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| London 2012 olympics management system |
| SWE 316 – Software Design and Architecture |
| Phase 1 - Report |
|  |
| **Team 1 – Abdulaziz, Shaeq, Yazeed and Ibrahim** |
| **3/31/2010** |

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| Phase 1 of this report contains a use case model of the system. All the use cases for the system have been documented in terms of summary, dependency, actors, precondition, description, alternatives and post conditions. Also a conceptual static model for the system has been created which defines the appropriate physical classes. |

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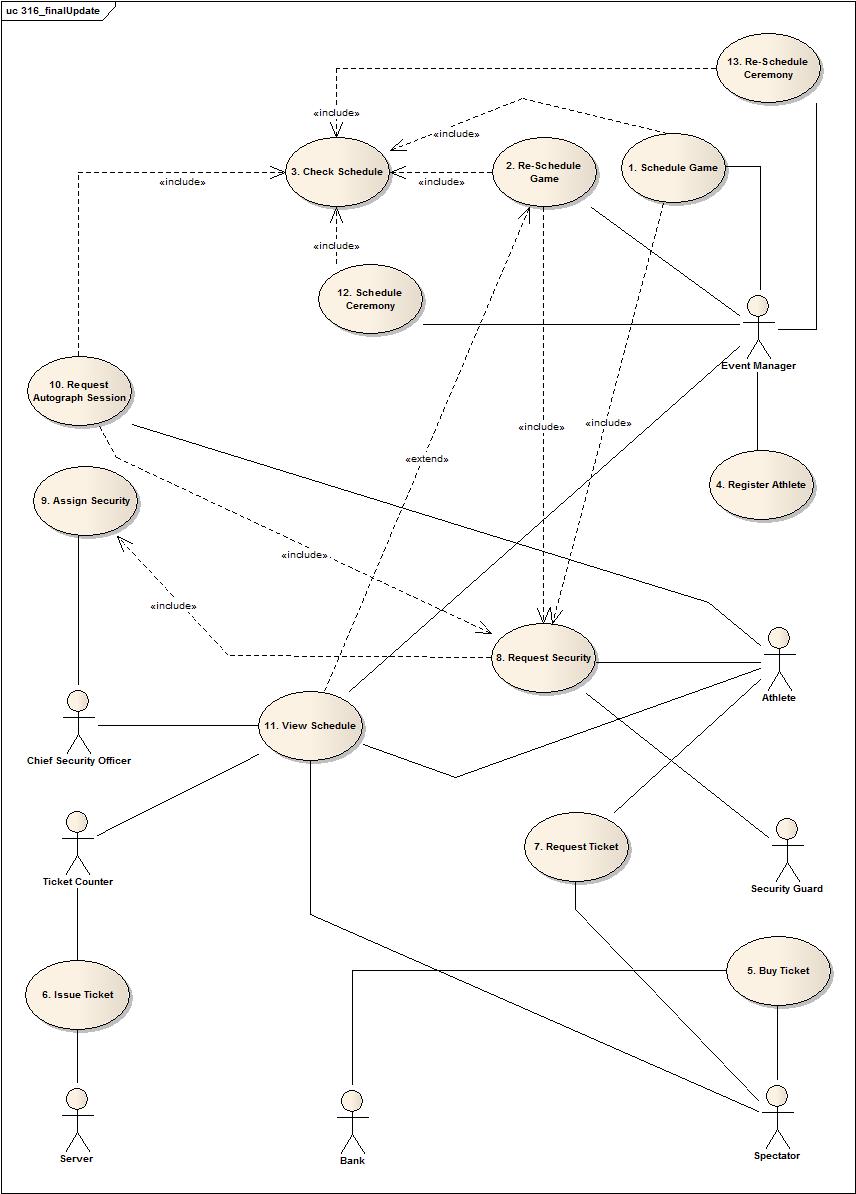
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# Use case model



# Use case descriptions

## Schedule Game

|  |  |  |
| --- | --- | --- |
| **Use Case Number** | 1 | |
| **Use Case Name** | Schedule Game | |
| **Author** | Shaeq Khan | |
| **Date of Creation** | 27 March 2010 | |
| **Precondition(s)** | The event manager is logged into the system. | |
| **Successful Post Condition** | A game has been scheduled successfully. | |
| **Actors** | Event Manager | |
| **Summary** | In this use case, the event manager is going to schedule a game (game or ceremony) which will be stored in the system. | |
| **Related Use Cases** | 3. Check Schedule  8. Request Security  13. Reschedule Ceremony | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | The event manager selects “Schedule Game”. |
| 2 | The system prompts the user to enter the details for the event.   1. Name of event 2. Date scheduled 3. Location 4. Participants 5. Time of event |
| 3 | Use case 3 “Check Schedule” is executed. |
| 4 | Use case 8 “Request Security” is executed. |
| 5 | The system displays a message that the game has been scheduled successfully and the system updates the game list.   * **A1: Game could not be scheduled.** * **A2: Conflict with Ceremony** |
| 6 | The use case ends. |
| **Alternative Flow: A1 (Game could not be scheduled)** | |
| 1 | The system informs the user that use case 3 or 8 or both were executed with errors. |
| 2 | The user confirms the message. |
| 3 | The system goes back to step 2 of the basic flow. |
| **Alternative Flow: A2 (Conflict with Ceremony)** | |
| 1 | Use Case 13 "Reschedule Ceremony" is executed. |
| 2 | The system goes back to step 2 of the basic flow. |

## Reschedule Game

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| --- | --- | --- |
| **Use Case Number** | 2 | |
| **Use Case Name** | Reschedule Game | |
| **Author** | Shaeq Khan | |
| **Date of Creation** | 27 March 2010 | |
| **Precondition(s)** | * The event manager is logged into the system. * A game is scheduled in the system. | |
| **Successful Post Condition** | A game has been rescheduled successfully. | |
| **Actors** | Event Manager | |
| **Summary** | In this use case, the event manager is going to reschedule a game which will be stored in the system. | |
| **Related Use Cases** | 3. Check Schedule  8. Request Security  11. View Schedule  13.Reschedule Ceremony. | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | The event manager selects “Reschedule Game”. |
| 2 | The system prompts the user to enter the new details for the event.   1. Date scheduled 2. Location 3. Participants 4. Time of event  * **A1: View Schedule** * **A2: Conflict with Ceremony** |
| 3 | Use case 3 “Check Schedule” is executed. |
| 4 | Use case 8 “Request Security” is executed. |
| 5 | The system displays a message that the event has been scheduled successfully. |
| 6 | The use case ends. |
| **Alternate Flow: A1 (View Schedule)** | |
| 1 | Use case 11 “View Schedule” is executed. |
| 2 | The system goes back to step 4 of the basic flow. |
| **Alternate Flow: A2 (Reschedule an award Ceremony)** | |
| 1 | Use Case 13 "Reschedule Ceremony" is executed. |
| 2 | The system goes back to step 2 of the basic flow. |

## Check Schedule

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| **Use Case Number** | 3 | |
| **Use Case Name** | Check Schedule | |
| **Author** | Shaeq Khan | |
| **Date of Creation** | 27 March 2010 | |
| **Precondition(s)** | No precondition | |
| **Successful Post Condition** | There is no conflict in the event dates and time. | |
| **Actors** | No actors | |
| **Summary** | Other use cases use this functionality to check if there are any conflicts within the events. | |
| **Related Use Cases** | 1 Schedule Game  2 Reschedule Game  10 Request Autograph Session  12 Schedule Ceremony  13 Reschedule Ceremony | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | The use case is initiated by one of the related use cases mentioned above. |
| 2 | The system takes in the new date and time on which the event is to be scheduled and compares it with all the events on that day.   * **E1: New time or date conflict** |
| 3 | The system displays a message that the new time and date are available for the event to take place. |
| 4 | The use case ends. |
| **Error flow: E1 (New time or date conflict)** | |
| 1 | The system displays that there is a conflict with an event. |
| 2 | The use case ends. |

## Register Athlete

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| --- | --- | --- |
| **Use Case Number** | 4 | |
| **Use Case Name** | Register Athlete | |
| **Author** | Yazeed | |
| **Date of Creation** | 28 March | |
| **Precondition(s)** | Event Manager has logged in to his account successfully | |
| **Successful Post Condition** | Athlete is added to the system and a username and password is generated. He is available to be registered for the games. | |
| **Actors** | Event Manager | |
| **Summary** | This use case is going to add an athlete to the system. | |
| **Flow of Events** | **Basic Flow** | |
| **Step No.** | **Steps** |
| 1 | The use case starts when the event manager selects "Register Athlete" |
| 2 | The system prompts the user to enter the information of the athlete as follows:   * Name * Nationality * Olympic ID * Age * Height * Weight * Sports * Gender |
| 3 | The event manager enters the required information. |
| 4 | The system accepts the information and displays a confirmation message which includes a system generated username and password for the athlete.   * **A1: The athlete entered exists in the system.** * **A2: The event manager missed some required information.** |
| 5 | The event manager confirms the message and the use case ends. |
| **Alternative Flow A1: The athlete entered exists in the system.** | |
| 1 | The system displays a message to the event manager that the athlete with the entered information already exists in the system. |
| 2 | The user confirms the message. |
| 3 | The flow returns to step 2 of the basic flow. |
| **Alternative Flow A2: The event manager missed some required information.** | |
| 1 | The system displays a message marks the required fields that the event manager missed. |
| 2 | The event manager confirms the message. |
| 3 | The flow returns to step 2 of the basic flow. |

## Buy Ticket

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| --- | --- | --- |
| **Use Case Number** | 5 | |
| **Use Case Name** | Buy Ticket | |
| **Author** | Abdulaziz Alamoudi | |
| **Date of Creation** | March 14, 2010 | |
| **Precondition(s)** | * Tickets are available for sale. * Tickets are updated if game schedules are changed | |
| **Successful Post Condition** | * Tickets are sold to the spectators. * The spectator will receive a voucher containing a confirmation number. | |
| **Actors** | Spectator | |
| **Summary** | In this use case, the spectator is going to buy the ticket either online or through the shops or malls were the sponsors of the games are located. But here we are specifying somehow buying the ticket through the internet.  The tickets are issued on the day of the games. | |
| **Related Use Cases** | None | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | A new page will be displayed asking the spectator to enter the following information:   1. Personal Information:    * First name.    * Last name.    * Gender.    * Date of birth. 2. Contact Information:  * Country. * City. * Province. * Address. * Phone.  1. Login Information:  * Email. * Password.  1. Tick box to choose what games he prefers.  * **E1: Server Connection Error.** |
| 2 | The spectator enters all the required information and clicks submit. |
| 3 | The system displays a new page welcoming the spectator and confirming that he has successfully registered (it wont take a few seconds). Then the system displays another page showing the schedule of the games, if the tickets for a game were sold out it will be marked.   * **A1: The spectator missed a required field.** * **A2: The spectator entered an invalid email or password.** |
| 4 | The spectator selects the games that he wants to attend and submits his choice. |
| 5 | The system displays a form and asks the spectator to enter all the required fields:   * Name. * Card Number. * Account Number. * Expiration Date. |
| 6 | The spectator enters the required information. |
| 7 | The system displays a page confirming the spectator's input. After that it displays the voucher, which contains a confirmation number.   * **A3: The spectator** **missed a required field.** * **A4: Error in validating the card.** * **E2: Bank Connection Error.** |
| 8 | The use case ends. |
| **Alternate Flow: A1 (The spectator missed a required field)** | |
| 1 | The system displays the page again marking the fields that the spectator has missed. |
| 2 | The spectator fills out the fields. |
| 3 | The system goes to step 4 of the basic flow. |
| **Alternate Flow: A2 (The spectator entered an invalid email or password)** | |
| 1 | The system displays the sign up page again notifying the spectator that he has entered an invalid password. |
| 2 | The spectator enters a new password. |
| 3 | The system goes to step 4 of the basic flow. |
| **Alternate Flow: A3 (The spectator** **missed a required field)** | |
| 1 | The system displays the page again marking the fields that the spectator has missed. |
| 2 | The spectator fills out the fields. |
| 3 | The system goes to step 6 of the basic flow. |
| **Alternate Flow: A4 (Error in validating the card)** | |
| 1 | The system displays a message explaining to the spectator the issue with validating the card. |
| 2 | The spectator confirms the message. |
| 3 | The system goes to step 6 of the basic flow. |
| **Error Flow: E1 (Server Connection Error)** | |
| 1 | The system displays a message telling the spectator that there is a problem with the connection. |
| 2 | The spectator confirms the message. |
| 3 | The use case ends. |
| **Error Flow: E2 (Bank Connection Error)** | |
| 1 | The system displays a message telling the spectator that there is a problem in the connection with the designated bank. |
| 2 | The spectator confirms the message. |
| 3 | The system goes to step 4 of the basic flow. |

## Issue Ticket

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| --- | --- | --- |
| **Use Case Number** | 6 | |
| **Use Case Name** | Issue Ticket | |
| **Author** | Abdulaziz Alamoudi | |
| **Date of Creation** | March 14, 2010 | |
| **Precondition(s)** | To issue a ticket the spectator should have the voucher that holds the confirmation number. | |
| **Successful Post Condition** | The ticket is issued to the spectator. | |
| **Actors** | Ticket Counter  Server | |
| **Summary** | Since the spectator has bought the ticket he should have his voucher that holds the confirmation number. Then the user checks the confirmation number, if it is validated he issues the ticket to the spectator. | |
| **Related Use Cases** | None | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | The ticket counter enters the ticket’s confirmation number. |
| 2 | The system validates the number and issue the ticket.  The use case ends.   * **E1: Server Connection Error.** * **A1: Invalid confirmation number.** |
| **Alternate Flow: A1 (Invalid confirmation number)** | |
| 1 | The system requests that the ticket counter enters:   * The spectator’s name. * Phone number. * Email address. |
| 2 | The ticket counter enters the required information. |
| 3 | The system validates the information. Then the spectator’s confirmation is displayed and printed with the ticket.  The use case ends.   * **A2: User missed a required field.** * **A3: No such information exists.** |
| **Alternate Flow: A2 (User missed a required field)** | |
| 1 | The system marks the fields that the ticket counter missed. |
| 2 | The ticket counter enters the required information. |
| 3 | The system goes to step 1 of the alternative flow A1.   * **A3: No such information exists.** |
| **Alternate Flow: A3 (No such information exists)** | |
| 1 | The system displays a message telling the ticket counter that no such information exists. |
| 2 | The ticket counter confirms the message. |
| 3 | The use case ends. |
| **Error Flow: E1 (Sever Connection Error)** | |
| 1 | The system displays a message that says there is a problem in connection. |
| 2 | The ticket counter confirms the message. |
| 3 | The use case ends. |

## Request Ticket

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| **Use Case Number** | 7 | |
| **Use Case Name** | Request Ticket | |
| **Author** | Abdulaziz Alamoudi | |
| **Date of Creation** | March 14, 2010 | |
| **Precondition(s)** | It’s only restricted for athletes and their families, also employees (event manager, ticket counter, chief security officer, security etc). | |
| **Successful Post Condition** | * Tickets are issued for athletes and employees for free. * The athlete’s family receives the tickets with a 25% discount. | |
| **Actors** | Spectator, Athlete, Chief Security Officer, Security Guard, Event Manager | |
| **Summary** | This use case is somehow special. Tickets are issued using this use case for free for both employees and Athletes. This use case also is concerned with athlete’s family because the receive tickets with a discount of 25%. | |
| **Related Use Cases** | None | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | The actor will request a ticket under an option called “Request Ticket”. |
| 2 | The system displays three options:   1. Athletes. 2. Athletes Families. 3. Employees.  * **E1: Server Connection Error.** |
| 3 | The user selects the required option. |
| 4 | * **A1: The system displays the athlete’s page.** * **A2: The system displays the athlete’s family’s page.** * **A3: The system displays the employee’s page.** |
| **Alternate Flow: A1 (The system displays the athlete’s page)** | |
| 1 | The system displays the athlete’s page and asks the user to enter his identification number and his password. |
| 2 | The athlete enters his identification number and password and submits. |
| 3 | The system displays the athlete’s window and prompts the athlete to request tickets for his family or himself.   * **A4: Invalid Information.** * **A5: The actor** **missed a required field.** |
| 4 | The athlete selects an option. |
| 5 | The system displays the schedule of the games. If the tickets for a game were sold out it will be marked. |
| 6 | The athlete selects the games that he wants to attend and submits his choice. |
| 7 | The system displays the confirmation number  on the screen and the use case ends   * **A6: Conflict in the athlete’s schedule.** * **A2: Payment for athlete’s family** |
| **Alternate Flow: A2 (Payment for athlete’s family)** | |
| 1 | The system pops a window asking the athlete to selects how would he like to pay:   * Credit Card. |
| 2 | The athlete selects how he would like to pay for the tickets. |
| 3 | The system displays a form containing:   * Name. * Card Number. * Account Number. * Expiration Date. |
| 4 | The athlete enters the required information. |
| 5 | The system displays a page confirming the athlete's input. After that it displays the voucher, which contains a confirmation number.  The use case ends.   * **A5: The actor** **missed a required field.** * **A7: Error in validating the card.** * **E2: Bank Connection Error.** |
| **Alternate Flow: A3 (The system displays the employee’s page)** | |
| 1 | The system displays the employee's page and asks the employee to enter his identification number and his password. |
| 2 | The employee enters the identification number and his password and submits. |
| 3 | The system displays the schedule of the games. If the tickets for a game were sold out it will be marked.   * **A4: Invalid Information.** * **A5: The actor** **missed a required field.** |
| 4 | The employee selects the games that he wants to attend. |
| 5 | The system checks if the employee is on duty, if not it displays a voucher containing the confirmation number.  The use case ends.   * **A8: The employee is on duty.** |
| **Alternate Flow: A4 (Invalid Information)** | |
| 1 | The system displays a message telling the actor that he has entered invalid information. |
| 2 | The actor enters the information required. |
| 3 | The system goes to step:   * 3 of the alternative flow A1. * 3 of the alternative flow A3. |
| **Alternate Flow: A5 (The actor** **missed a required field)** | |
| 1 | The system marks the fields that the actor missed. |
| 2 | The actor enters the required information. |
| 3 | The system goes to step:   * 3 of the alternative flow A1. * 3 of the alternative flow A3. |
| **Alternate Flow: A6 (Conflict in the athlete’s schedule)** | |
| 1 | Use case 3 “Check schedule” is executed. |
| 2 | The system goes to step 5 of the alternative flow A1. |
| **Alternate Flow: A7 (Error in validating the card)** | |
| 1 | The system displays a message that the card could not be validated. |
| 2 | The athlete confirms the message. |
| 3 | The use case ends |
| **Alternate Flow: A8 (The employee is on duty)** | |
| 1 | Use case 3 “Check schedule” is executed. |
| 2 | The system goes to step 3 of the alternative flow A3. |
| **Error Flow: E1 (Server Connection Error)** | |
| 1 | The system displays a message telling the actor that there is a problem with the connection. |
| 2 | The actor confirms the message. |
| 3 | The use case ends. |
| **Error Flow: E2 (Bank Connection Error)** | |
|  | 1 | The system displays a message telling the athlete that there is a problem in the connection with the designated bank. |
| 2 | The athlete confirms the message. |
| 3 | The system goes to step 4 of the basic flow. |

