Use Case Identification and History			
Use Case ID:	ARCADE.CBS.1.1.1		
Use Case Name:	Check balance and stats	Version No:	1
<b>End Objective:</b>	The purpose of this use case is for the customer to check their token balance		
	as well as their player stats for each game they have played.		
Created by:	Nicholas Sullo	On (date):	1/28/2019
Last Update by:	Nicholas Sullo	On (date):	1/28/2019
Approved by:	Team BCON	On (date):	1/29/2019
User/Actor:	The customer		
<b>Business Owner</b>	Empire Arcade, Inc.	Contact	1-800-588-2300
Name:		Details:	
Trigger:	The customer will trigger this use case by tapping their RFID card at the		
	kiosk. This use case can also be triggered by the Play Game, Buy Tokens,		
	and Redeem Tickets use cases.		
Frequency of Use:	Frequent		

### Preconditions

Before this use case occurs, the user must have already set up an account, been issued an RFID card, and added tokens to the card. There is also an assumption that the user has played at least one game so that they can check their player stats.

## **Includes or Extension Points**

Includes: Authenticate User / Get info

Basic Flow (User triggered)			
Step	<b>User Actions</b>	System Actions	
1	Taps RFID card at kiosk	Verifies that the user ID on the card matches an issued user ID in the system. The user information is fetched from the server. Then present the user with the option to check token balance or review player stats.	

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2	Check token balance	Display the user's token balance.
3	Exit	Return display to standby screen and wait for new user

Alternate Flow (User Triggered)		
1	Review player stats	Display the games the user has played, with the corresponding tickets and scores earned
		for each play.

Alternate Flow (Play Game triggered, Buy Tokens triggered, or Redeem Tickets triggered)			
1	Play Game, Buy Tokens, or Redeem Tickets requests the token balance, User ID, and ticket balance of the user.	Each use case will use this information as discussed in the relevant document for that use case.	

Exception Flow		
1	Unrecognized user ID	Present error message at the kiosk that the
		user ID on the card is not recognized

#### **Post conditions**

Once the basic flow has finished, the user will know their token balance, but no values in the server will be modified.

# **Special Requirements**

It is important that when the user chooses to exit, or if a timeout is reached, the kiosk screen will return to the standby screen so that the user's data (specifically the user ID) is not compromised.

<b>Business Rule</b>	es	
N/A		