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| **USE CASE – UC\_01** | | | |
| **Use Case No.** | 01 | **Use Case Version** | 1.0 |
| **Use Case Name** | Suggest opponents | | |
| **Author** | ThanhTH | | |
| **Date** | 18/09/2017 | **Priority** | Normal |
| **Actor:**   * Guest   **Summary:**   * This use case allow system to suggest opponents to user.   **Goal:**   * The system will suggest opponent requests to user base on user’s level, location, favorites.   **Triggers:**   * The user touch “Opponent requests” on mobile application screen.   **Preconditions:** Actor must be an authenticated user in system.  **Postconditions:**   * **Success**: Return a list of opponent request to user or an empty list if there is no suitable opponent request. * **Fail**: Show error message.   **Main Success Scenario:**   |  |  |  | | --- | --- | --- | | **Step** | **Actor Action** | **System Response** | | 1 | The user touch “Opponent Requests” on mobile application screen. | The system will get user’s location, level from mobile application.  The system find suitable opponent requests then return a list opponent. |   **Alternatives Scenario:** N/A  **Exceptions:** N/A  **Relationships:**  N/A  **Business Rules:**   * **The system will find opponent with radius of 5 kilometer. If there is no** | | | |