Case Description for ARENA Project

Description 1:

- **Unique Name**:
  Create Tournament

- **Participants**:
  The server and organizer are the actors involved with the creation of a tournament.

- **Entry Conditions**:
  Requirements for entry could vary based on defined conditions/payment models a server sets up for potential tournament organizers.
  A requirement for entry is that the actor/user is the server or organizer.

- **Exit Conditions**:
  That a game was created with a populated team.

- **Flow**:
  As an organizer: you create a tournament on ARENA's front-end, create games, and have access to results and advertisement information.

  As a server: you're creating a custom tournament depending on the organizers input. All information is accessible.

- **Special Requirements**:
  An organizer has a different set of available options than a server.

Description 2:

- **Unique Name**:
  Advertise

- **Participants**:
  The active participants in advertising are sponsors who sign up with the "advertise" use case.

- **Entry Conditions**:
  A general entry condition for advertising would be that the sponsor would need a certain amount of minimum funds to be able to advertise in a game.
  The advertisement has to be relevant to the game being played.

- **Exit Conditions**:
  Exit conditions for an advertisers part in operation would be a payment that was successfully processed. Along with this, an organizer could ask for specific information about the advertisement the sponsor must provide.

- **Flow**:
  As a sponsor, you use a version of ARENA specifically for sponsors. You chose a game you'd like to sponsor, pay the cost that game has in place for sponsors, and submit required information.

- **Special Requirements**:
  Specific access credentials for sponsors.