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

|  |  |  |
| --- | --- | --- |
| Use Case Name | Remove item from cart | |
| Scenario | User wants to remove item to cart | |
| Triggering Event | Clicks Remove from cart | |
| Brief Description | User wants to remove specific game from cart | |
| Actors | User | |
| Related Use Cases | Add from cart | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions | Item removed to cart | |
| Flow of Events | **Actor** | **System** |
| 1.1 Navigates to game of their disliking  1.2 Clicks “Remove from Cart” icon | 1.3 removes item from user cart |
| Exception  Conditions |  | 2. Database unreachable |

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| --- | --- | --- |
| Use Case Name | Add payment | |
| Scenario | User wants to add payment | |
| Triggering Event | Clicks add payment | |
| Brief Description | User wants to add payment information | |
| Actors | User | |
| Related Use Cases | Remove & Update payment | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions | Payment added | |
| Flow of Events | **Actor** | **System** |
| 1.1 Navigates to payment page  1.2 Clicks “Add Payment”  1.4 Enters payment info and clicks add | 1.3 Navigates to Add Payment page  1.5 Adds payment information to database |
| Exception  Conditions | 1. Credit/Debit card invalid | 2. Database unreachable |

|  |  |  |
| --- | --- | --- |
| Use Case Name | Update payment | |
| Scenario | User wants to Update payment | |
| Triggering Event | Clicks update payment | |
| Brief Description | User wants to update payment information | |
| Actors | User | |
| Related Use Cases | Remove & Add payment | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions | Payment updated | |
| Flow of Events | **Actor** | **System** |
| 1.1 Navigates to payment page  1.2 Clicks “Update Payment”  1.4 Enters new payment info and clicks update | 1.3 Navigates to Update Payment page  1.5 Updates payment information in database |
| Exception  Conditions | 1. Credit/Debit card invalid | 2. Database unreachable |

|  |  |  |
| --- | --- | --- |
| Use Case Name | Remove payment | |
| Scenario | User wants to Remove payment | |
| Triggering Event | Clicks Remove payment | |
| Brief Description | User wants to remove payment information | |
| Actors | User | |
| Related Use Cases | Update & Add payment | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions | Payment removed | |
| Flow of Events | **Actor** | **System** |
| 1.1 Navigates to payment page  1.2 Clicks “Remove Payment” | 1.5 Removes payment information from database |
| Exception  Conditions | 1. Credit/Debit card invalid | 2. Database unreachable |

|  |  |  |
| --- | --- | --- |
| Use Case Name | Adds game to library | |
| Scenario | User wants to add game to library | |
| Triggering Event | Clicks “Buy” on purchasing screen | |
| Brief Description | User wants to add a game to their library | |
| Actors | User | |
| Related Use Cases |  | |
| Stakeholders | Marvin Aday | |
| Pre-conditions | User is logged in | |
| Post-conditions | Game added to library | |
| Flow of Events | **Actor** | **System** |
| 1.1 Adds game to cart  1.3 Navigates to cart and clicks “Checkout”  1.5 User clicks “Buy” | 1.2 Adds game to cart  1.4 Navigates to payment page  1.6 Adds game to users Game Library |
| Exception  Conditions | 1. Credit/Debit card invalid | 2. Database unreachable |