# RoadToGlory Fantasy Football Use Cases

## Draft Service

User Drafts a Player

A user should be able to draft a player, on their turn, and have that player added to their roster.

This should be recorded as a metric

This should be logged

### Player List Reflects Available Players

The Player list should remove any players that are kept before the draft, and any subsequent player that is drafted.

### Searchable Player List

A visual searchable player list should be made available to the user so they can find players to draft.

The list should reflect available players and provide useful stats to help a user make a decision.

The list should be personalized for each user and is sortable for auto-draft (ORGANIZABLE).

The list is initially based off of the Expert List (provided as a field).

### Display Active Users

A list of active users in the draft is displayed.

Inactive users have a “last seen” timestamp.

### Allow Active Users to Chat

Users should be able to chat while in the draft room.

### Allow Users to Join a Draft

Users should be able to join a draft they are allowed to join

The room should be notified when they join

Any active auto-draft is disabled when they join

### Allow Users to Leave a Draft

Users should be able to leave a draft they are currently in

The room should be notified when they leave

### Allow Users to Turn on Auto-Draft

Users should be able to turn on/off Auto-Draft at any point

### Allow Users to set positional category criteria

Users should be able to set min/max values for auto-draft based on position

Users should be able to set positional pick based on pick number for auto-draft

### Auto-Draft Turns on Automatically

Auto-Draft should automatically turn on when a turn timer expires without a user making a pick

This action should draft the next available player based on the user’s list and positional criteria

### Allow Users to Make Trades

Users should be able to trade players and picks during the draft.

Auto draft will occur if timer expires while attempting a trade.

Trades need to be approved by Admin

### Allow Users to see Owned Picks

Users should be able to see a list of their owned picks as well as the picks’ original owner

If a player has been drafted with a pick, show the player that was drafted

### Allow Users to see Teams Picks

Users should be able to see a list of other teams’ picks as well as the picks’ original owner

If a player has been drafted with a pick, show the player that was drafted

### Allow Users to View Upcoming Draft

Users should be able to view all of the picks for a future draft

Users should see a list of all picks, the current owner, and the original owner

If a draft order has been determined, display the picks (as a draft board or list) including all of the above information

### Allow Users to View Historical Draft

Users should be able to view a historical draft board.

Users should see all of the picks (as a board or list) including: date of draft, player picked, original owner, drafting owner

### Allow Admins to Change Draft Order

Admins should be able to create, or alter, the order of the draft.

This should be logged – admin user attributable

### Allow Admins to Draft Players for Teams

Admins should be able to draft a player for a team, regardless of whether or not the user is in the draft room or not.

This should be logged – admin user attributable

### Allow Admins to Pause Draft

Admins should be able to pause the draft, restricting any action by any user.

During this time, admins can draft players, change order, approve trades, or set a continuation date/time

This should be logged – admin user attributable

### Allow Admins to Start Draft

Admins should be able to start a draft that has been scheduled

Admins should only be able to start a draft on or after the scheduled start time

Admins should be able to change the scheduled start time

This should be logged – admin user attributable

### Allow Admins to Create/Schedule Drafts

Admins should be able to create a new draft

Admins should be able to re-schedule a draft that has already been created

This should be logged – admin user attributable

### Allow Admins to Enter Offline Results

Admins should be able to enter results of an offline draft

This should be logged – admin user attributable

## Team Service

### Allow Users to Alter Lineup

Users should be able to alter their own lineups

Users should NOT be able to alter other users’ lineups

This should be recorded as a metric

This should be logged

Allow Admins to Alter Lineups

Admins should be able to alter any lineup

Lineup changes only affect current week

Lineup changes are carried over into future weeks

This should be recorded as a metric

This should be logged – admin user attributable

### Allow Users to Add/Remove Players

Users should be able to add AVAILABLE Players to their roster

Users should be able to remove Players from their roster

Users should not be able to remove Players on the DO-NOT-DROP list

Users should not be able to add/remove players from other teams

This should be recorded as a metric

This should be logged

### Allow Admins to Add/Remove Players

Admins should be able to add/remove players from any team

This should be recorded as a metric

This should be logged – admin user attributable

## Trade Service

Comments:

Keep a per-league log of all critical events