Use Case Descriptions

|  |  |
| --- | --- |
| Use Case | Login |
| Objective | To allow either the admin or client to login to the online system |
| Precondition | The user already has an account and login details are known |
| Main Flow | 1. Get username 2. Get password 3. User logged in |
| Alternative Flow | 1. User details does not exist. Inform the user and exit use case |
| Post Condition | User is logged into their account |

|  |  |
| --- | --- |
| Use Case | Client – Enter customer details for tanks and trains |
| Objective | To allow the user to enter the customer details for tanks and trains |
| Precondition |  |
| Main Flow | 1. User enters customer details for tanks 2. The system calculates the cost based on no. of evil minions and weight of rocket along with the details entered for the trains |
| Alternative Flow |  |
| Post Condition | Customer details are added for the tanks and the trains |

|  |  |
| --- | --- |
| Use Case | Client – View number of tanks and/or trains |
| Objective | To allow the user to view the number of trains and/or tanks at any given destination at any time |
| Precondition |  |
| Main Flow | 1. User chooses “To View” option 2. No of trains and/or tanks is displayed on screen depending on which type the user wishes to see |
| Alternative Flow | 1. Each destination can only take max 5 tanks and 2 trains |
| Post Condition | Number of trains and/or tanks is shown to the user |

|  |  |
| --- | --- |
| Use Case | Admin – Access detailed info |
| Objective | To allow the admin to access detailed info |
| Precondition |  |
| Main Flow | 1. User wishes to access detailed info 2. Detailed info is shown to the user 3. This info can be edited as appropriate by the admin |
| Alternative Flow | 1. Once the details have been entered, they cannot be changed by the client |
| Post Condition | Detailed info is displayed to the user |