**Donor of the Week**

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| Name | Donor of the week |
| ID | Donor\_Week |
| Description | When a user goes to the park homepage there will be a section that shows the name of a user with his profile picture and game points as well as a the donation tier or tiers that were donated. |
| Actors | User |
| Organizational Benefits | Will show the user with the most tiers of donation were donated that week |
| Frequency of Use | Every week there will be a new user picked. If no new users donate that particular week, the user from the week before will be picked. |
| Triggers | User goes into the a ***PARK HOMEPAGE*** . |
| Pre Conditions | User is in the desired parks homepage |
| Post Conditions | When the user clicks on the **Donor of The Week**  there will be a button that links the user to the donation page. |
| Main Course | 1. Users select the ***Park Homepage***they are currently viewing 2. Users are directed to the ***Park Homepage*** where they will see a section that contains information about the donor of the week    1. Username    2. Profile picture    3. Donation Tier and Amount 3. Below the ***Donor of the Week*** section a ***See how you can help!*** button can be selected by the user that will link them to the donations page. |
| Alternate Courses | AC1 the user will be prompted to ***User Signup or Sign In*** if they are not logged in and click the ***See how you can help!*** button.   1. Direct user to ***Donations*** page. |
| Exceptions | EX1 User wants to select a different state.   1. A button will redirect the user to the Interactive map where they can choose another park. 2. Return user to Main Course step 1.   EX2 System Fails on displaying the user.   1. System notifies user that an error has occurred. 2. System tells user to refresh page. 3. Return user to Main Course step 1.   EX3 There has been no donations yet made   1. Display a “Be the first user to donate!” message on the donor of the week section to prompt user to donate. 2. Return user to the Main Course step 1. |
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