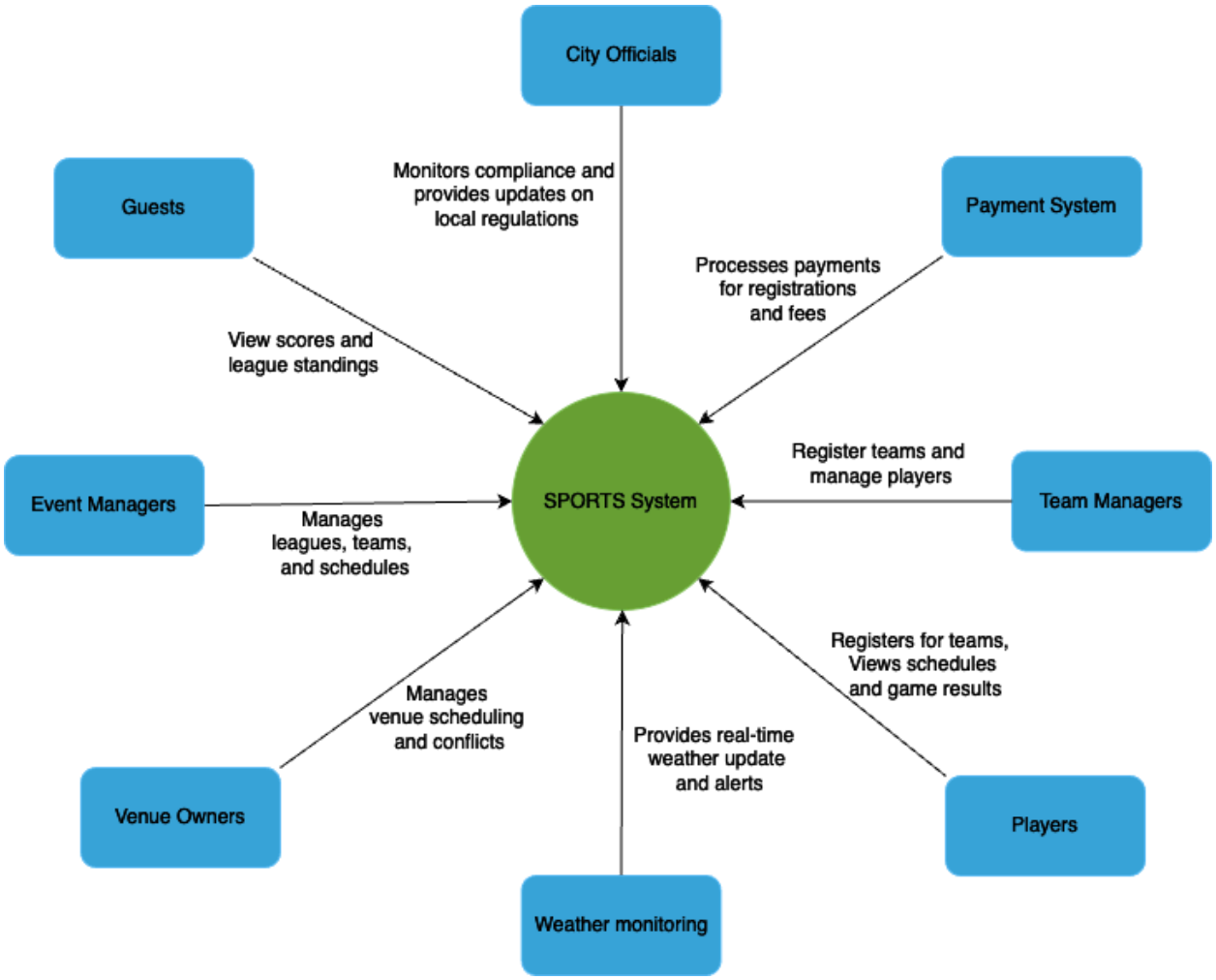
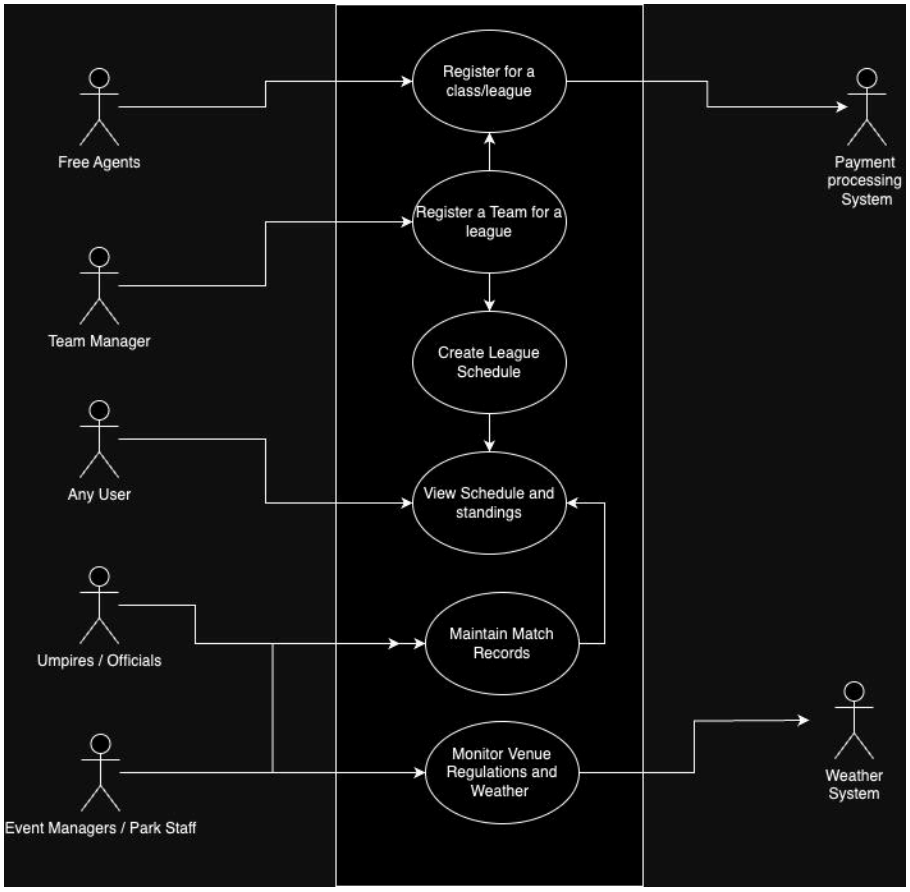
For the conceptual model of the system, you will develop two different kinds of models that we have discussed in class: Class Diagrams and Sequence Diagrams in the Analysis stage of modeling (these are in Chapter 5 of the textbook). Each model should have a graphical representation (the UML diagram), along with any narrative explanation the reader needs to understand the model. You may organize these models in a single separate document in some reasonable fashion **or** include these models **under Appendix B in your updated SRS document (assuming Appendix A holds your Use Case models)**.

