Sports Club Management Application

Use-Case Model

Version 1.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 20/03/2017 | 1.0 | Use Case Model for Sports Club Management Application | Ilies Alina Denisa |
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# Use-Cases Identification

***Use case: Join an event***

***Level: <one of: summary level, user-goal level, sub-function>***

***Primary actor: User***

***Main success scenario: Log in, Visualize all events, Join one of them.***

***Extensions: Log in, Visualize all events, Join one of them, Select another with no limits on attendance list.***

***Use case: Create an event***

***Level: <one of: summary level, user-goal level, sub-function>***

***Primary actor: Event coordinator***

***Main success scenario: Log in, Create an event, Set location for event***

**Extensions: Log in, Create an event, Set location for event, Set limits for event.**

***Use case: View all events***

***Level: <one of: summary level, user-goal level, sub-function>***

***Primary actor: User or Event coordinator***

***Main success scenario: Log in, View all events***

# UML Use-Case Diagrams

