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<The Next Stage Ltd.>

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**<Kontroller>**  
**Use-Case Specification**

**Version <1.0>**

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| <Kontroller>           | Version: <1.0>     |
| Use-Case Specification | Date: <15/06/2025> |

## Revision History

| Date       | Version | Description  | Author          |
|------------|---------|--|-----------------|
| 15/06/2025 | 1.0     | Detail the first draft of the use case's description | Nguyễn Gia Nghi |
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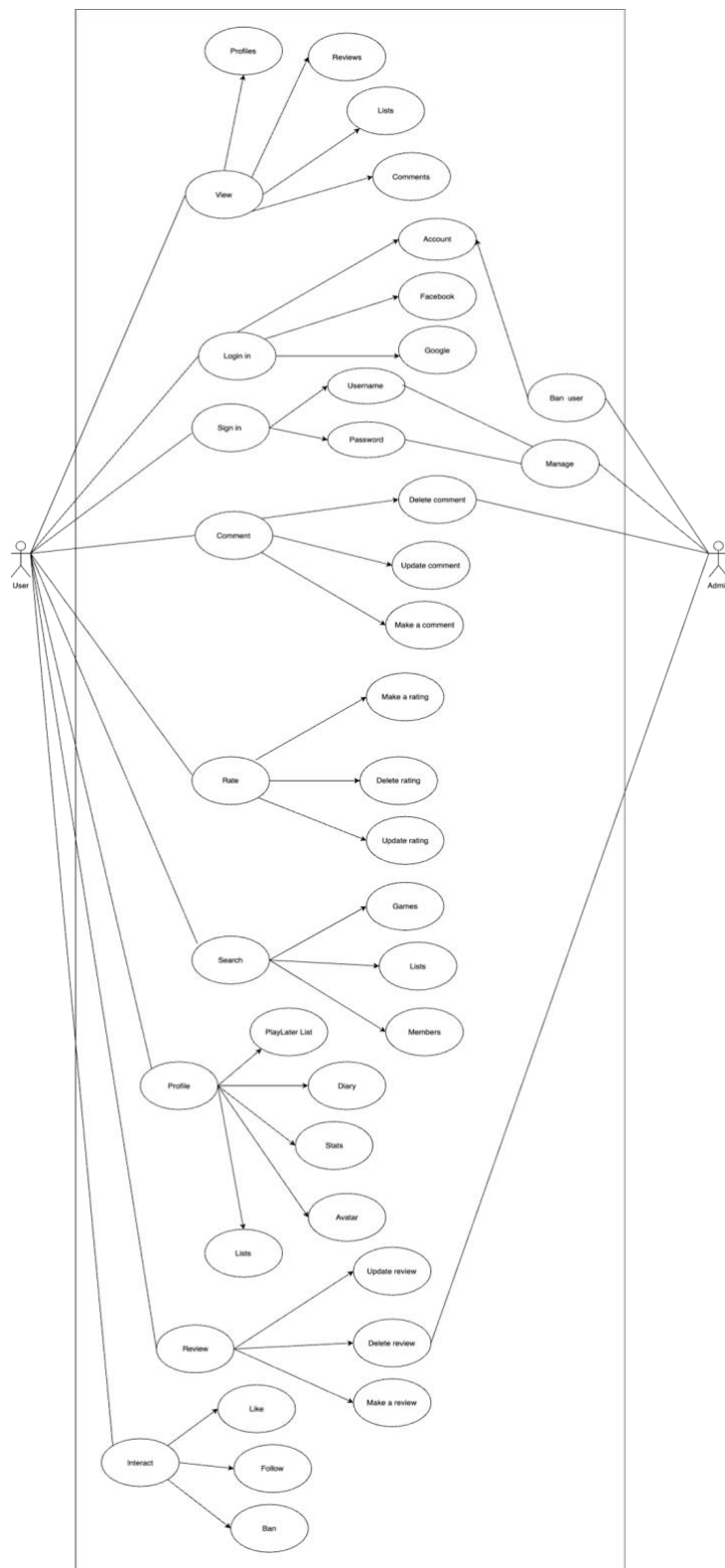
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## 1. Use-case Model



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## 2. Use-case Specifications

### 2.1 Use Case 1 – User: Sign up for a new account

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|--------------------------|--|
| <b>Use case Name</b>     | <b>Sign up for a new account</b>   |
| <b>Brief description</b> | This use case describes how a user registers for a new account on the platform using email or a third-party service.   |
| <b>Actors</b>            | User   |
| <b>Basic Flow</b>        | <ol style="list-style-type: none"> <li>1. User selects "Sign up" on the homepage</li> <li>2. User chooses method: Email, Facebook, or Google</li> <li>3. User enters required information or authorizes third-party service</li> <li>4. System validates input and creates new user</li> <li>5. User is logged in and redirected to homepage</li> </ol>  |
| <b>Alternative Flows</b> | <p><b>Alt 1: Email already in use or email doesn't exist</b></p> <ul style="list-style-type: none"> <li>- From #3, system rejects the email</li> <li>- User is asked to choose another email</li> </ul> <p><b>Alt 2: Third-party registration fails</b></p> <ul style="list-style-type: none"> <li>- From #3, Facebook/Google authorization fails</li> <li>- User is returned to signup screen with error message</li> </ul> |
| <b>Pre-conditions</b>    | User is not signed in  |
| <b>Post-conditions</b>   | User account is created, and user is signed in   |