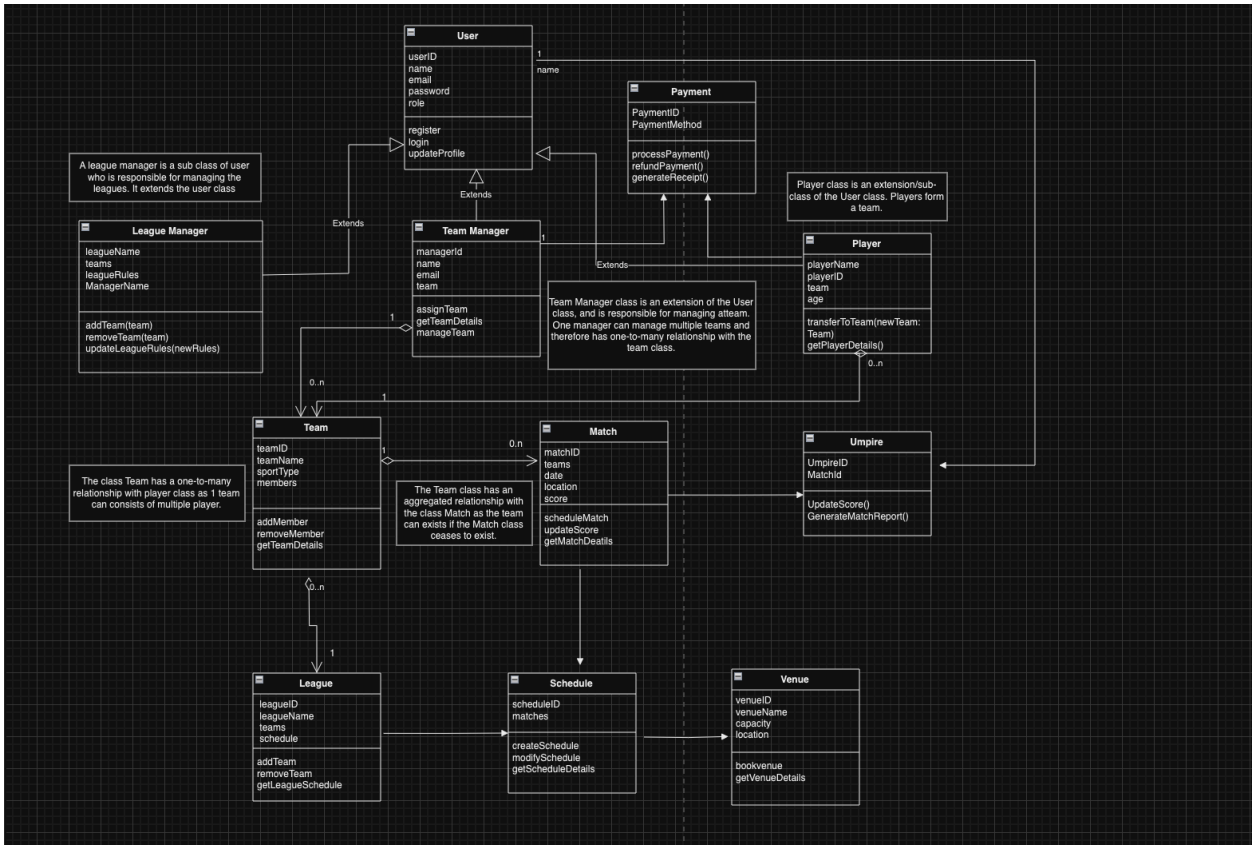
System model - context (context diagram)



