representative role in order to access the player roster page and become the actor of this Use-case.
Postconditions	Once the flow is completed, the system has to synchronize all the player roster data in the database, so that other processes can get the latest information about the team.
Extension Points	Identified later in the Elaboration Phase.

3.21 Use-case: Remove players:

Use-case ID	U021
Name	Player Roster – Delete player
Brief Description	This Use-case allows the Club Representative to update information of a specific player from the player roster of the team.
Actors	Club Representatives
Basic Flow	<ol style="list-style-type: none"> 1. The Club Representative selects the “Manage Player Roster” tab in Homepage. 2. The system displays a player roster in table form, in which each row corresponds to general information about each player. 3. Below the list, the system displays a button named “Delete this player”. 4. When the Club Representative clicks on a specific row and then clicks on that button, the system pops up a window to confirm the removal of that player from the player roster. The Window shows a warning and list of buttons as: Confirm, Cancel. 5. If the Club Representative clicks on the Confirm button on the pop-up window, then the system will close the window, delete the entire information of that player from the player roster 6. The system navigates back to the Player Roster page.
Alternative Flows	<ol style="list-style-type: none"> 1. At any time in the Basic Flow, the Club Representative can leave the player roster page. 2. At step 4, if there isn’t any row of players has been clicked, then the button will be set to unenabled. 3. At step 5, if the Club Representative clicks on the Quit / Close (X) button or the Cancel button, then the pop-up window will close and nothing has changed.
Special Requirements	None.

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Preconditions	The Club Representative must login with the Club Representative role in order to access the player roster page and become the actor of this Use-case.
Postconditions	Once the flow is completed, the system has to synchronize all the player roster data in the database, so that other processes can get the latest information about the team.
Extension Points	Identified later in the Elaboration Phase.

3.22 Use-case: Modify Team Profile:

Use-case ID	U022
Name	Team Profile – Modify Profile
Brief Description	This Use-case allows the Club Representative to manage, maintain their Team profile.
Actors	Club Representatives
Basic Flow	<ol style="list-style-type: none"> 1. The Club Representative selects the “Manage Team Profile” tab in Homepage. 2. The system displays the main content of the profile. Above the content, there’s a button named “Modify the team profile”. 3. When that button is clicked, the system displays each data into a datafield for updating, except the Player Roster. 4. The Club Representative can input the new data to each of the datafield to modify it. Each input tag has a placeholder which displays the saved data of that datafield. 5. When the “Apply modification” button is clicked, all the updates will be saved and then the system will navigate back to the team profile page.
Alternative Flows	<ol style="list-style-type: none"> 1. At any time in the Basic Flow, the Club Representative can leave the team profile page. 2. At step 2, if the team hasn’t yet created any profile, then the main content just displays a message informing that “There’s currently no profile created.” 3. At step 3, for updating the Player Roster, the Club Representative has to click on a button named “Move to Player Roster page”, which is related to the Player Roster Management’s Use-case.
Special Requirements	None.
Preconditions	The Club Representative must login with this role in order to become the actor of this Use-case.
Postconditions	Data of the team profile, especially the Player Roster, have to be synchronized effectively by the system. All the spectators can view

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	the team profile at any time, so that all the updates should be handled properly.
Extension Points	Identified later in the Elaboration Phase.

3.23 Use-case: View Profiles:

Use-case ID	U023
Name	Team Profile – View Profiles
Brief Description	This Use-case allows the Club Representative to view profiles of the participating teams, including information about: team name, captain, the player roster, ...
Actors	Club Representative
Basic Flow	<ol style="list-style-type: none"> 1. The Club Representative selects the “Manage Team Profile” tab in Homepage. 2. A list of team profiles will be displayed, the Club Representatives can click on the specific team and then the system will navigate to the detailed information of that team profile . The Club Representative can also input the team’s name in the search bar to view that detail page. 3. In the detailed team profile page, the system displays the information about the team, such as: name, poster, captain, player roster.
Alternative Flows	<ol style="list-style-type: none"> 1. At any time in the Basic Flow, the Club Representative can leave the team profile page. 2. At step 2, if the tournament hasn’t yet had any team creating the team profile, then the main content just displays a message informing that “There’s currently no profile created.”
Special Requirements	None.
Preconditions	The Club Representative must login with the Club Representative role in order to become the actor of this Use-case.
Postconditions	None.
Extension Points	Identified later in the Elaboration Phase.

