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| Use Case Name | Buy Game |
| Use Case ID | UC02 |
| Description | Allow customers and visitor to browse the store, manage their cart, make payments for buy game and view order details |
| Actor | Customer, Visitor |
| Organizational Benefits | Help Customer, Visitor can buy game and manage their cart:  Show Cart  View Store |
| Triggers |  |
| Preconditions | User has already access into application |
| Postconditions | Access into application |
| Main Course | 1. Display main menu 2. Select login~ 3. Enter account 4. Enter password 5. Check empty 6. The system validates the entered name and password and logs the actor into the system 7. Display login successfully 8. System redirect to user’s menu |
| Alternate Courses | AC1: If account and password are empty  5.1.  The actor enters  blank username/password, the system displays an error message  5.2. The actor can choose to either return to the beginning of the Main Course or cancel the login, at which point the use case ends.  AC2: If account & password are invalid  6.1. The actor enter an invalid username/password, the system displays an error message  6.1  The actor can choose to either return to the beginning of the Main Course or 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 |