User logs in as organizer	
Number	xxx
Priority	A
Precondition	
Base flow	3. User logs in. 4. Inputs details for the organizer. • Organizer username.
Alternative flow	
Post condition	User is now an Organizer and can create and manage tournaments.
Actors	User/Organizer

User registers as player	
Number	xxx
Priority	A
Precondition	
Base flow	6. User selects Sign up. 7. User inputs his information. • Full name • Date of birth • Address • Phone • Email • Link • Handle 8. User is now registered as a player. 9. User is now logged in
Alternative flow	• User tries to sign up with an existing account. User needs to login to his account. See use case(A player logs in)
Post condition	User is now a player and cannot be registered as a player again.
Actors	User becomes a player.

A player logs in	
Number	xxx
Priority	A
Precondition	
Base flow	1. A player logs in. 2. Player inputs his handle. 3. Player is now logged in.
Alternative flow	• User doesn't have a player account. User needs to sign up as a player. Use case (User registers as player)
Post condition	The player is now logged in and can access what the players can access.
Actors	Player

User enters a spectator	
Number	xxx
Priority	A
Precondition	
Base flow	1. The user selects the Spectator option. 2. Now the user is a spectator.
Alternative flow	
Post condition	The user is now a spectator and can view details from the tournament (schedule, match results, clubs, teams and players).
Actors	User

Organizer can create a tournament	
Number	xxx
Priority	A
Precondition	Logged in as organizer, use case(x)
Base flow	4. Admin selects Create Tournament. 5. Admin inputs information. • Start date • End date • Unique name • Venue • Contact email • Contact number 6. Admin has created a tournament.
Alternative flow	
Post condition	Admin has now access to a new unique tournament.
Actors	Organizer

Organizer adds team to tournament	
Number	xxx
Priority	A
Precondition	Organizer has already created a tournament.
Base flow	1. Organizer selects tournament. 2. Organizer selects view teams. 3. Organizer selects add team. 4. Organizer inputs team name.
Alternative flow	• No team has been made, a player needs to make a team, use case(x). • The team doesn't have enough players, the team captain needs to add players to his team, use case(x).
Post condition	That team is now apart of the tournament.
Actors	Organizer

Organizer removes team from a tournament	
Number	xxx
Priority	A
Precondition	A team has been added to the tournament.
Base flow	1. Organizer selects tournament. 2. Organizer selects view team. 3. Organizer selects remove team. 4. Organizer inputs team name.
Alternative flow	
Post condition	That team is no longer apart of the tournament.
Actors	Organizer