## Request Security

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| --- | --- | --- |
| **Use Case Number** | 8 | |
| **Use Case Name** | Request Security | |
| **Author** | Ibrahim Al-Amer | |
| **Date of Creation** | 27/03/2010 | |
| **Precondition(s)** | * The athlete is registered. * The event is scheduled. | |
| **Successful Post Condition** | The request is sent to the security chief officer and a request number is generated. | |
| **Related use cases** | 1 Schedule Game  2 Reschedule Game  9 Assign Security  10 Request Autograph Session  12 Schedule Ceremony  13 Reschedule Ceremony | |
| **Actors** | Athlete, Security Guard | |
| **Summary** | This functionality enables the events and the athlete to request for security. | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | The use case begins when the actor requests for security. |
| 2 | The system prompts the actor to fill in the form. In case the use case is called by another use case then the following data is retrieved from the system.   * Date * Time * Location |
| 3 | The actor enters the required information. |
| 4 | The actor submits the request for approval.   * **A1: Request present.** * **A2: The actor** **missed some required information.** * **E1: Server Connection Error.** |
| 5 | The system displays a confirmation that the request is successfully sent and a request number is generated. |
| 6 | The actor accepts the message and the use case ends. |
| **Alternate Flow: A1 (Request present)** | |
| 1 | The system displays a message that he already have request |
| 2 | The actor confirms the message. |
| 3 | The use case ends. |
| **Alternate Flow: A2 (The actor** **missed some required information)** | |
| 1 | The system displays a message notifying the actor that he has missed a required field. |
| 2 | The actor accepts the message. |
| 3 | The system goes to step 2 of the basic flow. |
| **Error Flow: E1 (Server Connection Error)** | |
| 1 | The system displays a message telling the actor that there is a problem with the connection. |
| 2 | The actor confirms the message. |
| 3 | The use case ends. |

## Assign Security

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| --- | --- | --- |
| **Use Case Number** | 9 | |
| **Use Case Name** | Assign Security | |
| **Author** | Ibrahim Al-Amer | |
| **Date of Creation** | 27/03/2010 | |
| **Precondition(s)** | A request has been placed for security. | |
| **Successful Post Condition** | Security guards are assigned and placed on duty. | |
| **Actors** | Chief Security Officer | |
| **Summary** | The security chief officer assigns security according to the requests placed through the system. | |
| **Related Usecases** | 8 Request Security | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | The use case begins when the chief security officer clicks “Assign Security”. |
| 2 | The system displays the list of requests placed. |
| 3 | The chief security officer enters the details to assign security.   * Number of security personnel * Duration * Priority * Request number |
| 4 | The system sends the order to the security personnel.   * **A1: The chief security officer missed some required information.** * **E1: Server Connection Error.** |
| 5 | The use case ends. |
| **Alternate Flow: A1 (The chief security officer missed some required information.**) | |
| 1 | The system displays a message notifying the chief security officer that he has missed a required field. |
| 2 | The chief security officer accepts the message. |
| 3 | The system goes to step 3 of the basic flow. |
| **Error Flow: E1 (Server Connection Error)** | |
| 1 | The system displays a message telling the chief security officer that there is a problem with the connection. |
| 2 | The chief security officer confirms the message. |
| 3 | The use case ends. |

## Request Autograph Session

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| **Use Case Number** | 10 | |
| **Use Case Name** | Request Autograph session | |
| **Author** | Yazeed | |
| **Date of Creation** | 28 March | |
| **Precondition(s)** | * The athlete exists in the system. * The athlete has logged in to the system successfully. | |
| **Successful Post Condition** | * The autograph session is scheduled successfully. * A request is sent to the security department. | |
| **Summary** | The athlete places a request to schedule an autograph session with his/her fans using the system. A request is sent to the chief security officer for security | |
| **Actors** | Athlete | |
| **Related Use Cases** | 3. Check Schedule  8. Request Security | |
| **Flow of Events** | **Basic Flow** | |
| **Step No.** | **Steps** |
| 1 | The use case starts when the athlete selects "Request Autograph Session”. |
| 2 | The system prompts the athlete to enter the following information.   * Date * Time * Location * Duration |
| 3 | The athlete enters the required information. |
| 4 | Use case 3 "Check Schedule" is executed. |
| 5 | The system adds the session to the schedule and use case 8 “Request Security” is executed and displays a confirmation message.   * **A1: Time conflict with an event (game/ceremony)** * **A2: The athlete** **missed some required information.** |
| 6 | The athlete confirms the message and the use case ends. |
| **Alternative Flow A1: Time conflict with an event (game/ceremony)** | |
| 1 | The system shows a message to the athlete to notify him about the conflict in the time between an event (game/ceremony) that he is participated in and the session. |
| 2 | The athlete confirms the message and the flow return to step 2. |
| **Alternative Flow A2: The athlete** **missed some required information.** | |
| 1 | The system displays a message marks the required fields that the athlete missed. |
| 2 | The athlete confirms the message. |
| 3 | The flow returns to step 2 of the basic flow. |