Use Case Diagrams

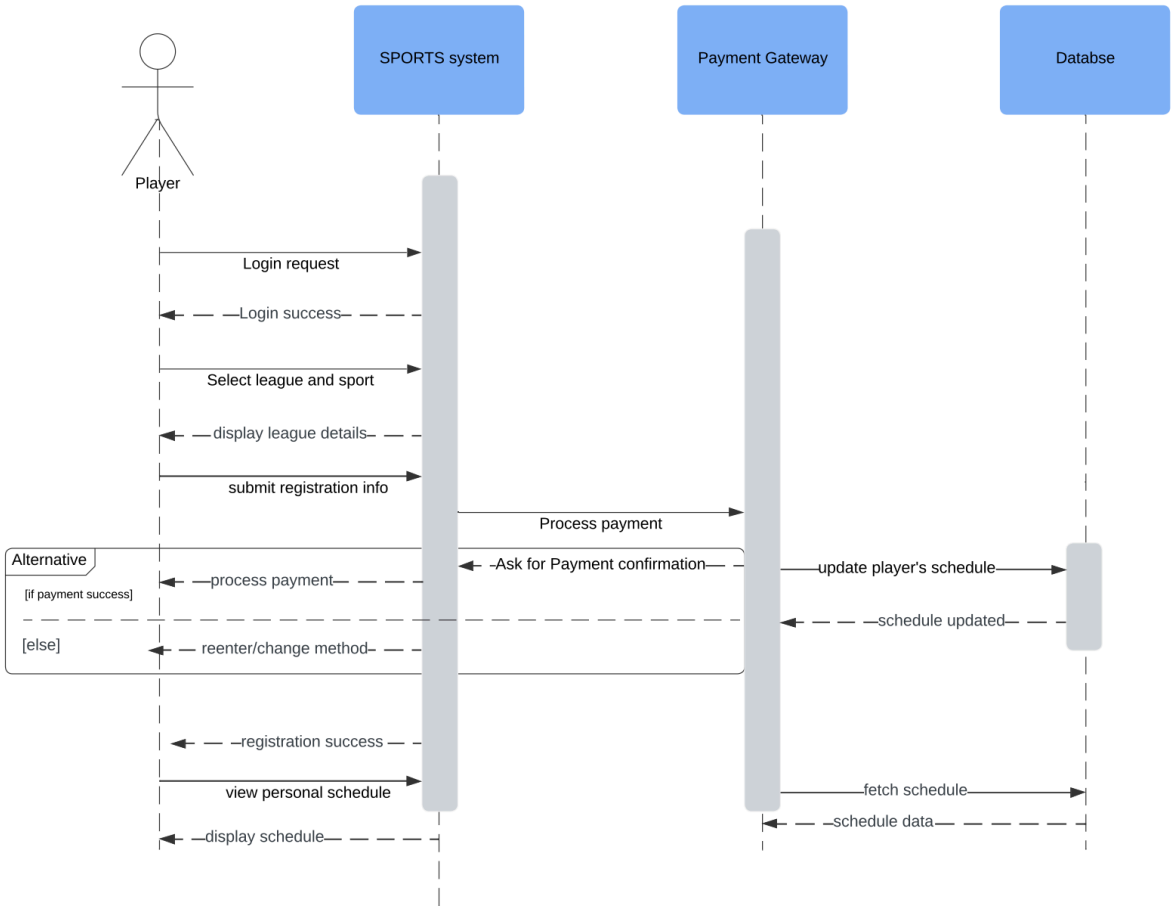


System model - structure (structure/class diagrams)

