

Use Case Name	Create Secretary Account (UC01)
Brief Description	
This use case presents the steps to be followed when a user wants to create a new secretary account. This particular use case is exclusive to users with the role of Admin.	
Flow of Events	
Basic Flow	
1	The user wants to create a new secretary account.
2	The user submits the required information (secretary username, password) to the system.
3	The system accepts the submitted information.
Alternative Flow	
3a1	The system rejects the submitted information due to an error. The system shows an appropriate error message.
3a2	Return to step 2 of the basic flow.
Preconditions	- The user has been authenticated.
Post-Conditions	- A new secretary account has been registered into the system.

Use Case Name	Update Secretary Account (UC02)
Brief Description	
This use case presents the steps to be followed when a user wants to update an existing secretary account. This particular use case is exclusive to users with the role of Admin.	
Flow of Events	
Basic Flow	
1	The user wants to edit an existing secretary account.
2	The user makes the desired changes.
3	The updated information is submitted to the system.
4	The system accepts the submitted information.
Alternative Flow	
4a1	The system rejects the submitted information due to an error. The system shows an appropriate error message.
4a2	Return to step 2 of the basic flow.
Preconditions	- The user has been authenticated.
Post-Conditions	- The secretary's account has been updated.

Use Case Name	Delete Secretary Account (UC03)
Brief Description	
This use case presents the steps to be followed when a user wants to delete an existing secretary account. This particular use case is exclusive to users with the role of Admin.	
Flow of Events	
Basic Flow	
1	user selects to delete an existing secretary account
2	System asks for confirmation.
3	user confirms his/her choice
Alternative Flow	
3a1	The user fails to confirm the deletion of the Secretary. The system shows an appropriate error message.
Preconditions	- user has been authenticated
Post-Conditions	- The user account has been deleted from the system

Use Case Name	Login (UC04)
Brief Description	
This use case presents the steps to be followed when a user wants to enter the system. The user inserts his/her credentials, and the system either: (a) authenticates him/her successfully; or (b) fails to authenticate him/her, asking to re-enter credentials. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user wants to log in to the system
2	The user submits his/her account credentials (username, password)
3	System authenticates the user
Alternative Flow	
3a1	The system shows an appropriate error message.
3a2	Return to step 2 from the basic flow.
Preconditions	- An account must exist in the system.
Post-Conditions	- The user has entered the system with extra privileges.

Use Case Name	Create Team (UC05)
Brief Description	
The use case presents the steps to be followed when a user wants to create a new team. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user wants the option to create a new team
2	The user submits the required team information (name, city, etc.)
3	The system validates the submission.
Alternative Flow	
3a1	The system shows an appropriate error message.
3a2	Return to step 2 of the basic flow.
Preconditions	- The user has been authenticated - There are not any other teams with the same name existing in the system.
Post-Conditions	- A new team has been created into the system.

Use Case Name	Update Team (UC06)
Brief Description	
This use case occurs in the event of a user's decision to update an existing team in the system. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user wants to edit an existing team's information.
2	The user makes his/her desired changes and submits them to the system.
3	The system confirms the newly submitted information.
Alternative Flow	
3a1	Submission error due to invalid information. The system shows an appropriate error message.
3a2	Return to step 2 of the basic flow.
Preconditions	<ul style="list-style-type: none"> - The user has been authenticated. - At least one team exists in the system.
Post-Conditions	- The selected team's information has been updated from the system.

Use Case Name	Delete Team (UC07)
Brief Description	
This use case occurs in the event of a user's decision to delete an existing team in the system. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user wants to delete an existing team's information.
2	The system asks for confirmation.
3	The user confirms his/her action.
Alternative Flow	
3a1	Submission error due to invalid information. The system shows an appropriate error message.
3a2	Return to step 1 of the basic flow.
Preconditions	<ul style="list-style-type: none"> - The user has been authenticated - At least one team exists in the system
Post-Conditions	- The selected team is deleted from the system

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Use Case Name	Create Championship (UC08)
Brief Description	
The use case presents the events that take place when a user wants to create a new championship. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user selects to create a new championship.
2	The user submits the required information (participants etc.) to the system.
3	System approves all information submitted.
Alternative Flow	
3a1	Invalid information submitted. The system shows an appropriate error message.
3a2	Return to step 2 of the basic flow.
Preconditions	<ul style="list-style-type: none">- The user has been authenticated- At least two teams exist in the system.
Post-Conditions	<ul style="list-style-type: none">- A new championship has been created in the system.- Call UC11 "Draw Championship"

Use Case Name	Update Championship Information (UC09)
Brief Description	
This use case describes the process that takes place when a user wishes to read, modify, or delete an existing championship. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user selects to modify an existing championship.
2	The user makes the desired changes and submits them to the system.
3	The system confirms the submitted changes.
Alternative Flow	
3a1	System error due to invalid submitted information. The system shows an appropriate error message.
3a2	Return to step 2 of the basic flow.
Preconditions	<ul style="list-style-type: none">- The user has been authenticated.- At least one championship exists in the system.
Post-Conditions	<ul style="list-style-type: none">- Selected championship information has been updated.

