**2. Use Case Description**

**2.1 Login – UC01**

| Use Case Name | Login |
| --- | --- |
| Use Case ID | UC01 |
| Description | User after have account can use user’s account login into application main menu |
| Actor | Customer |
| Organizational Benefits | Help Customer access application to manage user’s information  · Recharge money to user’s balance  · Buy game  · View Profile  · View user’s order history |
| Triggers | User choose Login Option in manage membership |
| Preconditions | User has an account |
| Postconditions | Access into application |
| Main Course | 1. Open the Main Menu 2. Select login option 3. Enter account, password 4. Validate account, password 5. Verify account and password in database 6. Display login successfully 7. System redirect to user’s menu |
| Alternate Courses | AC1: If user don’t choose login option or doesn’t have an account  1.1. The actor choose Register option, the system will move them to the Register Menu  2.1 The actor choose Login option and then choose Cancel, the sytem will move them to the main menu  AC2: If account and password are empty  5.1. The actor enters blank username/password, the system displays an error message: “Your usename/password are empty. Please enter your usename/password”  5.2. The actor can choose cancel to return to the Main menu and cancel the login.  AC3: If account & password are invalid  6.1. The actor enter an invalid username/password, the system displays an error message: “Your usename/password is incorrect. Re - enter your usename/password”  6.2 The actor can choose cancel to return to the Main menu and cancel the login. |
| Exceptions | Ex1: Can not connect to database   1. Display “Can not connect to database”   2. Return to main menu  Ex2: No account in database   1. Display “No account in database”   2. Return to main menu  Ex3: No internet  1. Display “Can not connect to the internet”  2. Loop Connect to internet again  3. If Connected to internet display “Connect successful”  4. If Can not connect to internet display” Can not connect to the internet” |

**2.2 Search Game – UC02**

| Use Case Name | Search Game |
| --- | --- |
| Use Case ID | UC02 |
| Description | Allow customers and visitor to search game in the store. They can browse the store and search specific games based on difference criteria |
| Actor | Customer, Visitor |
| Organizational Benefits | Increased discoverability of games in the store.  Help users can find desired games quickly. |
| Triggers | User select UC02 |
| Pre-conditions | User already access into application  User must select the option search game |
| Post-conditions | The system displays list of game |
| Main Course | 1. User selects the option search game 2. The system displays list of game 3. User enters the game’s name or keywords. 4. Press Enter to processes the search query, the system will display the search results 5. If user choose the desire game, the system will display the details game they choose |
| Alternate Courses | AC1: User not choose search game option, user will in main menu  AC3: User cannot enter any keywords, user can choose Exit option and move back main menu  AC4.1: If keywords is empty, the system displays all games  AC4.2: If the search query return no results, the system displays a message indicating that no games match the search criteria and go back step 3  AC5.1: If user cannot choose the desired game, they can search again when they can find the desired game  AC5.2: If user choose the desired game, user can choose Add to Cart, go to UC03. |
| Exceptions | Ex1: Can not connect to database   * Display “Can not connect to database” * Return to main menu   Ex2: No internet   * Display “Can not connect to the internet” * Loop Connect to internet again * If Connected to internet display “Connect successful” * If Can not connect to internet display” Can not connect to the internet” |

**2.3 Buy Game – UC03**

| Use Case Name | Buy Game |
| --- | --- |
| Use Case ID | UC03 |
| Description | This use case describes the process of buying a game in the gaming program. It involves making a payment and showing the order details |
| Actor | Customer |
| Organizational Benefits | Improved user experience by convenient purchasing process. |
| Triggers | User select UC03 |
| Pre-conditions | User already access into application  User have a game in their cart |
| Post-conditions | The user successfully purchases the game and receives the order details. |
| Main Course | 1. User selects the option View Cart 2. The System displays all games user added and total price 3. The user choose option make payment 4. The system processes the payment and verifies its success. 5. The system displays the order details 6. The system updates the user’s order history and deducts the payment amount from their money. 7. User select Return to menu |
| Alternate Courses | AC1: User not choose the option View Cart, user will in main menu  AC2: If their cart is empty, the system will display message “You don’t have games in your cart” and return main menu  AC3.1: User choose continue to shopping, go to UC2  AC3.2: User choose game, they can remove game  AC4: If the user doesn’t have enough money, the system will display message “Not enough money” and return to step 2 |
| Exceptions | Ex1: Can not connect to database   * Display “Can not connect to database” * Return to main menu   Ex2: No internet   * Display “Can not connect to the internet” * Loop Connect to internet again * If Connected to internet display “Connect successful” * If Can not connect to internet display” Can not connect to the internet” |