| Use Case Identification and History | |
|---|---|
| **Use Case ID**: Arcade.RedeemTickets.UseCase1 | |
| **Use Case Name**: Redeem Tickets | **Version No**: 1 |
| **End Objective**: For the Player to acquire a prize by redeeming tickets | |
| **Created by**: Connal West | **On (date)**: 1/28/19 |
| **Last Update by**: Connal West | **On (date)**: 1/28/19 |
| **Approved by**: Connal West | **On (date)**: 1/28/19 |
| **User/Actor**: A Player with an RFID card | |
| **Business Owner Name**: Empire Arcade, Inc. | **Contact Details**: 1-800-588-3200 |
| **Trigger**: Player | |
| **Frequency of Use**: Infrequent | |

| Preconditions |
|---|
| Player has an RFID card |

| Basic Flow | | |
|---|---|---|
| **Step** | **User Actions** | **System Actions** |
| 1 | Dings their card on a working Reward Center | Scans card's Player ID and uses the "Check Balance / Statistics" use case to check the number of tickets tied to this Player ID and displays this number as well as a list of prizes |
| 2 | Selects a prize | Subtracts the prize's number of tickets from the total number of tickets tied to the Player ID, then thanks player |
| 3 | Receives prize from arcade staff | The "Retrieve Prize" use case is triggered here |

| Alternate Flow 1 | | |
|---|---|---|
| **Step** | **User Actions** | **System Actions** |
| 1 | Dings their card on a working Reward Center | Scans card's Player ID and uses the "Check Balance / Statistics" use case to check the number of tickets tied to this Player ID and displays this number as well as a list of prizes |
| 2 | Selects a prize | "Insufficient Tickets" use case is triggered here |

| Alternate Flow 2 |
|---|

| Step | User Actions | System Actions |
|---|---|---|
| 1 | Dings their card on a working Reward Center | Scans card's Player ID and uses the "Check Balance / Statistics" use case to check the number of tickets tied to this Player ID and displays this number as well as a list of prizes |
| 2 | Cancels and walks away from Reward Center | Reward center reverts to waiting for a player to ding the station |

| Exception Flow | | |
|---|---|---|
| Step | User Actions | System Actions |
| Basic Flow Step 1 | When player dings their card, it might not be read correctly | |
| Alternate Flow 1 Step 1 | When player dings their card, it might not be read correctly | |
| Alternate Flow 2 Step 1 | When player dings their card, it might not be read correctly | |
| Basic Flow Step 3 | When player receives prize from staff, there might not be any prizes of that kind left | |

| Post Conditions |
|---|
| This use case will decrease the total number of tickets tied to a Player's ID and give them a prize of their choosing |

| Includes or Extension points |
|---|
| Includes: "Check Balance / Statistics" |
| Extend: "Retrieve Prize", "Insufficient Tickets" |

| Special Requirements |
|---|
| When a player dings a reward center it needs to display customer ticket number within 5 seconds |

| Business Rules |
|---|
| N/A |

| Other Notes |
|---|
| This scenario is assuming that both a functional reward center, and staff, are present at the arcade |

**Use Case Identification and History**

| | |
|---|---|
| **Use Case ID**: Arcade.BuyTokens.UseCase1 | |
| **Use Case Name**: Buy Tokens | **Version No**: 1 |
| **End Objective**: For the Player to add tokens to their RFID card | |
| **Created by**: Connal West | **On (date)**: 1/28/19 |
| **Last Update by**: Connal West | **On (date)**: 1/28/19 |
| **Approved by**: Connal West | **On (date)**: 1/28/19 |
| **User/Actor**: A Player with an RFID card | |
| **Business Owner Name**: Empire Arcade, Inc. | **Contact Details**: 1-800-588-3200 |
| **Trigger**: Player | |
| **Frequency of Use**: frequent | |

**Preconditions**

Player some USD

**Basic Flow**

| Step | User Actions | System Actions |
|---|---|---|
| 1 | Dings their card on a working Kiosk | Triggers "Authenticate User / get info" use case, and uses the "Check Balance / Statistics" use case to check the number of Tokens tied to this Player ID, then displays it |
| 2 | Selects "USD Payment" on Kiosk | The "Accept USD Payment" use case would be triggered here |

**Alternate Flow 1**

| Step | User Actions | System Actions |
|---|---|---|
| 1 | Dings their card on a working Kiosk | Triggers "Authenticate User / get info" use case, and uses the "Check Balance / Statistics" use case to check the number of Tokens tied to this Player ID, then displays it |
| 2 | Declines the transaction and walks away | Kiosk reverts to waiting for a player to ding the station |

**Alternate Flow 3**

| Step | User Actions | System Actions |
|---|---|---|
| 1 | Dings their card on a working Reward Center | Triggers "Authenticate User / get info" use case, and uses the "Check Balance / Statistics" use case to check the number of |

| | | Tokens tied to this Player ID, then displays it |
|---|---|---|
| 2 | Selects "Issue New Card" | "Issue Card" use case will be triggered |

| Exception Flow | | |
|---|---|---|
| **Step** | **User Actions** | **System Actions** |
| **Basic Flow Step 1** | When player dings their card, it might not be read correctly | |
| **Alternate Flow 1 Step 1** | When player dings their card, it might not be read correctly | |

| Post Conditions |
|---|
| This use case will increase the number of tokens on a Player's RFID card |

| Includes or Extension points |
|---|
| Includes: "Accept USD Payment", "Authenticate User / get info", "Check Balance / Statistics" |
| Extend: "Issue Card", "Check Balance / Statistics" |

| Special Requirements |
|---|
| When a player dings a Kiosk, it needs to display customer ticket number within 5 seconds |

| Business Rules |
|---|
| N/A |

| Other Notes |
|---|
| This scenario is assuming that a functional Kiosk is available for use |