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# USE CASE SPECIFICATIONS

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**UC 1.0 General System Information**

UC-1.1 Program Registration

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| **User Task** | Player Registers With Program |
| **Summary** | Player needs to register to have access to program. |
| **Assumptions** | Player knows all required fields for registration. |
| **Preconditions** | Internet access to update SQL database with user registration information. |
| **Description** | 1. Player clicks new registration. 2. Player registers with program. 3. Player sends information to database SQL server. 4. SQL server sends coach or admin “new registration added” |
| **Exceptions** |  |
| **Post-conditions** | User has desktop application and is ready to register or sign in. |

**UC 2.0 System Access Procedures**

UC-2.1 Player Login

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| **User Task** | Login Player |
| **Summary** | Player Logs in to system to sign up or check status. |
| **Assumptions** | Player has already completed registration |
| **Preconditions** | UC-1.1 Player registration completed successfully |
| **Description** | 1. Player activates program 2. Program displays login widget 3. User types in user name, password 4. Program connects to SQL server 5. Program validates name, password with server 6. Program presents play with player dashboard |
| **Exceptions** | * Cannot connect to server. * Player has not signed up for any teams yet. |
| **Post-conditions** | User is presented with dashboard showing team, team roster, scheduled games and venues. |

UC-2.1.2 Forgotten Password or User name

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| **User Task** | Player has forgotten user name or password |
| **Summary** | Player attempt to log in to the system with invalid password. |
| **Assumptions** | Player has already completed registration  Player has a valid password assigned, but can’t remember |
| **Preconditions** | UC-1.1 Player registration completed successfully |
| **Description** | 1. Player starts program 2. Program displays login widget 3. Player types in username, incorrect password 4. Program connects to SQL server 5. Program attempt to validate username password 6. Server rejects combination. 7. Program displays ‘invalid’ message 8. Program display username or password ‘hint’, remind user they must be registered already. 9. Program clears username password field in widget |
| **Exceptions** | * Cannot connect to server. * Player has not signed up for any teams yet. |
| **Post-conditions** | User is presented with dashboard showing team, team roster, scheduled games and venues. |

UC-2.1.3 Team Members want to access Training and Game Schedule

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| **User Task** | Player wants to Login to see updates |
| **Summary** | Player Logs in to the program and opens new messages/notifications |
| **Assumptions** | Player can see an icon showing new messages/notifications |
| **Preconditions** | Coach/captain has created new events |
| **Description** | 1. Player logs in with correct username and password 2. Player opens the dashboard 3. Player sees the new notification logo 4. Player accepts the training schedule/venue |
| **Exceptions** | * There are no new notifications yet * Player can’t attend an upcoming event |
| **Post-conditions** | User is presented with new notifications and has an option to accept or send an email to the coach incase if the schedule conflicts. |

UC-2.2 Coach Login

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| **User Task** | Coach Logs in |
| **Summary** | Coach logs in to the system to see who signed up |
| **Assumptions** | Players have registered already |
| **Preconditions** | UC-1.1 Player registration completed successfully |
| **Description** | 1. Coach starts the program 2. Program displays new registrations |
| **Exceptions** | * There are no new registrations |
| **Post-conditions** |  |

UC-2.2.1 Registration Approval

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| **User Task** | Coach or Admin (C/A) receives registration |
| **Summary** | At completion requested username and password is approved and user has access to desktop application and required information |
| **Assumptions** | Coach or admin has already been granted appropriate credentials. |
| **Preconditions** | Coach or admin has an email notifying them of a new registration that requires approval. |
| **Description** | 1. C/A clicks on registration request. 2. C/A reviews registration for completeness and validity. 3. C/A team candidate email back to fix information –or-   4. C/A grants team candidate access and assigns position in server.   1. C/A selects option to send auto reply of registration –or- send   Email with discrepancies on registration form. |
| **Exceptions** | * Player has invalid email entered in which C/A may have to respond with user input phone number. * User desires that information not be shared with anyone due to personal security or safety reasons. |
| **Post-conditions** | Team is formed using this protocol and communication is established between players and Coach / Admin. |