Use Case Name	Delete Championship (UC10)
Brief Description	
This use case describes the process that takes place when a user wishes to read, modify, or delete an existing championship. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user selects to delete an existing championship
2	The system asks for confirmation.
3	The user confirms his/her action.
Alternative Flow	
3a1	Submission error due to invalid information. The system shows an appropriate error message.
3a2	Return to step 1 of the basic flow.
Preconditions	<ul style="list-style-type: none"> - The user has been authenticated. - At least one championship exists in the system
Post-Conditions	- The selected championship has been deleted

Use Case Name	Draw Championship (UC11)
Brief Description	
The following use case displays the steps that take place when a user chooses to draw an existing championship. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user wants to draw an existing championship
2	The system decides the championship details randomly (who plays with whom, match dates etc.)
3	The system completes the draw and asks for confirmation
4	The user confirms the system's selection and the draw is submitted into the system
Alternative Flow	
4a1	The user disagrees with the system's selection and wants a redraw.
4a2	Return to step 2 of the basic flow.
Preconditions	<ul style="list-style-type: none"> - The user has been authenticated. - At least 4 teams exist in the system.
Post-Conditions	- A new championship has been drafted.

Use Case Name	Create Player (UC12)
Brief Description	
The use case presents the events that take place when a user wants to create a new player. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user wants to create a new player.
2	The user submits the required player information (name, age, team, etc.) to the system.
3	System approves all information submitted
Alternative Flow	
3a1	Submission error due to invalid information. The system shows an appropriate error message.
3a2	Return to step 2 of the basic flow.
Preconditions	- The user has been authenticated. - An already existing player in the system cannot be created again.
Post-Conditions	- A new player has been created in the system.

Use Case Name	Update Player Information (UC13)
Brief Description	
This use case describes the process that takes place when a user wishes to read, modify, or delete an existing championship. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user wants to modify an existing championship.
2	The user makes the desired changes and submits them to the system.
3	The system confirms the submitted changes.
Alternative Flow	
3a1	Submission error due to invalid information. The system shows an appropriate error message.
3a2	Return to step 2 of the basic flow.
Preconditions	- The user has been authenticated.
Post-Conditions	- The selected player's information has been updated from the system.

Use Case Name	Delete Player (UC14)
Brief Description	
This use case describes the process that takes place when a user wishes to read, modify, or delete an existing championship. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user selects to delete an existing player.
2	The system asks for confirmation.
3	The user confirms his/her action.
Alternative Flow	
3a1	Submission error due to invalid information. The system shows an appropriate error message.
3a2	Return to step 1 of the basic flow.
Preconditions	<ul style="list-style-type: none"> - The user has been authenticated. - At least one player exists in the system.
Post-Conditions	<ul style="list-style-type: none"> - The selected player has been deleted.

Use Case Name	Logout (UC15)
Brief Description	
The use case presents the steps to be followed when The user wants to log out of the system. This particular use case is exclusive to users with the role of Secretary (and Admin).	
Flow of Events	
Basic Flow	
1	The user selects to log out.
2	The system asks for confirmation.
3	The user confirms his or her choice and gets redirected out of the system.
Alternative Flow	
3a1	The user changes his/her mind and maintains his/her logged-in status.
Preconditions	<ul style="list-style-type: none"> - The user has been authenticated.
Post-Conditions	<ul style="list-style-type: none"> - The user has exited the system.

Use Case Name	Search Championship (UC16)
Brief Description	
The use case is executed when the user wants to search for a Championship. This particular use case is accessible to users with the role of Guest, and therefore accessible to everyone.	
Flow of Events	
Basic Flow	
1	The user selects to search for a Championship.
2	The user defines his search preferences (year).
3	The system searches if the championship with the given information exists.
4	The system returns information about the Championship.
Alternative Flow	
4a1	The championship with the given information does not exist. The system shows an appropriate error message.
4a2	Return to step 2 of the basic flow.
Preconditions	- No preconditions for this use case to be executed.
Post-Conditions	- The system displays the results the user searched for.

Use Case Name	Search Player (UC17)
Brief Description	
This use case is executed when the user wants to search for a player in the system. This particular use case is accessible to users with the role of Guest, and therefore accessible to everyone.	
Flow of Events	
Basic Flow	
1	The user selects to search for a player.
2	The user defines his search preferences (player name/age/team etc.).
3	The system searches if the player with the given information exists.
4	The system returns results based on the user's search terms
Alternative Flow	
4a1	The player with the given information does not exist. The system shows an appropriate error message.
4a2	Return to step 2 of the basic flow.
Preconditions	- No preconditions for this use case to be executed.
Post-Conditions	- The system displays the results the user searched for.

Use Case Name	Search Team (UC18)
Brief Description	
This use case is executed when the user wants to search for a team in the system. This particular use case is accessible to users with the role of Guest, and therefore accessible to everyone.	
Flow of Events	
Basic Flow	
1	The user selects to search for a team.
2	The user defines his preferences (team name, city, etc.)
3	The system searches if the team with the given information exists.
4	The system shows the search results based on the user's search terms
Alternative Flow	
3a1	The team with the given information does not exist.
3a2	The system returns no results.
3a3	The user tries again from step 2 of basic flow
Preconditions	- No preconditions for this use case to be executed
Post-Conditions	- The system displays the results the user searched for.