

Use Cases

| User logs in as organizer | |
|---------------------------|--|
| Number | 1 |
| Priority | A |
| Precondition | |
| Base flow | <p>3. User logs in.</p> <p>4. Inputs details for the organizer.</p> <ul style="list-style-type: none"> • Organizer username |
| Alternative flow | |
| Post condition | User is now an Organizer and can create and manage tournaments. |
| Actors | User/Organizer |

| Organizer adds team to tournament | |
|-----------------------------------|---|
| Number | 6 |
| Priority | A |
| Precondition | Organizer has already created a tournament. |
| Base flow | <p>1. Organizer selects tournament.</p> <p>2. Organizer selects View Teams.</p> <p>3. Organizer selects add team.</p> <p>4. Organizer inputs team name.</p> |
| Alternative flow | <ul style="list-style-type: none"> • No team has been made, a player needs to make a team, use case(10). • The team doesn't have enough players, the team captain needs to add players to his team, use case(11). |
| Post condition | That team is now apart of the tournament. |
| Actors | Organizer |

| User registers as player | |
|--------------------------|--|
| Number | 2 |
| Priority | A |
| Precondition | |
| Base flow | <p>6. User selects Sign up.</p> <p>7. User inputs his information.</p> <ul style="list-style-type: none"> • Full name • Date of birth • Address • Phone • Email • Link • Handle |
| Alternative flow | <p>8. User is now registered as a player.</p> <p>9. User is now logged in.</p> <ul style="list-style-type: none"> • User tries to sign up with an existing account. User needs to login to his account. See use case(3) |
| Post condition | User is now a player and cannot be registered as a player again. |
| Actors | User becomes a player. |

| Organizer removes a team from a tournament | |
|--|---|
| Number | 7 |
| Priority | A |
| Precondition | A team has been added to the tournament. |
| Base flow | <p>1. Organizer selects tournament.</p> <p>2. Organizer selects view team.</p> <p>3. Organizer selects remove team.</p> <p>4. Organizer inputs team name.</p> |
| Alternative flow | |
| Post condition | That team is no longer apart of the tournament. |
| Actors | Organizer |

| A player logs in | |
|------------------|--|
| Number | 3 |
| Priority | A |
| Precondition | |
| Base flow | <p>1. A player logs in.</p> <p>2. Player inputs his handle.</p> <p>3. Player is now logged in.</p> |
| Alternative flow | <ul style="list-style-type: none"> • User doesn't have a player account. User needs to sign up as a player. Use case(2) |
| Post condition | The player is now logged in and can access what the players can access. |
| Actors | Player |

| Organizer starts a tournament | |
|-------------------------------|--|
| Number | 8 |
| Priority | A |
| Precondition | The tournament needs to have enough teams. |
| Base flow | <p>1. Admin selects a tournament.</p> <p>2. Admin selects Start tournament.</p> |
| Alternative flow | <ul style="list-style-type: none"> • Tournament doesn't have enough teams in it, organizer needs to add teams to the tournament, use case(6). |
| Post condition | |
| Actors | Organizer |

| User enters as spectator | |
|--------------------------|---|
| Number | 4 |
| Priority | A |
| Precondition | |
| Base flow | <p>1. The user selects the Spectator option.</p> <p>2. Now the user is a spectator.</p> |
| 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 inputs result of a match | |
|------------------------------------|--|
| Number | 9 |
| Priority | A |
| Precondition | A tournament has to have been created and a match has to be completed. |
| Base flow | <p>1. Admin selects input results.</p> <p>2. Admin selects match to input results.</p> <p>3. Admin inputs result of match.</p> |
| Alternative flow | |
| Post condition | Results of a specific match have been made so the winner of that match goes to the next round. |
| Actors | Organizer |

| Organizer can create a tournament | |
|-----------------------------------|--|
| Number | 5 |
| Priority | A |
| Precondition | Logged in as organizer, use case(1) |
| Base flow | <p>4. Admin selects Create Tournament.</p> <p>5. Admin inputs information.</p> <ul style="list-style-type: none"> • Start date • End date • Unique name • Venue • Contact email • Contact number <p>6. Admin has created a tournament.</p> |
| Alternative flow | |
| Post condition | Admin has now access to a new unique tournament. |
| Actors | Organizer |