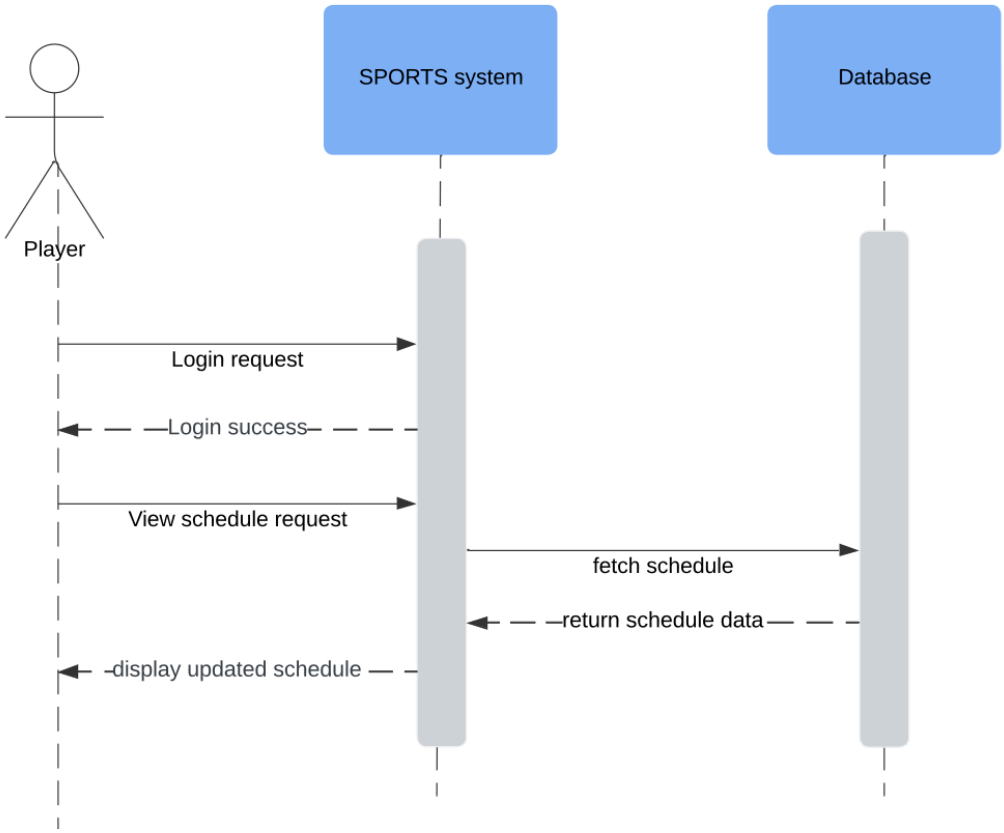


System model - interactions (interaction diagrams)

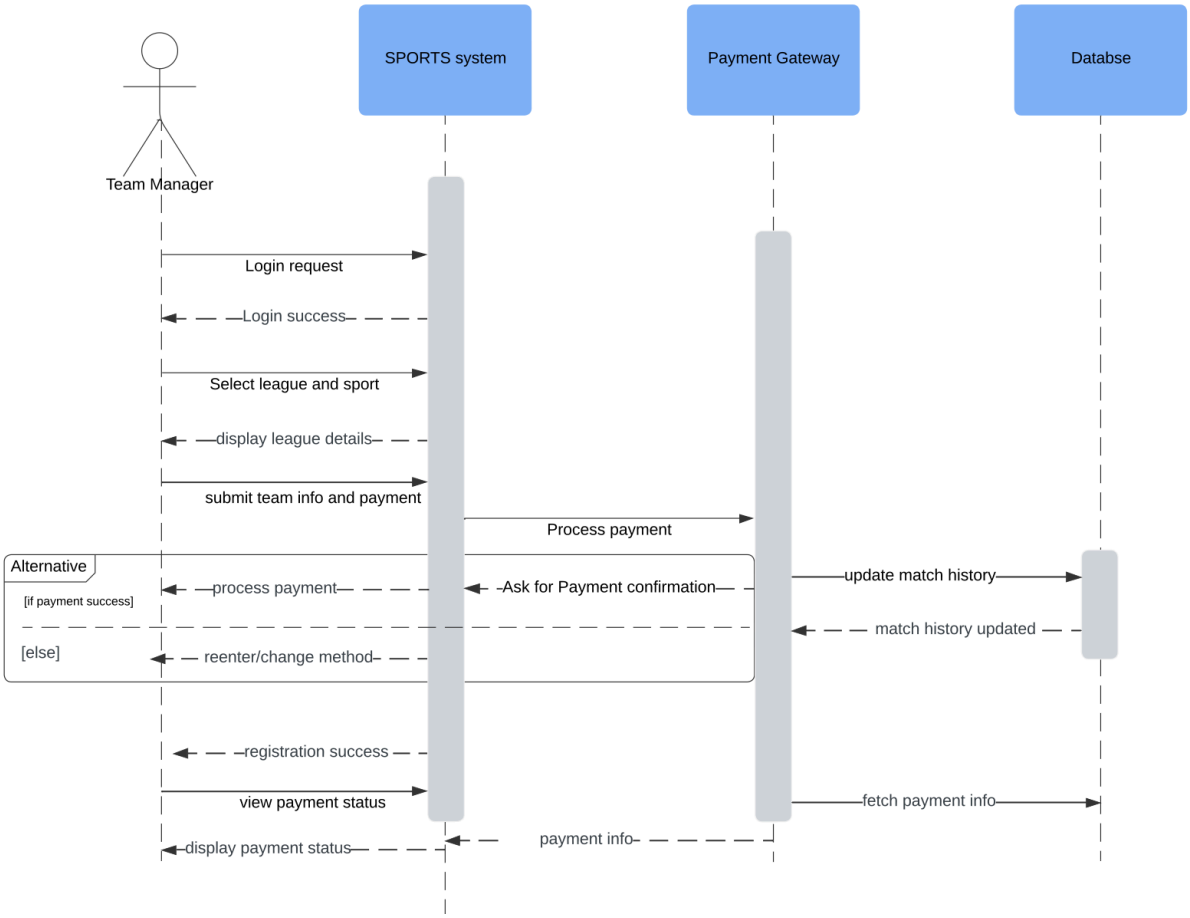
Use case 1: Players Register for a League or Class



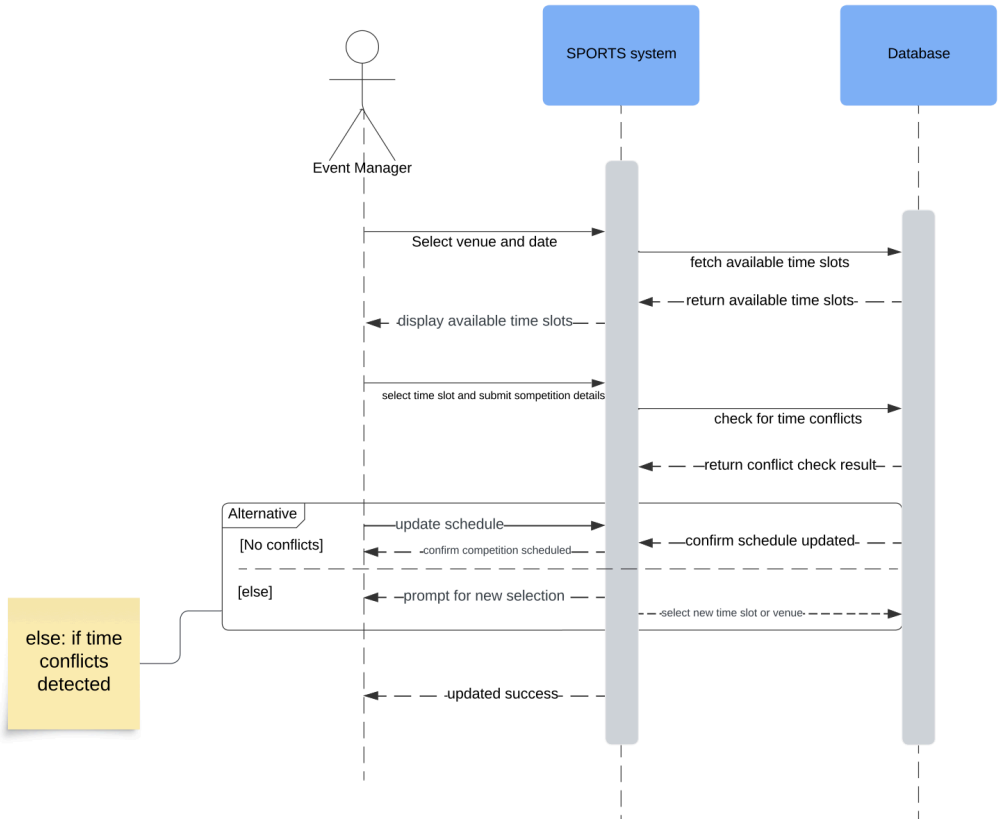
Use case 2: Players View Personal Schedule



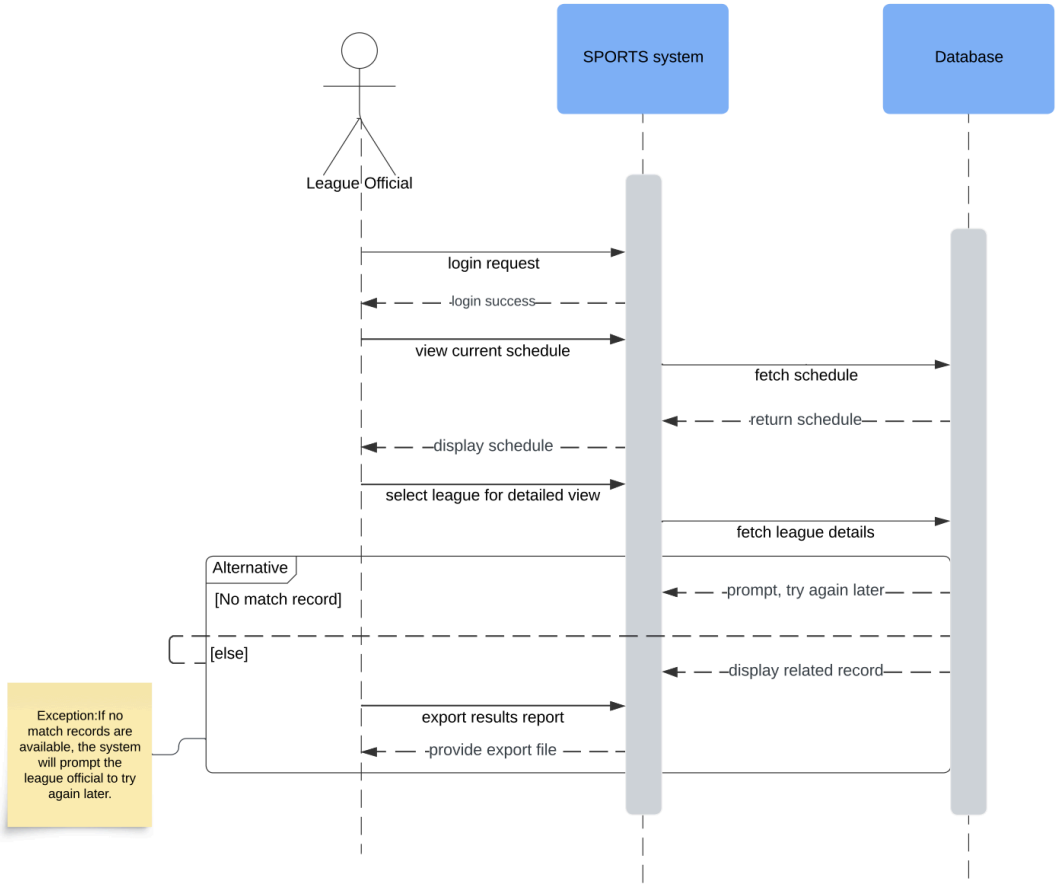
Use case 3: Team Manager Register Team and Manage Payments



