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| Use Case # | UC02 | |
| Use Case Name | Open an account | |
| Scenario | The user wants to open an account | |
| Triggering Event | User clicks create account | |
| Brief Description | If the user does not have an account, the user will want to create one | |
| Actors | User | |
| Related Use Cases | Login, Logout | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User doesn’t have an account | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 Navigates to login page  1.2 Clicks Create Account  1.4 Enters required information and submits | 1.3 Brings up Create account form  1.5 If valid creates account in database |
| Exception  Conditions | 1. Information invalid | 2. Database unreachable |

Use Case Descriptions

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| --- | --- | --- |
| Use Case # | UC03 | |
| Use Case Name | Log into account | |
| Scenario | The user wants to login | |
| Triggering Event | User clicks login | |
| Brief Description | If the user has an account, they can login | |
| Actors | User | |
| Related Use Cases | Create Account, Logout | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User has account | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 Navigates to login page  1.2 Enters Login information and submits | 1.3 If valid, logs into account |
| Exception  Conditions | 1. Information invalid | 2. Database unreachable |

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| Use Case # | UC04 | |
| Use Case Name | Log out of account | |
| Scenario | The user wants to log out | |
| Triggering Event | User clicks log out | |
| Brief Description | If the user is logged in, they can log out | |
| Actors | User | |
| Related Use Cases | Create Account, Login | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User has account, User in logged in | |
| Post-conditions | User is logged out | |
| Flow of Events | **Actor** | **System** |
| 1.1 Clicks logout on top of page | 1.2 Logs out user |
| Exception  Conditions |  |  |

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| --- | --- | --- |
| Use Case # | UC05 | |
| Use Case Name | Forgot password | |
| Scenario | The user forgot their password | |
| Triggering Event | User clicks forgot password | |
| Brief Description | If the user forgot their password they can click this link and provide their account email to be sent a reset link | |
| Actors | User | |
| Related Use Cases | Login | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User has account | |
| Post-conditions | User resets password properly | |
| Flow of Events | **Actor** | **System** |
| 1.1 Navigates to login page  1.2 Clicks “Forgot Password”  1.4 User enters email associated with account and submits | 1.3 Opens forgot password form  1.5 if email exists with account, user is sent a reset link |
| Exception  Conditions | 1. Information invalid | 2. Database unreachable  3. Account doesn’t exist |

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| --- | --- | --- |
| Use Case # | UC05 | |
| Use Case Name | Search game catalogue | |
| Scenario | User wants to search game catalogue | |
| Triggering Event | Clicks search | |
| Brief Description | The use wants to search out game catalogue for a specific game | |
| Actors | User | |
| Related Use Cases |  | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 Navigates to games tab  1.2 Clicks on search box  1.3 Enters what he wants to search in games catalogue | 1.4 Returns query matching search |
| Exception  Conditions | 1. Nothing matches | 2. Database unreachable |

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| Use Case Name | Add item to wish list | |
| Scenario | User wants to add item to wish list | |
| Triggering Event | Clicks add to wish list | |
| Brief Description | User wants to add specific game to wish list | |
| Actors | User | |
| Related Use Cases | Remove from wishlist | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions | Item added to wish list | |
| Flow of Events | **Actor** | **System** |
| 1.1 Navigates to game of their liking  1.2 Clicks “Add to Wish List” icon | 1.3 adds item to user wish list |
| Exception  Conditions |  | 2. Database unreachable |

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| --- | --- | --- |
| Use Case Name | Add item to wish list | |
| Scenario | User wants to remove item from wish list | |
| Triggering Event | Clicks remove wish list | |
| Brief Description | User wants to remove specific game from wish list | |
| Actors | User | |
| Related Use Cases | Add from wish list | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in, Item must be added to wish list | |
| Post-conditions | Item removed from wish list | |
| Flow of Events | **Actor** | **System** |
| 1.1 Navigates to their profile  1.2 Clicks “wish list”  1.3 Chooses which game they want to remove by clicking “Remove” beside game | 1.4 Removes item from user wish list |
| Exception  Conditions | Item no longer exists | 2. Database unreachable |

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| Scenario | User wants to add to friend/family list | |
| Triggering Event | Clicks “Add to Friends List” | |
| Brief Description | User wants to add another user to their friends list | |
| Actors | User | |
| Related Use Cases | Remove from friends list | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1a Searches user profile  1.1b clicks on user profile in game  1.2 clicks “Add Friend | 1.3 Adds friend to user friends list |
| Exception  Conditions | 1. User doesn’t exist | 2. Database unreachable |

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| --- | --- | --- |
| Scenario | User wants to remove from friend/family list | |
| Triggering Event | Clicks “Remove Friend” | |
| Brief Description | User wants to add another user to their friends list | |
| Actors | User | |
| Related Use Cases | Add to friends list | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 User navigates to profile  1.2 Navigates to friends list  1.3 Chooses friend and clicks remove | 1.4 Removes friend from user friend list |
| Exception  Conditions | 1. User not in friends list | 2. Database unreachable |

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| --- | --- | --- |
| Scenario | User wants to register for an event | |
| Triggering Event | Clicks “Register” | |
| Brief Description | User wants to register for a event that will take place | |
| Actors | User | |
| Related Use Cases |  | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in, User has added payment information | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 User navigates to event page  1.2 User chooses event  1.4 Enters required information and agrees to take part in event | 1.3 Returns event page  1.5 Registers user for event |
| Exception  Conditions |  | 1. Database unreachable 2. Payment failed |

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| --- | --- | --- |
| Scenario | Update Shipping/Mailing Address | |
| Triggering Event | Clicks “Update Shipping Info” | |
| Brief Description | User wants to update their shipping information | |
| Actors | User | |
| Related Use Cases |  | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 User navigates to their Account  1.2 User clicks edit shipping info  1.4 Enters information they want changed and submits | 1.3 Returns edit shipping form  1.5 If valid, sends changes to database |
| Exception  Conditions | 1. Information not valid | 2. Database unreachable |

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| --- | --- | --- |
| Scenario | User wants to change visibility preferences for wish list | |
| Triggering Event | Checks/Unchecks visibility of wish list checkbox | |
| Brief Description | User wants to change the visibility of their wish list | |
| Actors | User | |
| Related Use Cases |  | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions |  | |
| Flow of Events | **Actor** | **System** |
| 1.1 User navigates to wish list page  1.2 User selects whether they want their wish list seen or not | 1.3 Changes visibility of wish list |
| Exception  Conditions |  | 2. Database unreachable |