**TC3.1 & TC3.2 Alphabet and Requirements**

Alphabet Key

|  |  |
| --- | --- |
| TC  UI  RS  DBMS  EMS  🡪  🡨 | Team Captain  User Interface  Roster System  Database Management System  E-Mail Server  Input  Output |

Alphabet in sequential order:

|  |  |  |
| --- | --- | --- |
| **Alphabet** | **Flow of information** | **Description of Flow** |
| ClickDisplayForms | 🡪 | TC to UI |
| RetrieveForms | 🡪 | UI to DBMS |
| ProvideForms | 🡨 | DBMS to UI |
| DisplayForms | 🡨 | UI to TC |
| FormsNotChecked |  | UI to UI check  UI to TC |
| ClickValidateForm | 🡪 | UI to RS to DBMS |
| ValidationSuccess | 🡨 | DBMS to RS to UI  DBMS to EMS |
| ConfirmationSuccess | 🡨 | EMS to UI |
| ClickRejectForm | 🡪 | UI to UI interface  UI to DBMS |
| RejectionSuccess | 🡨 | DBMS to UI |
| NotifyPlayer | 🡪 | DBMS to EMS |
| NotificationSuccess | 🡨 | EMS to UI |
| DeleteForm | 🡪 | UI to DBMS |
| DeletionSuccess | 🡨 | DBMS to UI |
| FormsNotValidated |  | UI to UI check  UI to TC |

**Requirements for TC3.1**

3.1. TC clicks**View Forms**:

3.1.1 TC enters form display page via ClickDisplayForms.

3.1.2 TC displays a form for review.

3.1.3. Form Validation View

3.1.3 See 3.2

3.1.4 Forms not viewed.

UI to UI Check, TC notified of unviewed forms

3.2. TC chooses to **Validate Forms**:

3.2.1 TC chooses to validate a form.

If ClickValidateForm

Then UI 🡪 RS and DBMS update.

If ValidationSuccess == True

EMS to send confirmation to player.

DBMS 🡪 UI, return success

EMS 🡪 UI, return success

Else: Exception Error

3.2.2 TC chooses to reject a form.

If ClickRejectForm

OpenMessageWindow, TC inputs rejection message

Then UI 🡪 DBMS update.

If RejectionSuccess == True

DBMS place entry in standby

EMS to send rejection message to player

DBMS 🡪 UI, return success

EMS 🡪 UI, return success

Else: Exception Error

3.2.3 TC chooses to delete a form.

If ClickDeleteForm

Then UI 🡪 DBMS update

If DeletionSuccess == True

DBMS 🡪 UI, return success

3.2.4 Form not validated

UI to UI Check, TC notified of forms which have not been validated