3.24 Use-case: Team Statistics:

Use-case ID	U023
Name	Team Statistics
Brief Description	This Use-case allows the Club Representative to access, analyze statistics of the team, including: the number of the tournaments the team has taken part in, the average cards in a specific match, ...

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Actors	Club Representatives
Basic Flow	<ol style="list-style-type: none"> 1. The Club Representative selects the “View Team Statistics” tab in Homepage. 2. The system displays a list of statistics in the CardView form, each card has a symbolic image, a title and a description for the value that has been analyzed from the database. 3. The Club Representative selects the specific card from the list by clicking on it. 4. The system navigates to the page displaying detailed information of that statistic, the occurrence time, ...
Alternative Flows	<ol style="list-style-type: none"> 1. At any time in the Basic Flow, the Club Representative can leave the player roster page. 2. At step 1, there’s a button named “Generate the statistical report as .pdf”. If the Club Representative clicks on that button, the system will download a .pdf file containing a statistical report for the Club Representative.
Special Requirements	None.
Preconditions	The Club Representative must login with the Club Representative role in order to access the player roster page and become the actor of this Use-case.
Postconditions	Once the flow is completed, the system has to synchronize all the data in the database, so that other processes can get the latest information about the team statistics.
Extension Points	Identified later in the Elaboration Phase.

3.25 Use-case: Spectator Authentication:

Use-case ID	U025
Name	Spectator Authentication
Brief Description	This Use-case allows the Spectator to create their own profile.
Actors	Spectator
Basic Flow	<ol style="list-style-type: none"> 1. The Spectator selects the “My Profile” tab in Homepage. 2. The system navigates to the creating page, which displays all the necessary data input fields. 3. The Spectator input all the data needed for creating a profile, and click on the “Finish” button to submit. 4. When the “Finish” button is clicked, the system will validate the data to ensure the proper format and check whether the username data already exists in the database or not.

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	5. The system will create a new profile for the Spectator, then navigate to this profile page.
Alternative Flows	<p>1. At any time in the Basic Flow, the Spectator can leave the Profile page.</p> <p>2. At step 2, if the Spectator already has a profile, then the system will display a message stating that the Spectator already has a profile and then navigate to the existing profile.</p> <p>3. At step 5, if the data is invalid, especially when the username exists in the database, the system will require the Spectator to input again (back to step 3).</p>
Special Requirements	None.
Preconditions	The Spectator must login with the Spectator role in order to access My Profile page and become the actor of this Use-case.
Postconditions	Once the flow on this Use-case is completed, the system has to synchronize the personal profile data in the database, so that other processes can get the latest information about the Spectator's profile.
Extension Points	Identified later in the Elaboration Phase.

3.26 Use-case: Tournament Registration:

Use-case ID	U026
Name	Tournament Registration
Brief Description	This Use-case allows the Club Representative to register for a Football Tournament.
Actors	Club Representative
Basic Flow	<p>1. Users access the "register tournament" section.</p> <p>2. Users select the ongoing tournament.</p> <p>3. After successful selection, users are redirected to a page to enter necessary information for tournament registration (Team name or club name, etc.).</p> <p>4. Users click the confirmation button, and then the client sends a request to the server to add the registration to the database. The default status of the request is pending.</p> <p>5. The server provides feedback to the user on the result page, displaying the status of the registration process (under review/successful/failed).</p>

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Alternative Flows	<ol style="list-style-type: none"> 1. In step 1, if there are no ongoing tournaments or the registration period has expired, display "No tournaments are currently in progress" to the user. 2. In step 3, if the user doesn't have a team, prompt them to create a team to participate in the tournament. 3. In step 4, if the user has already registered, the server will send a message to the client saying "You have already joined the tournament."
Special Requirements	None.
Preconditions	<ol style="list-style-type: none"> 1. Users must login as Club Representative. 2. Club Representative must have a team.
Postconditions	None.
Extension Points	Identified later in the Elaboration Phase.

