

user

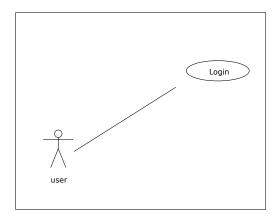
Goal:

login to system

Flow:

- user navigates to page
- user enters login information
- user logs in

Exceptions:



user

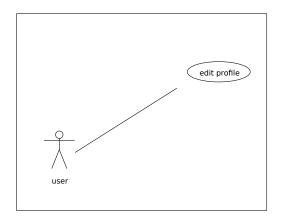
Goal:

login to system

Flow:

- user enters login information
- user logs in

Exceptions:



user

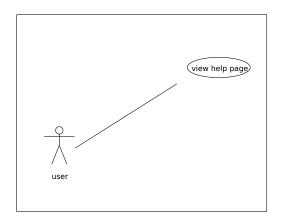
Goal:

edit profile

Flow:

- user navagates to page
- user edits profile

Exceptions:



user

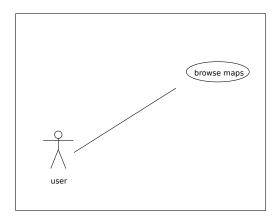
Goal:

view help page

Flow:

- user navagates to page
- user views help page

Exceptions:



user

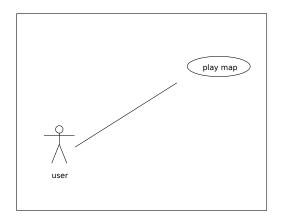
Goal:

login to system

Flow:

- user navagates to map page
- user views maps

Exceptions:



user

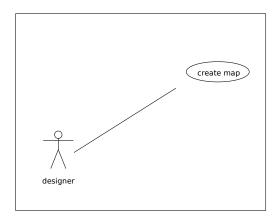
Goal:

login to system

Flow:

- user logs in
- user navagates to map
- user plays map

Exceptions:



Designer: can do everything a user can do.

PrimaryActor:

designer

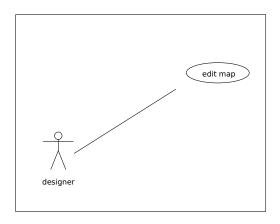
Goal:

 ${\rm create\ map}$

Flow:

- $\bullet\,$ designer enters logs in
- designer creates map

Exceptions:



 ${\rm designer}$

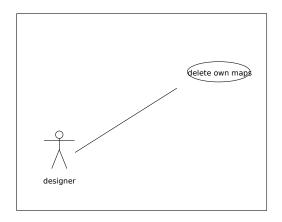
Goal:

edit map

Flow:

- designer logs in
- ullet designer edits map

Exceptions:



designer

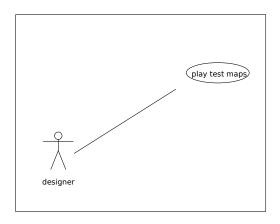
Goal:

delete map

Flow:

- $\bullet \;$ designer logs in
- designer selects map
- designer deletes map

Exceptions:



designer

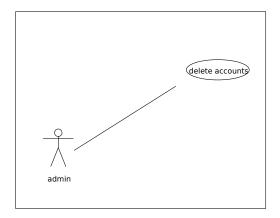
Goal:

play test map

Flow:

- $\bullet \;$ designer logs in
- ullet designer edits map
- designer tests map

Exceptions:



Admin: can do everything a designer can.

PrimaryActor:

admin

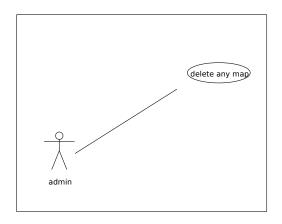
Goal:

delete account

Flow:

- admin logs in
- admin navagates to admin page
- admin deletes account

Exceptions:



 admin

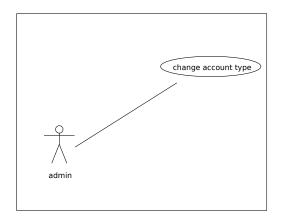
Goal:

delete map

Flow:

- admin logs in
- admin deletes map

Exceptions:



 admin

Goal:

change account type

Flow:

- admin logs in
- admin changes account type

Exceptions: