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

Organizer starts a tournament

Number	xxx
Priority	A
Precondition	The tournament needs to have enough teams.
Base flow	1. Admin selects a tournament.
	2. Admin selects Start tournament.
Alternative flow	• Tournament doesn't have enought teams in it, organizer needs to add teams to tournament, use case(x).
Post condition	
Actors	Organizer

Organizer inputs result of a match.

Number	xxx
Priority	A
Precondition	A tournament has to have been created and a match has to be completed.
Base flow	1. Admin selects input results.
	2. Admin selects match to input results.
	3. Admin inputs result of match.
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

Player creates a team

Number	xxx
Priority	A
Precondition	Player needs to be logged in.
Base flow	1. Player selects create team.
	2. Player inputs team information.
	• Team name
	• Club
	3. Player is now team captain of the newly created team.
Alternative flow	• Player is already apart of a team, player needs to leave team, use case(x).
Post condition	Player is now apart of a team and a team captain.
Actors	Player

Team captain adds a player to his team

Number	xxx
Priority	A
Precondition	Player must have created a team, use case(x).
Base flow	1. Captain selects view team.
	2. Captain selects Add player to team.
	3. Captain inputs Player handle.
	4. That player is now apart of a team.
Alternative flow	• A player is already in another team. That player needs to leave his team, see case (XXX), then the Captain can add that player to his team.
Post condition	Team captain has now added a player to his team.
Actors	Team captain, player

Team captain removes player from his team.

Number	xxx
Priority	A
Precondition	
Base flow	1. Captain selects view team.
	2. Captain selects remove player.
	3. Captain inputes player handle.
	4. Player has been removed from the team.
Alternative flow	• That player removes himself from the team, use case(x).
Post condition	Team no longer has That Player in their team
Actors	Team captain, player

Player leaves his team

Number	xxx
Priority	A
Precondition	Player needs to be in a team.
Base flow	1. Player selects view team.
	2. Player selects leave team.
	3. Player confirms leave action.
Alternative flow	• Team captain removes player from team, use case(x).
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

Team captain leaving his team.

Number	xxx
Priority	A
Precondition	Needs to be a team captain.
Base flow	1. Captain selects view team.
	2. Captain selects leave team.
	3. Player confirms leave action.
	4. Captain selects a player from the team to be the new team captain.
	5. The captain has left the team.
Alternative flow	• If the team the Captain is leaving has no other players the team is archived, but 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

Any user can see tournaments

Number	xxx
Priority	A
Precondition	
Base flow	1. User selects Tournaments.
	2. User selects which tournament.
	3. User is now viewing a specific tournament.
Alternative flow	• There are no tournaments available, the organizer needs to create a tournament, use case(x).
	• A tournament has not started, so the organizer needs to start the tournaments, use case(x).
Post condition	User can now look through that tournament.
Actors	Any user

Any user can see tournament schedule

Number	xxx
Priority	A
Precondition	
Base flow	1. User selects a tournament.
	2. User selects Schedule.
	3. User is new viewing the schedule of a tournament.
Alternative flow	
Post condition	User can view the schedule of the next round of the tournament (or whole tournament, date).
Actors	Any user

Any user can view teams

Number	xxx
Priority	A
Precondition	
Base flow	1. User selects teams (from main menu).
	2. User is viewing a list of teams.
Alternative flow	• User can select a tournament see use case (XXX), 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 see that teams information (players, statistics).
Actors	Any user

Any user can view players

Number	xxx
Priority	A
Precondition	
Base flow	1. User selects players (from main menu).
	2. User is viewing a list of all registered players.
Alternative flow	• User can select a tournament see use case (XXX), and in that menu select players and then the user is viewing only the players in that tournament.
	• User selects a team, use case (XX), and from the team menu the user can view a list of that teams players.
Post condition	The user is viewing list of players that he can select from to see that players information (handle, statistics).
Actors	Any user

Organizer can create clubs

Number	xxx
Priority	B
Precondition	
Base flow	3. Organizer selects View Clubs.
	4. Organizer selects add club.
	5. Organizer inputes information.
	• Name
	• Club color
	• Country
Alternative flow	
Post condition	Organizer has added a new club.
Actors	Organizer

Organizer can edit time frame of tournament

Number	xxx
Priority	B
Precondition	Tournament has to be created and not started.
Base flow	4. Organizer selects Edit Time Frame.
	5. Organizer inputs new information.
	• Start date
	• End date
Alternative flow	
Post condition	The time frame has been updated.
Actors	Organizer

Player edits their information.

Number	xxx
Priority	B
Precondition	

Base flow	1. Player selects Edit information.
	2. Player selects the information they want to edit.
	    • Email
	    • Address
	    • Link
	3. Player has changed their information.

Alternative flow	
Post condition	Player has updated their information .
Actors	Player

Any user can view clubs

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

Organizer can delete a tournament

Number	xxx
Priority	B
Precondition	A tournament cannot be published.
Base flow	1. Organizer selects a tournament, use case(x) 2. In the tournament menu, organizer selects Delete. 3. Organizer confirms deletion.
Alternative flow	
Post condition	Now the tournament has been deleted and no records of it are left.
Actors	Organizer

Organizer can cancel a tournament

Number	xxx
Priority	C
Precondition	A tournament has to have been published.
Base flow	1. Organizer selects a tournament. 2. Organizer selects Cance tournament. 3. Tournament is now canceled.
Alternative flow	
Post condition	The tournament is cancelled, all records are not kept, the statistics for the teams is reverted to the state before the tournament started.
Actors	Organizer

Team captain can edit team name

Number	xxx
Priority	C
Precondition	
Base flow	1. Captain is logged in. 2. From View Team menu Captain selects Change Team Name. 3. Captain inputs the new team name (has to be unique).
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

Team captain can change the teams club

Number	xxx
Priority	C
Precondition	
Base flow	1. Team captain is logged in, and selects View Team. 2. From View Team menu Captain selects Change Club. 3. Captain has a list of the clubs and can select what his teams new club is.
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