

Sports Club Management System

Author (s): Nour Abdelmoneim

Date: 4/21/2020

Version: _____

USE CASE NAME:	Make Payment	USE CASE TYPE Business Requirements: <input checked="" type="checkbox"/>	
USE CASE ID:			
PRIORITY:	High		
PRIMARY BUSINESS ACTOR:	• Player		
OTHER PARTICIPATING ACTORS:			
OTHER INTERESTED STAKEHOLDERS:	<ul style="list-style-type: none"> Management Administration Owners 		
SHORT DESCRIPTION:	This use case allows a player to pay for any service, such as class/competition registration or new memberships. The use case calculates the amount owed by the user and displays it to them. It also updates the user's payment status upon successful completion of a payment.		
PRE-CONDITION:			
TRIGGER:	This use case is initiated when the user attempts to pay for any service.		
TYPICAL COURSE OF EVENTS:	Actor Action	System Response	
	Step 1: Clicks on the make payment step	Step 2: Calculate and display the amount owed by the player	
	Step 3: Enters personal and credit card information	Step 4: Validate credit card information	
		Step 5: Update the payment status of the player	
		Step 6: Display confirmation message	
ALTERNATE COURSES:	Alt-Step 5: If the credit card information is incorrect, display an error message		
	Alt-Step 6: If payment does not go through because of an external issue, display an error message		
CONCLUSION:	This use case concludes when the payment is made successfully		
POST-CONDITION:	The club receives the payment and the payment status of the player is updated.		
BUSINESS RULES:			
IMPLEMENTATION CONSTRAINTS AND SPECIFICATIONS:	<ul style="list-style-type: none"> This use case would require interaction with outside systems (banks) The system has to have access to the amount that is owed by the player and the payment status. 		
ASSUMPTIONS:	The user has a valid credit card		

OPEN ISSUES:	
--------------	--