# 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

Trades for current picks should reset the clock

### 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

Only the current Lineup can be changed

This should be recorded as a metric

This should be logged

Allow Admins to Alter Lineups

Admins should be able to alter any lineup of any week

Changes to completed weeks should update the scoring

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

### Allow Users to Request a Trade

Users should be able to request a trade with another team

Users should be able to trade any owned player not on a do-no-drop list

Users should be able to trade any owned pick

Only the Requestor and the Recipient should be able to see the trade until accepted

This should be recorded as a metric

This should be logged

### Allow Users to Revoke Requested Trade

Users should be able to revoke a requested trade

Only the Requestor should be able to revoke a trade

This should be recorded as a metric

This should be logged

### Allow Trade Recipient to Accept Trade

Users who have received a trade request should be able to accept.

Only the Recipient should be able to accept a trade request

This action should be logged

This should be recorded as a metric

This should be logged

### Allow Trade Recipient to Reject Trade

Recipients of a Trade Request should be able to reject the request

This action should remove the trade from pending trades

Only the recipient of a trade should be able to reject a trade

This should be recorded as a metric

This should be logged

### Allow Trade Recipient to Counter a Trade

Recipients of a Trade Request should be able to counter the offer

Only the Recipient should be able to counter offer

The counter offer will void the initial request and remove it from pending trades

The counter offer now becomes a requested trade

This should be recorded as a metric

This should be logged

### Allow Involved Users to Comment on a Trade

Users involved in a trade should be able to comment on the trade and associated parts (picks, players)

Only Users involved in the trade should be able to see the comments

This should be logged

### League Users Should See All Approved Trades

Users in a league should be notified of, and have visible, all trades that have been accepted

### Allow For League Approval of Accepted Trade

League Users can have the opportunity to approve a trade that has been accepted

League Users can have the opportunity to veto a trade that has been accepted

These actions are “votes” to approve or veto the trade

### Allow Admins to Approve Trades

Admins should have the opportunity to approve trades that have been accepted

Admins should have the opportunity to veto trades that have been accepted

This should be logged – admin user attributable

### Allow Admins to Make League Trades

Admins should be able to make trades on behalf of users in the league

These trades can be made at any stage (Request, Accepted, Approved)

This should be recorded as a metric

This should be logged – admin user attributable

## Player Service

### Allow Player Search-By-Name

Users should be able to search and find a player(s) by any part of their name

### Allow Player Search-By-Team

Users should be able to search and find a list of players by a league team

### Allow Player Search-By-NFLTeam

Users should be able to search and find a list of players by an NFL team

### Allow Player Search-By-Position

Users should be able to search and find a list of players by their position

### Allow Player Search-By-Availability

Users should be able to search for players based on their availability (Available, On Rosters, On Waivers)

### Allow Player Search-By-Status

Users should be able to search for players based on their status (IR, Out, Active)

### Allow Player Search-By-Bye-Week

Users should be able to search for players based on NFL bye week

### Allow Player Search Combined

Users should be able to search for players using any combination of the above use-cases

### Allow Users to Sort Players

Users should be able to sort players on any of the above criteria

### Allow Users to Sort by Season Points

Users should be able to sort players by their season points

### Allow Users to Sort by Last Week Points

Users should be able to sort players by their most recent week points

### Allow Users to Sort by Projected Season Points

Users should be able to sort players by their projected season points

### Allow Users to Sort by Last Week Points

Users should be able to sort players by their projected week points

### Allow Users to Sort by Stat

Users should be able to sort players by any of their stats

# RoadToGlory Fantasy Football Overview

## Draft Service

The Draft service is responsible for conducting the draft, maintaining history on previous drafts, and storing future draft pick ownership.

## Team Service

The Team Service is responsible for maintaining Rosters, Current Lineup, and Team Settings.

## Trade Service

The Trade Service is responsible for executing trades and maintaining a history of trades

## Player Service

The Player Service is responsible for interacting with NFL api’s to keep track of NFL players and their stats.

# Notes

* Keep a per-league log of all critical events