Game Fights Web App

Essential Use Cases

# Create Match Singles Match

**Preconditions:** User Logged In  
**Postconditions:** Match Created, Participants Notified of Created Match

|  |  |
| --- | --- |
| User | System |
| Create new empty match |  |
| Specify that is a singles match |  |
| Specify participants |  |
|  | Notify specify participants that match has been created |

# Create Match Team Match

**Preconditions:** User Logged In  
**Postconditions:** Match Created, Participants Notified of Created Match

|  |  |
| --- | --- |
| User | System |
| Create new empty match |  |
| Specify that is a team match |  |
| Specify number of teams |  |
| Specify participants |  |
|  | Notify specify participants that match has been created |

# Add Important Date to Match

**Preconditions:** User Logged In  
**Postconditions:** Match Created

|  |  |
| --- | --- |
| User | System |
| Specify match for which they want to update detail |  |
| Specify type of date (match date, answers deadline, etc) |  |
| Enter date and time |  |
|  | Update date for all participants |