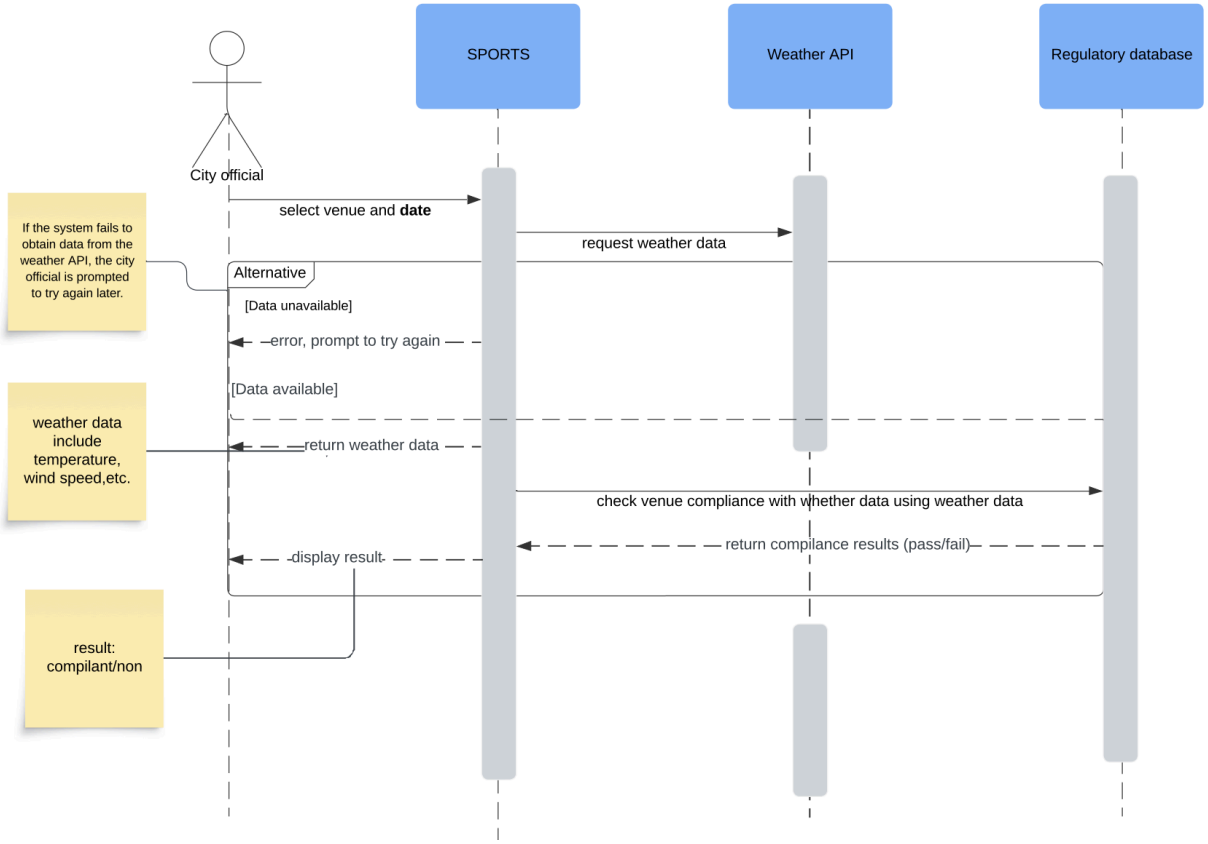
Use case 4: View and Manage Venue Schedule



