**2. Use Case Description**

**2.1 Login – UC01**

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| 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 user’s order history |
| Triggers | User select UC01 |
| Preconditions | User has already access into application, user has |
| Postconditions | Access into application |
| Main Course | 1. In the Main Menu 2. Select login option 3. Enter account 4. Enter password 5. Check empty 6. Check if the entered name and password are validated in database 7. Display login successfully 8. System redirect to user’s menu |
| Alternate Courses | AC1: If user don’t choose login option or doesn’t have an account   1. The actor choose  Register option, the system will move them to the Register Menu 2. The actor choose Login option and then choose Cancel, the system 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 username/password are empty. Please enter your username/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 username/password is incorrect. Re - enter your username/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   * 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” |

**2.2 Search Game – UC02**

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| 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.  Improved user experience by enabling users to find desired games quickly. |
| Triggers | User wants to search for a specific game.  User wants to browse the store to explore available games. |
| Pre-conditions | User already access into application  User must select the option search game |
| Post-conditions | The user receives search results or views the available games in the store. (Display 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. Enter to processes the search query 5. The system will display the search results 6. User can browse through the search result 7. If user finds the desire game, the system will display the details game they choose 8. They can proceed with the purchase by selecting the "Add to Cart" option. |
| 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   AC5: If the search query return no results, the system displays a message indicating that no games match the search criteria.  AC7: If user cannot find the desired game, they can search again when they can find the desired game  AC8: If not proceed purchase, user can back to step 5. |
| Exceptions | Ex1: Can not connect to database   * Display “Can not connect to database” * Return to main menu |

**2.3 Buy Game – UC03**

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| 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 wants to buy a specific game.  User wants to view the contents of their shopping cart. |
| 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 will display the games they add to the cart 3. The user selects the desired game to purchase 4. The User choose option make payment 5. The system displays the order details 6. The user confirms the purchase by selecting the "Proceed to Payment" option. 7. The system processes the payment and verifies its success. 8. The system updates the user’s order history and deducts the payment amount from their money 9. The system displays the order confirmation 10. The user can choose to continue shopping or exit the their cart. |
| Alternate Courses | AC1: User cannot choose the option View Cart (user 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 not selects desired the game, they just view their cart and total price.  AC3.2: If user choose payment all   * Go to step 5   AC4: If user not choose payment   * User can view game details * User enter “Exit” and return to step 2   AC6: If user not choose “Proceed to Payment”   * User view order details * User enter “Exit” and return to step 2   AC7: 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: If there are errors during payment processing, the user is notified, and the purchase is not successful. |