**UC 3.0 General Data Entry**

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| **User Task** | Coach Logs in and opens Data Entry Window |
| **Summary** | After successful login, coach enters Practice/Game schedule using built-in calendar |
| **Assumptions** | Coach has access to all the player details |
| **Preconditions** | All players have registered successfully  Coach has all the required information to create an event (schedule) |
| **Description** | 1. Coach Logs in 2. Coach opens the Data Entry Window 3. Coach creates event for practice 4. Coach selects the player position 5. Coach submits the schedule 6. Coach selects option to send a message/notification to all the players |
| **Exceptions** | * Coach is not able to connect with the server * Coach is not able to send an email notification to the players about the schedule |
| **Post-conditions** | Coach receives updates from players accepting the schedule or declining it for conflicts with their existing schedule. |

**UC-3.1 Coach Establishes Team Practice and Game Schedule**

UC-3.2 Coach Requests Database Edit

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| **User Task** | Coach Logs in to make changes to schedule in data entry window |
| **Summary** | After successful login, Coach is able to see notifications for editing practice/game schedule |
| **Assumptions** | There are some notifications which require the Coach to make changes |
| **Preconditions** | Players have requested some changes in the schedule  Coach needs to edit certain information |
| **Description** | 1. Coach Logs in 2. Coach opens notifications 3. Coach edits information/schedule/player position 4. Coach successfully saves the updated information |
| **Exceptions** | * Coach cannot connect to the server * Players have not yet sent any requested changes |
| **Post-conditions** | Coach gets confirmation about the updated information |

**UC 4.0 Player Maintenance**

UC-4.1 Player Maintenance Procedures

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| **User Task** | Player Logs in with correct credentials |
| **Summary** | After successful login, player opens the edit window to make changes or update information |
| **Assumptions** | Player needs to update information |
| **Preconditions** | Player is already registered in the database |
| **Description** | 1. Player Logs in 2. Player sees all the personal information on the dashboard 3. Player clicks on edit information section 4. Player makes changes/updates information 5. Player submits the changes |
| **Exceptions** | * Player does not have an approved registration * Player cannot connect to the server |
| **Post-conditions** | Player gets confirmation of the changes |

UC 5.0 Data Base Procedures

UC-5.1 Periodic Processing of Database

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| **User Task** | C/A Logs in with correct credentials |
| **Summary** | C/A Logs in to see weather forecast on the day of practice |
| **Assumptions** | C/A has access to the weather updates through a built-in weather update function |
| **Preconditions** | C/A already has preset game/training schedule |
| **Description** | 1. C/A Logs in  2. C/A looks for the weather forecast for the day of game/training  3. C/A sends changes to the players if the weather is not suitable for game/training |
| **Exceptions** | • Weather is suitable for the game/training and no changes are made to the preset schedule |
| **Post-conditions** | C/A gets the confirmation once players have seen the notification about change in schedule |

UC-5.2 Backup Recovery Procedures

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| **User Task** | C/A Logs in with correct credentials |
| **Summary** | C/A logs in to the database for the backup recovery procedure |
| **Assumptions** | Backup Services are running properly |
| **Preconditions** | C/A meets all conditions to perform editing of database  -Logged in to database  -All other players logged out or option to log off administratively |
| **Description** | As CA or players are performing database maintenance, System will perform periodic backups to ensure data is contained and no work is lost |
| **Exceptions** | TBD |
| **Post-conditions** | Data has a step back procedure for any glitches in system or program. |

UC 6.0 Errors

UC-6.1 Error Messages

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| **User Task** | Player Logs in |
| **Summary** | Player Logs in with correct credentials |
| **Assumptions** | Player is able to log in successfully |
| **Preconditions** | The user must be logged in as player |
| **Description** | 1. Player Logs in 2. Player sees the dashboard 3. Player updates personal information 4. Player Submit changes 5. Player gets an error message and don’t see any confirmation of   changes |
| **Exceptions** | * System validates all the information entered by the user and displays a   successful message if there is no error |
| **Post-conditions** | After player submits information, an error message is displayed |

UC-6.2 Error Message Handling

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| **User Task** | Coach/Admin Logs in |
| **Summary** | C/A Logs in to see errors/issues in the system |
| **Assumptions** | C/A has admin rights to handle and fix errors |
| **Preconditions** | C/A must have authentication rights |
| **Description** | 1. C/A Logs in 2. Coach opens the error messages window 3. Coach corrects the errors and saves the changes 4. Coach tests the system to make sure all changes are saved and there is no validation error |
| **Exceptions** | * There are no error messages |
| **Post-conditions** | If there is no validation error, all changes are saved |