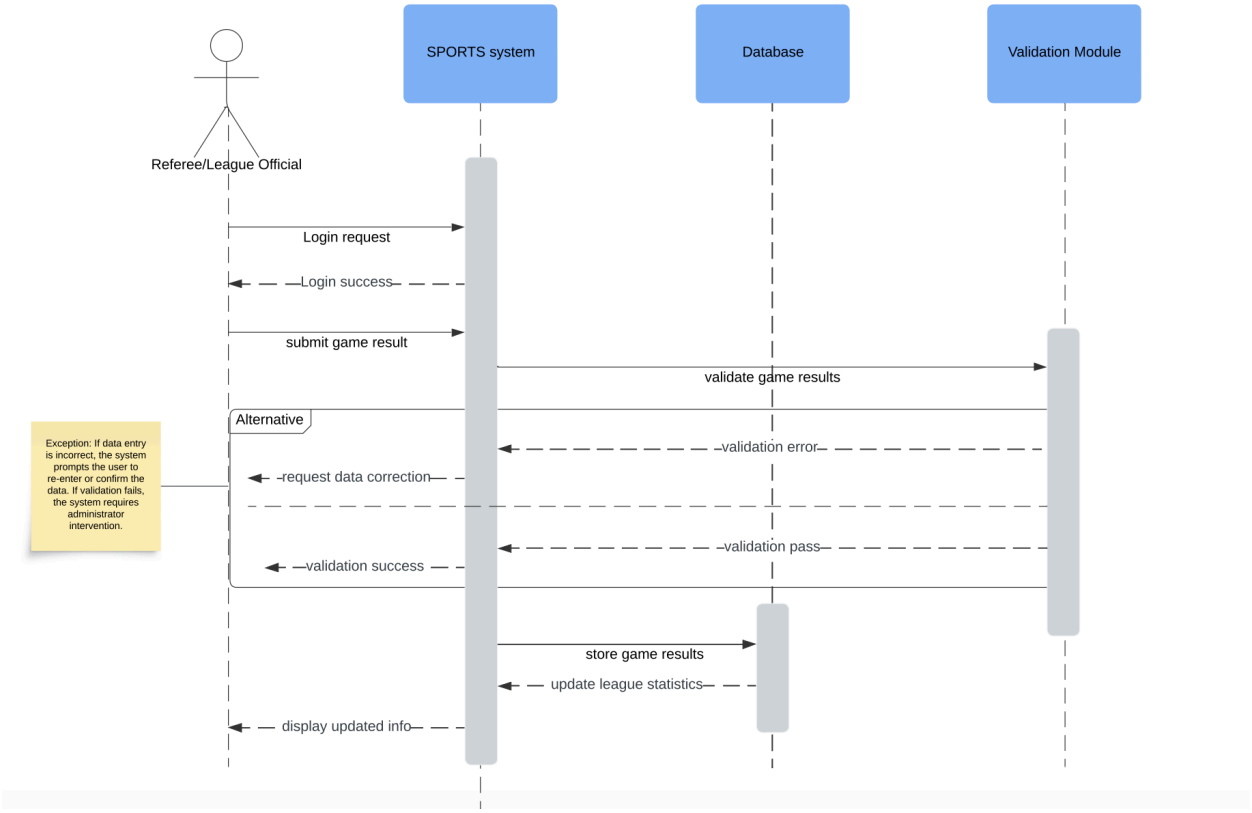
Use case 5: View League Schedule and Standings