| Player creates a team | |
|-----------------------|--|
| Number | 10 |
| Priority | A |
| Precondition | Player needs to be logged in. |
| Base flow | <p>1. Player selects create team.</p> <p>2. Player inputs team information.</p> <ul style="list-style-type: none"> • Team name • Club |
| Alternative flow | <p>3. Player is now team captain of the newly created team.</p> <ul style="list-style-type: none"> • Player is already apart of a team, player needs to leave team, use case(13). |
| Post condition | Player is now apart of a team and is the team captain. |
| Actors | Player |

| Team captain adds a player to his team | |
|--|---|
| Number | 11 |
| Priority | A |
| Precondition | Player must have created a team, use case(10). |
| Base flow | <ol style="list-style-type: none"> Captain selects view team. Captain selects Add player to team. Captain inputs Player handle. That player is now apart of the team. <ul style="list-style-type: none"> A player is already in another team. That player needs to leave his team, see case(13), then the Captain can add that player to his team. |
| Alternative flow | |
| Post condition | Team captain has now added a player to his team. |
| Actors | Team captain, player |

| Any user can see tournament schedule | |
|--------------------------------------|---|
| Number | 16 |
| Priority | A |
| Precondition | |
| Base flow | <ol style="list-style-type: none"> User selects a tournament. User selects Schedule. User is now viewing the schedule of a tournament. |
| Alternative flow | |
| Post condition | User can view the schedule of the next round of that tournament (or whole tournament, date). |
| Actors | Any user |

| Team captain removes a player from his team. | |
|--|---|
| Number | 12 |
| Priority | A |
| Precondition | |
| Base flow | <ol style="list-style-type: none"> Captain selects View team. Captain selects Remove player. Captain inputs player handle. Player has been removed from the team. |
| Alternative flow | <ul style="list-style-type: none"> That player leaves the team himself, use case(13). |
| Post condition | Team no longer has That player in their team |
| Actors | Team captain, player |

| Any user can view teams | |
|-------------------------|---|
| Number | 17 |
| Priority | A |
| Precondition | |
| Base flow | <ol style="list-style-type: none"> User selects teams (from main menu). User is viewing a list of teams. |
| Alternative flow | <ul style="list-style-type: none"> User can select a tournament, see use case(15), and in that menu select teams and then the user is viewing only the teams in that tournament. |
| Post condition | The user is viewing a list of teams that he can select from and see that teams information (players, statistics). |
| Actors | Any user |

| Player leaves his team | |
|------------------------|--|
| Number | 13 |
| Priority | A |
| Precondition | Player needs to be in a team. |
| Base flow | <ol style="list-style-type: none"> Player selects View team. Player selects Leave team. Player confirms leave action. |
| Alternative flow | <ul style="list-style-type: none"> Team captain removes player from team, use case(12). |
| Post condition | The player is no longer apart of a team and can now be added to new teams or create his own. |
| Actors | Player |

| Any user can view players | |
|---------------------------|--|
| Number | 18 |
| Priority | A |
| Precondition | |
| Base flow | <ol style="list-style-type: none"> User selects players (from main menu). User is viewing a list of all registered players. |
| Alternative flow | <ul style="list-style-type: none"> User can select a tournament see use case(15), and in that menu select players and then the user is viewing only the players in that tournament. |
| Post condition | <ul style="list-style-type: none"> User selects a team, use case (17), and from the team menu the user can view a list of that teams players. |
| Actors | The user is viewing list of players that he can select from to see that players information (handle, statistics). |
| | Any user |

| Team captain leaving his team. | |
|--------------------------------|--|
| Number | 14 |
| Priority | A |
| Precondition | Player needs to be a team captain. |
| Base flow | <ol style="list-style-type: none"> Captain selects View team. Captain selects Leave team. Player confirms leave action. Captain selects a player from the team to be the new team captain. The captain has left the team. |
| Alternative flow | <ul style="list-style-type: none"> If the team the Captain is leaving has no other players the team is archived, it still has its statistics (wins, etc.) |
| Post condition | The Captain is no longer a part of the team and is now has the status of just Player (not in team), and the player he selected has the status team Captain of that team. |
| Actors | Captain, player |

