Manager Use Cases

|  |  |
| --- | --- |
| Use Case #1 | Manager: Log in with Credentials |
| Pre-Condition | The Account is created and in the database |
| Description of Use Case in detail (main scenario) | The Manager logs in with his credentials If there are matching with the credentials from database, the manager will be logged in as Manager |
| Post-Condition | You will be logged in |
| Exceptions (what can go wrong, how will the system respond?) | Wrong credentials 🡪 Output: Wrong Credentials, please try again  User’s not created 🡪 Output: User not found |

|  |  |
| --- | --- |
| Use Case #2 | Manager: Change a player’s profile |
| Pre-Condition | The player’s profile exists |
| Description of Use Case in detail (main scenario) | The Manager can change a player’s profile |
| Post-Condition | The player’s profile will be updated |
| Exceptions (what can go wrong, how will the system respond?) | The player doesn’t exist 🡪 Output: player doesn’t exist |

|  |  |
| --- | --- |
| Use Case #3 | Manager: Create a player |
| Pre-Condition | The Manager is logged in with the right credentials |
| Description of Use Case in detail (main scenario) | The Manager can create a new player and his profile |
| Post-Condition | A new player is created |
| Exceptions (what can go wrong, how will the system respond?) | player already exists 🡪 Output: player already exists |

|  |  |
| --- | --- |
| Use Case #4 | Manager: Delete a player |
| Pre-Condition | The Manager is logged in with the right credentials  The player exists |
| Description of Use Case in detail (main scenario) | The Manager can delete a player which exists |
| Post-Condition | An existing player is deleted |
| Exceptions (what can go wrong, how will the system respond?) | player doesn’t exist 🡪 Output: player doesn’t exist |

|  |  |
| --- | --- |
| Use Case #5 | Manager: Accept new player from user |
| Pre-Condition | The User created a request for a new player  The Manager is logged in with the right credentials |
| Description of Use Case in detail (main scenario) | The Manager can accept a request from a User, who would like to create a new player |
| Post-Condition | The request can be accepted or declined |
| Exceptions (what can go wrong, how will the system respond?) | Player was already created 🡪 Output: Player already exists |

|  |  |
| --- | --- |
| Use Case #6 | Manager: Change value of a player |
| Pre-Condition | The player exists  The Manager is logged in with the right credentials |
| Description of Use Case in detail (main scenario) | The Manager can change the marketvalue from a player |
| Post-Condition | The player’s value will be changed |
| Exceptions (what can go wrong, how will the system respond?) | Player doesn’t exist 🡪 Output: The player doesn’t exist |

|  |  |
| --- | --- |
| Use Case #7 | Manager: Create a new Manager |
| Pre-Condition | The Manager is logged in with the right credentials |
| Description of Use Case in detail (main scenario) | The Manager can create a new Manager, which has all rights |
| Post-Condition | A new Manager is be created |
| Exceptions (what can go wrong, how will the system respond?) | Manager already exists 🡪 Output: Manager already exists |

User Use Cases

|  |  |
| --- | --- |
| Use Case #8 | User: View player profiles |
| Pre-Condition | Player profiles exist |
| Description of Use Case in detail (main scenario) | The User can view players and their player profiles |
| Post-Condition | The User can see the profiles |
| Exceptions (what can go wrong, how will the system respond?) | No players exist 🡪 Output: There are no players available |

|  |  |
| --- | --- |
| Use Case #9 | User: Buy a player |
| Pre-Condition | The player exists  The User has enough money to buy the player |
| Description of Use Case in detail (main scenario) | The User can buy a player |
| Post-Condition | The User has bought a player |
| Exceptions (what can go wrong, how will the system respond?) | User doesn’t have enough money 🡪 Output: You don’t have enough money |

|  |  |
| --- | --- |
| Use Case #10 | User: Mark a player as favorite |
| Pre-Condition | The player exists |
| Description of Use Case in detail (main scenario) | The User can mark a player as favorite, to find him faster |
| Post-Condition | The player is marked as favorite |
| Exceptions (what can go wrong, how will the system respond?) | The player is already marked as favorite 🡪 Output: Player is already marked as favorite |

|  |  |
| --- | --- |
| Use Case #11 | User: Put player on transfer market |
| Pre-Condition | Player doesn’t exist |
| Description of Use Case in detail (main scenario) | The User can make a request, to create a new player |
| Post-Condition | The request is sended to the Manager |
| Exceptions (what can go wrong, how will the system respond?) | The player already exists 🡪 Player with the same data already exists |