**USE CASE**

**Actors**​ - Children

**Stakeholders**​ –

Teachers – to see their students improve in there math abilities.

DOE – To see the schools perform better in the field of mathematics.

Parents – To see their children perform better in school.

Children – To see their grades increase in class.

**Description**​ - An online game site to help kids study math problems while having fun. A sponsorship from the local amusement park will incorporate the park to incentivize the kids to want to play more and do well. Interest from the kids will in turn help their grades benefitting the Department of Education.

**Precondition**: Child is enrolled in a school that is participating in this program.

**Postcondition:** Child has an increase in there mathematical ability at the end of the summer.

**Trigger**: Child goes on the website to play games.

**Main Course**​ –

1. The child/student logs in to the states website to play games.
2. The child begins playing the game performing math related operations.
3. As time goes by the student becomes better at the game and improve their math skills.
4. At the end of the summer the student is relatively better at math then they were when the ended school last year.

**Extensions**​ –

1. The child’s school does not participate in the math improvement program.
2. The child is unable to create a log in on the website.
3. The child doesn’t successfully increase their math based skills. (This could be due to a multitude of things; the student not having sufficient help with the problems they are struggling with, the student not taking the problems seriously, the student not logging in frequently enough to receive benefit from the website.)
4. The student runs into an error when trying to play the game on the website.