**League Admin**

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| UC Name | League Admin |
| UC ID | LEAGUEADMIN |
| Screen Mock-ups | LeagueAdmin |
| Version | 1.0 |
| Author | Josh Nicholson, Matthew Compton, Tristan Wright |
| Date | 11-1-2016 |
| Summary | This use case shows how an admin may create or change the username and password of the league. This is necessary so other users may join the league. |
| Basic Path | 1. The system prompts the **Admin** for the **League Username** and the **League Password**, the **Save** button is displayed 2. The **Admin** selects the Save button 3. The system verifies the **League Username** is not currently in use 4. The system changes the **League Username**. |
| Exception Paths | * If in 3. The system fails to verify the **League Username** the system displayed the **InvalidLeagueUsernameMessage** and goes to 1. |
| Triggers | The **Admin** selects the admin page |
| Pre-conditions | The **Admin** has logged in; the **Admin** has navigated to the “league admin” screen. |
| Post-conditions | The **League Username** and **League Password** will update |