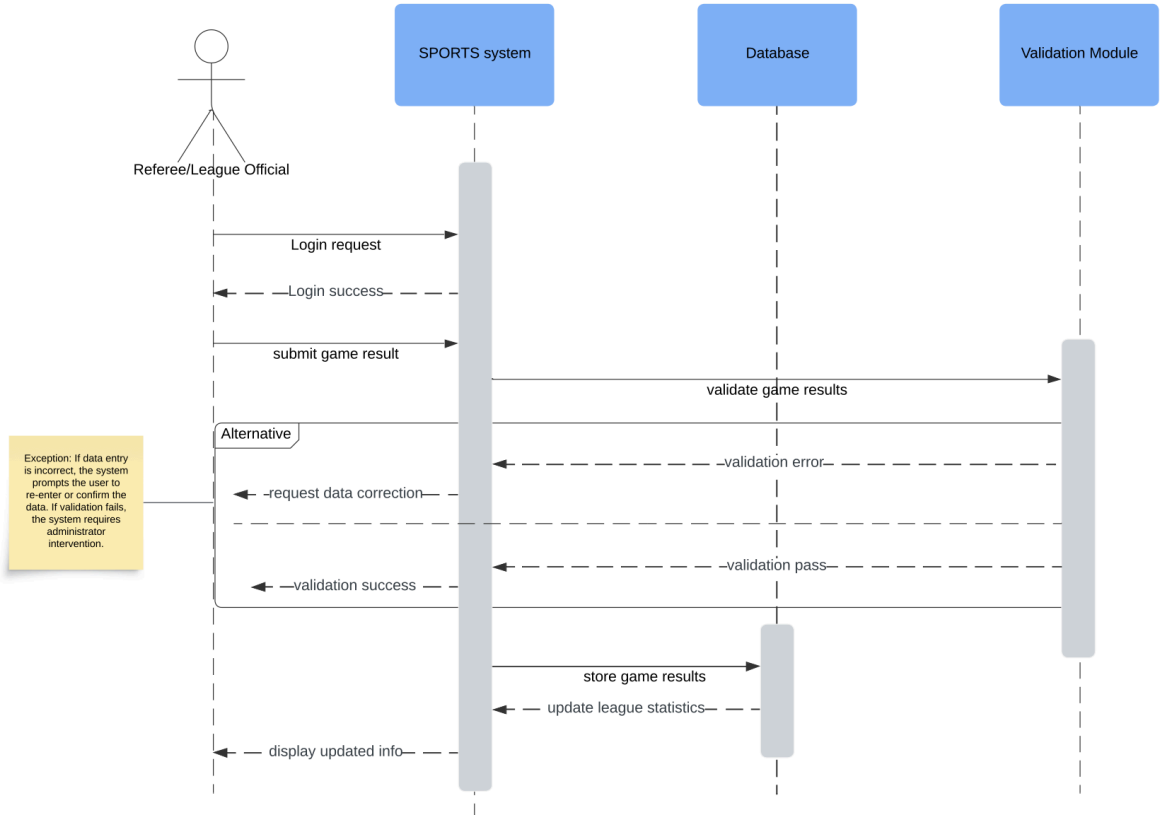
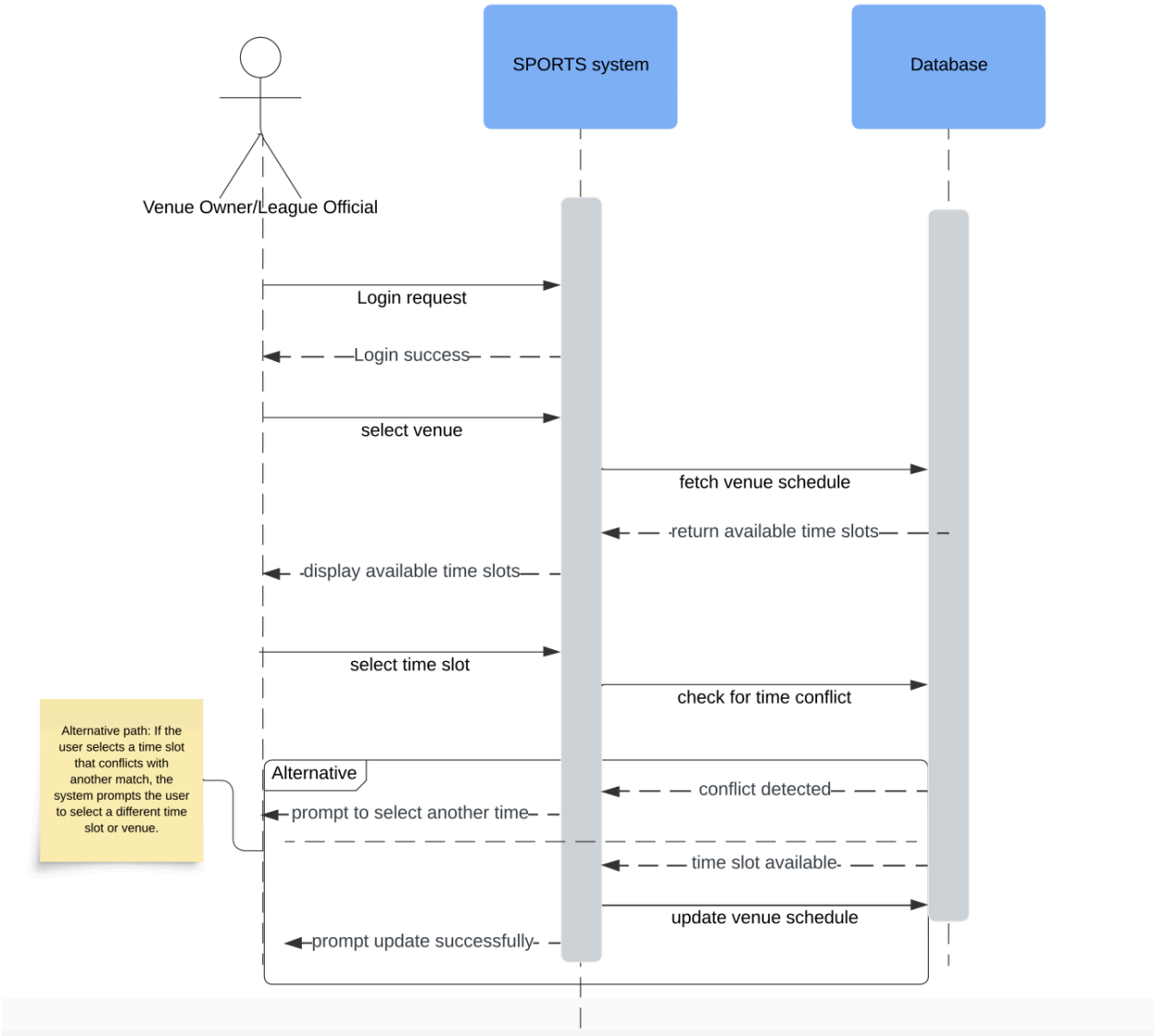
Use case 6: Monitor venue regulations and weather



Use case 7: Maintain match records and analyze standings



Use case 7: Maintain match records and analyze standings



Use case 8: Scheduling League Matches at Venue