

MaC (Music and Chill)
Use-Case Specification: Give reward

Version <1.0>

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Use-Case Specification: Give reward

1. Give reward

1.1 Brief Description

This use-case helps admin manage members through function such as banning members or awarding members with active contributions

2. Flow of Events

2.1 Basic Flow

1. Members contribute to the application through posting, commenting, sharing, contributing ideas to improve the application, ...
2. System stores members' contributions, then admin aggregates, ranks to give monthly rewards
3. Member with the most contributions in the month will receive a reward

2.2 Alternative Flows

- In step 2, if there are many members with the same first place, the system will divide the reward equally among members
- In step 2, if members contribute too little, the system will reduce the reward value of that month

3. Special Requirements

None

4. Preconditions

Admin needs to login with admin account

5. Postconditions

The member who contributes the most in month gets a reward

6. Extension Points

None