Summary: TC – 4.1

1. The team captain chooses to view/manage the team roster.
   1. The team captain is taken to the roster management form.
2. The team captain can now choose to view/edit the team roster.
3. The team captain chooses to view roster.
   1. A new form pops up just showing the contents of the team roster.
4. The team captain chooses to edit the team roster.
   1. The team captain has the option to edit the player’s name, home address, e-mail address, phone number, and Date of Birth.
   2. The team captain also has the option to add a player along with any personal information he might have.
   3. The team captain is prompted about the changes that have been made.
5. The team captain has the option to return to another part of the application.
6. Logical Channels
   1. Physical Channels
      * Keyboard
      * Mouse
      * Display
      * Network Connection
   2. Logical Channels
      * Keyboard – Input
        + Name (A-Z, a-z, <tab>)
        + E-mail (0-9, @, -,\_,., <tab>)
        + Home Address (A-Z, a-z, 0-9, <tab>)
        + Phone Number (0-9, -, <tab>)
        + Date of Birth (0-9, -, /, <tab>)
      * Mouse - Input
        + Click
        + Submit Button
        + Cancel Button
      * Display – Output
        + Team Roster
        + Error messages
   3. Network Connection
      * Players Personal Information
      * Server Write
      * Update Player Info