NBA Game Ticket

Use-Case Model

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# Use-Cases Identification

**Use case: Make a game reservation**

**Level: user-goal level**

**Primary actor: Game attendee**

**Main success scenario:**

1. The user logs into his/her account.
2. The user clicks on the “Make reservation” button.
3. The user selects the date.
4. The user selects an game.
5. The user selects the number of seats.
6. The user clicks on the “Save reservation” button

**Extensions:**In the case of an error when making reservation, an error message will be displayed.

**Use case: Cancel reservation**

**Level: sub-function**

**Primary actor: Game attendee**

**Main success scenario:**

1. The user logs into his/her account.
2. The user clicks on the “My reservations” button.
3. The user selects a reservation.
4. The user clicks on the “Cancel reservation” button.

**Extensions:** If the user has no reservations, a window with a message will appear.

**Use case: See game list**

**Level: sub-function**

**Primary actor: Game attendee**

**Main success scenario:**

1. The user logs into his/her account.
2. The user clicks on the “Game list” button.

**Extensions:**If the game is unavailable, a message will be displayed.

**Use case: See date list**

**Level: sub-function**

**Primary actor: Game attendee**

**Main success scenario:**

1. The user logs into his/her account.
2. The user clicks on the “Date list” button.

Extensions: If the date is unavailable, a message will be displayed.

# UML Use-Case Diagrams