| Organizer can create clubs | |
|----------------------------|--|
| Number | 19 |
| Priority | B |
| Precondition | |
| Base flow | <ol style="list-style-type: none"> Organizer selects View Clubs. Organizer selects add club. Organizer inputs information. <ul style="list-style-type: none"> Name Club color Country |
| Alternative flow | |
| Post condition | Organizer has added a new club. |
| Actors | Organizer |

| Any user can see tournaments | |
|------------------------------|---|
| Number | 15 |
| Priority | A |
| Precondition | |
| Base flow | <ol style="list-style-type: none"> User selects Tournaments. User selects which tournament. User is now viewing a specific tournament. |
| Alternative flow | <ul style="list-style-type: none"> There are no tournaments available, the organizer needs to create a tournament, use case(5). A tournament has not started, the organizer needs to start a tournament, use case(8). |
| Post condition | User can now look through that tournament. |
| Actors | Any user |

| Organizer can edit time frame of tournament | |
|---|---|
| Number | 20 |
| Priority | B |
| Precondition | Tournament has to be created and not started. |
| Base flow | <ol style="list-style-type: none"> Organizer selects Edit Time Frame. Organizer inputs new information. <ul style="list-style-type: none"> Start date End date |
| Alternative flow | |
| Post condition | The time frame has been updated. |
| Actors | Organizer |

| Player edits their information. | |
|---------------------------------|---|
| Number | 21 |
| Priority | B |
| Precondition | |
| Base flow | <p>1. Player selects Edit information.</p> <p>2. Player selects the information they want to edit.</p> <ul style="list-style-type: none"> • Email • Address • Link <p>3. Player has changed their information.</p> |
| Alternative flow | |
| Post condition | Player has updated their information. |
| Actors | Player |

| Organizer can cancel a tournament | |
|-----------------------------------|--|
| Number | 24 |
| Priority | C |
| Precondition | A tournament has to have been published. |
| Base flow | <p>1. Organizer selects a tournament.</p> <p>2. Organizer selects Cancel tournament.</p> <p>3. Tournament is now canceled.</p> |
| Alternative flow | |
| Post condition | The tournament is cancelled, no records are kept, the statistics for the teams is reverted to the state before the tournament started. |
| Actors | Organizer |

| Any user can view clubs | |
|-------------------------|--|
| Number | 22 |
| Priority | B |
| Precondition | |
| Base flow | <p>1. User selects clubs (from main menu)</p> <p>2. User is now viewing a list of clubs.</p> |
| Alternative flow | |
| Post condition | User can view all the clubs created, and can select any club to see that clubs teams. |
| Actors | Any user |

| Team captain can edit team name | |
|---------------------------------|--|
| Number | 25 |
| Priority | C |
| Precondition | |
| Base flow | <p>1. Captain is logged in.</p> <p>2. From View Team menu Captain selects Change Team Name.</p> <p>3. Captain inputs the new team name (has to be unique).</p> |
| Alternative flow | |
| Post condition | Now that teams name has a new name, and new or other teams cannot use that name, but can use the previous team name. |
| Actors | Team captain |

| Organizer can delete a tournament | |
|-----------------------------------|---|
| Number | 23 |
| Priority | B |
| Precondition | A tournament hasn't been published. |
| Base flow | <p>1. Organizer selects a tournament, use case(15)</p> <p>2. In the tournament menu, organizer selects Delete.</p> <p>3. Organizer confirms deletion.</p> |
| Alternative flow | |
| Post condition | Now the tournament has been deleted and no records of it are left. |
| Actors | Organizer |

| Team captain can change the teams club | |
|--|---|
| Number | 26 |
| Priority | C |
| Precondition | |
| Base flow | <p>1. Team captain is logged in, and selects View Team.</p> <p>2. From View Team menu Captain selects Change Club.</p> <p>3. Captain has a list of the clubs and can select what his teams new club is.</p> |
| Alternative flow | |
| Post condition | Now the Captains team is in a new club, so the team is listened in the their new club and no longer in the old club. |
| Actors | Team captain |