3.27 Use-case: Ticket Sales:

Use-case ID	U027
Name	Ticket Sales
Brief Description	This Use-case allows the Spectator to view and purchase tickets for a specific tournament.
Actors	Spectator
Basic Flow	<ol style="list-style-type: none"> 1. The Spectator selects the "Purchase Ticket" tab in Homepage. 2. The system displays an input form for purchasing tickets, which contains some main information related to confirming the ticket purchasing process for Spectator, such as: full name, gender, address, ... 3. The Spectator inputs the values required by the form, chooses the type of ticket provided by the system, and then finishes the purchasing process by clicking on the submit button. 4. When the submit button is clicked, the system validates the input's data to ensure the proper format and check whether the number of tickets in the selected type is still enough for sale. 5. If the data is valid, the system will create a new ticket purchase invoice and add it to the purchased tickets page of the Spectator, then navigate back to this page.
Alternative Flows	<ol style="list-style-type: none"> 1. At any time in the Basic Flow, the Spectator can leave the Purchase Ticket page.

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	<p>2. At step 2, there's a button named "Apply profile's information" to determine whether the Spectator is pleased to use the data in their profile to fulfill the form or not. If the button is clicked, then the system will fulfill the form with the data from the Spectator profile.</p> <p>3. At step 5, if the data is invalid, then the system will require the Spectator to input again (back to step 3).</p>
Special Requirements	None.
Preconditions	The Spectator must login with the Spectator role in order to access the ticket sale page and become the actor of this Use-case.
Postconditions	Once the flow is completed, the system has to synchronize all the data in the database, so that other processes can get the latest information about the purchasing tickets process status.
Extension Points	Identified later in the Elaboration Phase.

3.28 Use-case: View Invoices:

Use-case ID	U028
Name	Purchased Tickets – View Invoices
Brief Description	This Use-case allows the Spectator to view all the ticket purchasing invoices in a specific tournament.
Actors	Spectators
Basic Flow	<p>1. The Spectator selects the "Manage Purchased Ticket" tab in Homepage.</p> <p>2. The system displays a list of ticket purchasing invoices in table form, in which each row corresponds to general information about each invoice.</p> <p>3. The Spectator selects the specific invoice from the list by clicking on the row of that invoice.</p> <p>4. The system navigates to the page displaying detailed information of that invoice.</p>
Alternative Flows	<p>1. At any time in the Basic Flow, the Club Representative can leave the player roster page.</p> <p>2. At step 2, if there aren't any invoices created by the Spectator, then the list will be replaced by the message informing that "There's currently no invoices created".</p>
Special Requirements	None.

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Preconditions	The Spectator must login with the Spectator role in order to access the purchased page and become the actor of this Use-case.
Postconditions	Once the flow is completed, the system has to synchronize all the data in the database, so that other processes can get the latest information about the purchasing tickets process status.
Extension Points	Identified later in the Elaboration Phase.

3.29 Use-case: Update Invoice:

Use-case ID	U029
Name	Purchased Tickets – Update Invoice
Brief Description	This Use-case allows the Spectator to update a specific ticket purchasing invoice in a specific tournament.
Actors	Spectators
Basic Flow	<ol style="list-style-type: none"> 1. The Spectator selects the “Manage Purchased Ticket” tab in Homepage. 2. The system displays a list of ticket purchasing invoices in table form, in which each row corresponds to general information about each invoice. 3. The Spectator clicks on the row containing information of the specific invoice that the Spectator wants to update. 4. The system navigates to the page displaying detailed information of that player. 5. Above the invoice’s detailed information, the system displays a button named “Update information”. 6. When the Spectator clicks on that button, the datafield of the invoice becomes an input field. 7. The Spectator inputs the new data corresponding to each invoice datafield. 8. When the submit button is clicked, the system validates the input’s data to ensure the proper format and check whether the number of tickets in the selected type is still enough for sale. 9. If the data is valid, the system will update this ticket purchase invoice, then navigate back to the Manage Purchased Ticket page. Otherwise, the system requires the Spectator to input again.
Alternative Flows	None.

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Special Requirements	None.
Preconditions	The Spectator must login with the Spectator role in order to access the purchased page and become the actor of this Use-case.
Postconditions	Once the flow is completed, the system has to synchronize all the data in the database, so that other processes can get the latest information about the purchasing tickets process status.
Extension Points	Identified later in the Elaboration Phase.

