**Joining a League**

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| UC Name | JoinLeague |
| UC ID | JOINLEAGUE |
| Screen Mock-ups | JoinPage, ErrorMessage, SuccessMessage |
| Version | 1.0 |
| Author | Josh Nicholson, Matthew Compton, Tristan Wright |
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| Summary | This use case shows how a user may join an existing league. It is necessary so the user may participate in the competition. |
| Basic Path | 1. The system prompts the **User** for the **League Code**, the **submit** button is displayed 2. The **User** selects the **submit** button 3. The system verifies the league code is valid 4. The system adds **User** into the league as a player |
| Exception Paths | * If in 3. The system fails to verify the **League Code** the system displayed the **InvalidLeagueCodeMessage** and goes to 1. |
| Triggers | The **User** selects to join a league |
| Pre-conditions | The **User** has logged in; the user has navigated to the “join a league” screen. |
| Post-conditions | The **User** will be added as a player to the league |