## View Schedule

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| --- | --- | --- |
| **Use Case Number** | 11 | |
| **Use Case Name** | View Schedule | |
| **Author** | Shaeq Khan | |
| **Date of Creation** | 27 March 2010 | |
| **Precondition(s)** | No precondition | |
| **Successful Post Condition** | No post condition | |
| **Actors** | Event Manager, Ticket Counter, Spectator, Athlete, Chief Security Officer | |
| **Summary** | This functionality helps the user to view the entire event schedule. | |
| **Related Use Cases** | 2Reschedule Game  13Reschedule Ceremony | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | The use case is initiated when the employee clicks “View Schedule”. |
| 2 | The system displays the entire updated event schedule from the system for the employee.   * **E1: Server Connection Error.** |
| 3 | The system displays a message that the new time and date are available for the event to take place. |
| 4 | The use case ends. |
| **Error Flow: E1 (Server Connection Error)** | |
| 1 | The system displays a message telling the employee that there is a problem with the connection. |
| 2 | The employee confirms the message. |
| 3 | The use case ends. |

## Schedule Ceremony

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| **Use Case Number** | 12 | |
| **Use Case Name** | Schedule Ceremony | |
| **Author** | Shaeq Khan | |
| **Date of Creation** | 27 March 2010 | |
| **Precondition(s)** | The event manager is logged into the system. | |
| **Successful Post Condition** | A ceremony has been scheduled successfully. | |
| **Actors** | Event Manager | |
| **Summary** | In this use case, the event manager is going to schedule a ceremony which will be stored in the system. | |
| **Related Use Cases** | 3. Check Schedule  8. Request Security | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | The event manager selects “Schedule Ceremony”. |
| 2 | The system prompts the event manager to enter the details for the event.   1. Name of event 2. Date scheduled 3. Location 4. Participants 5. Time of event |
| 3 | Use case 3 “Check Schedule” is executed. |
| 4 | Use case 8 “Request Security” is executed. |
| 5 | The system displays a message that the ceremony has been scheduled successfully and the system updates the game list.   * **A1: Ceremony could not be scheduled.** * **A2: Conflict with Ceremony** |
| 6 | The use case ends. |
| **Alternative Flow: A1 (Game could not be scheduled)** | |
| 1 | The system informs the event manager that use case 3 or 8 or both were executed with errors. |
| 2 | The event manager confirms the message. |
| 3 | The system goes back to step 2 of the basic flow. |
| **Alternative Flow: A2 (Conflict with Ceremony)** | |
| 1 | Use Case 13 "Reschedule Ceremony" is executed. |
| 2 | The system goes back to step 2 of the basic flow. |

## Reschedule Ceremony

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| **Use Case Number** | 13 | |
| **Use Case Name** | Reschedule Ceremony | |
| **Author** | Shaeq Khan | |
| **Date of Creation** | 27 March 2010 | |
| **Precondition(s)** | * The event manager is logged into the system. | |
| **Successful Post Condition** | * An athletic event has been rescheduled. * A ceremony has been rescheduled. | |
| **Actors** | Event Manager | |
| **Summary** | In this use case, the event manager is going to reschedule an event ceremony which will be stored in the system. | |
| **Related Use Cases** | 1 Schedule Game  2 Reschedule Game  3. Check Schedule  8. Request Security  11. View Schedule | |
| **Flow of Events** | **Basic Flow** | |
| **Step Number** | **Steps** |
| 1 | The event manager selects “Reschedule Ceremony”. |
| 2 | The system prompts the event manager to enter the new details for the ceremony.   1. Date scheduled 2. Location 3. Participants 4. Time 5. Award presenters  * **A1: View Schedule** |
| 3 | Use case 3 “Check Schedule” is executed. |
| 4 | Use case 8 “Request Security” is executed. |
| 5 | The system displays a message that the ceremony has been scheduled successfully. |
| 6 | The use case ends. |
| **Alternate Flow: A1 (View Schedule)** | |
| 1 | Use case 11 “View Schedule” is executed. |
| 2 | The system goes back to step 4 of the basic flow. |