3.30 Use-case: Delete Invoice:

Use-case ID	U030
Name	Purchased Tickets – Delete Invoice
Brief Description	This Use-case allows the Spectator to delete a specific ticket purchasing invoice in a specific tournament.
Actors	Spectators
Basic Flow	<ol style="list-style-type: none"> 1. The Spectator selects the “Manage Purchased Ticket” tab in Homepage. 2. The system displays a list of ticket purchasing invoices in table form, in which each row corresponds to general information about each invoice. 3. The Spectator clicks on the row containing information of the specific invoice that the Spectator wants to delete. 4. The system navigates to the page displaying detailed information of that player. 5. Above the invoice’s detailed information, the system displays a button named “Delete this invoice”. 6. When the Spectator clicks on that button, the system pops up a window to confirm the removal of that invoice from the player roster. The Window shows a warning and list of buttons as: Confirm, Cancel. 7. If the Spectator clicks on the Confirm button on the pop-up window, then the system will close the window, delete the entire information of that invoice, return the number of tickets and set to be available, then navigate back to the Purchased Ticket page.
Alternative Flows	<ol style="list-style-type: none"> 1. At any time in the Basic Flow, the Club Representative can leave the player roster page.

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	2. At step 7, if the Spectator clicks on the Quit / Close (X) button or the Cancel button, then the pop-up window will close and nothing has changed.
Special Requirements	None.
Preconditions	The Spectator must login with the Spectator role in order to access the purchased page and become the actor of this Use-case.
Postconditions	Once the flow is completed, the system has to synchronize all the data in the database, so that other processes can get the latest information about the purchasing tickets process status.
Extension Points	Identified later in the Elaboration Phase.

3.31 Use-case: Best Player Selection:

Use-case ID	U031
Name	Best player selection
Brief Description	Spectators can select and cast their votes for the player they consider the best in the tournament.
Actors	Spectators
Basic Flow	<ol style="list-style-type: none"> 1. Access to website 2. System would require login. 3. Users enter their username and password and press the login button. 4. After logging in successfully, the system checks if the user is a spectator. If true, users can see the "Vote the best player" button on the homepage. 5. When this button has been clicked, the system displays a page for user to select and cast their votes for the player they consider the best. 6. After the complete voting process, the user presses the Send My Vote Button to send their voting data to the server. 7. The server saves voting data of spectators into the database to calculate the total number of votes for each player to choose the best player in the tournament.
Alternative Flows	At step 3, if the login fails, the system will notify the message 'Login fail!'. Users can try again or press the Forgot password for reset.

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	<p>At step 4, if the user is not a spectator, the system will navigate to the page that corresponds to the user's role.</p> <p>At any point, the user may move to a different page or leave the system.</p>
Special Requirements	None.
Preconditions	Login successfully with role as a spectator
Postconditions	<p>The system ensures transparency and fairness in the voting process.</p> <p>The system only allows each spectator to vote once during the tournament. If there is more than one, the system will only take the first vote.</p>
Extension Points	None.

3.32 Use-case: Access Statistics:

Use-case ID	U032
Name	Access Statistics.
Brief Description	The main actors in this use case are the spectator. This use case allows the spectator to log and track login times and login frequency. Subsequently, the system displays this information in a visually intuitive manner within the user account management.
Actors	Spectators
Basic Flow	<ol style="list-style-type: none"> 1. Users access and log in to the website's system. 2. Each successful login records information and sessions, sending them to the server for processing. 3. After successfully logging in, users navigate to the account management section and choose to display access statistics. 4. The client sends a request to the server to retrieve information. 5. The server uses data from the database to compile statistics and responds to the client. 6. After receiving the response, the client loads the newly acquired information onto the interface.
Alternative Flows	None.
Special Requirements	1. The database needs to store login session information with the smallest possible size.

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	2. The database retrieval time must be fast, ideally under 1 second, and it should be able to handle responses for hundreds of thousands of users
Preconditions	Users must log in to their accounts which have a spectator role before being allowed to log out.
Postconditions	Postconditions will be determined during the next iteration.
Extension Points	None.