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## 2.2 Use Case 2 – User: Log in to the platform

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| Use case Name     | Log in to the platform  |
| Brief description | This use case describes how a user logs into the platform using a registered account or third-party   |
| Actors            | User  |
| Basic Flow        | <ol style="list-style-type: none"> <li>1. At the homepage, the user selects a login method (Account, Facebook, or Google)</li> <li>2. User enters credentials (or continues via selected third-party service)</li> <li>3. System validates credentials</li> <li>4. System redirects user to the homepage</li> </ol>   |
| Alternative Flows | <p><b>Alternative flow 1: Invalid credentials</b></p> <ol style="list-style-type: none"> <li>1. From #2 of the basic flow, user enters wrong credentials</li> <li>2. System notifies login failure and allows retry</li> </ol> <p><b>Alternative flow 2: Third-party login fails</b></p> <ol style="list-style-type: none"> <li>1. From #1 of the basic flow, login with Facebook/Google fails</li> <li>2. System notifies error and returns user to login options</li> </ol> |
| Pre-conditions    | User is not currently logged in   |
| Post-conditions   | User is successfully logged into their account and redirected to the homepage   |

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### 2.3 Use Case 3 – User: Rate a game

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| <b>Use case Name</b>     | <b>Rate a game</b>   |
| <b>Brief description</b> | This use case describes how a user can submit, update, or delete a rating for a game.  |
| <b>Actors</b>            | User   |
| <b>Basic Flow</b>        | <ol style="list-style-type: none"> <li>1. User navigates to a game's page</li> <li>2. User clicks on the rating widget</li> <li>3. User selects a rating value (e.g. 4/5)</li> <li>4. System saves and displays the rating</li> </ol>  |
| <b>Alternative Flows</b> | <p><b>Alternative flow 1: Update rating</b></p> <ol style="list-style-type: none"> <li>1. From #4, user clicks to change the rating</li> <li>2. System updates the rating</li> </ol> <p><b>Alternative flow 2: Delete rating</b></p> <ol style="list-style-type: none"> <li>1. From #4, user clicks "Remove rating"</li> <li>2. System deletes the rating</li> </ol> |
| <b>Pre-conditions</b>    | User must be logged in and on a game's detail page   |
| <b>Post-conditions</b>   | A new rating is submitted, updated, or deleted successfully  |

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#### 2.4 Use Case 4 – User: Comment on a game

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| <b>Use case Name</b>     | <b>Comment on a game</b>  |
| <b>Brief description</b> | This use case describes how a user can make, update, or delete a comment on a game.   |
| <b>Actors</b>            | User  |
| <b>Basic Flow</b>        | <ol style="list-style-type: none"> <li>1. User navigates to a game’s page</li> <li>2. User clicks on one review of another user and writes a comment</li> <li>3. User submits the comment</li> <li>4. System saves and displays the comment under the game</li> </ol>   |
| <b>Alternative Flows</b> | <p><b>Alternative flow 1: Update comment</b></p> <ol style="list-style-type: none"> <li>1. From #4 of the basic flow, user clicks “Edit” on their comment</li> <li>2. User updates the content and submits</li> <li>3. System updates and displays the new comment</li> </ol> <p><b>Alternative flow 2: Delete comment</b></p> <ol style="list-style-type: none"> <li>1. From #4 of the basic flow, user clicks “Delete”</li> <li>2. System prompts for confirmation</li> <li>3. User confirms, and system removes the comment</li> </ol> |
| <b>Pre-conditions</b>    | User must be logged in and on a game’s detail page  |
| <b>Post-conditions</b>   | The comment is created, updated, or deleted successfully  |



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## 2.5 Use Case 5 – User: Make a review

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| <b>Use case Name</b>     | <b>Make a review</b>  |
| <b>Brief description</b> | This use case describes how a user can write and manage a detailed review of a game.  |
| <b>Actors</b>            | User  |
| <b>Basic Flow</b>        | <ol style="list-style-type: none"> <li>1. User navigates to the game's page</li> <li>2. User clicks "Write a Review"</li> <li>3. User writes and submits the review</li> <li>4. System saves and displays it</li> </ol>   |
| <b>Alternative Flows</b> | <p><b>Alternative flow 1: Edit review</b></p> <ol style="list-style-type: none"> <li>1. From #4, user clicks "Edit" on an existing review</li> <li>2. System displays editable form</li> <li>3. User updates content and submits</li> </ol> <p><b>Alternative flow 2: Delete review</b></p> <ol style="list-style-type: none"> <li>1. From #4, user clicks "Delete"</li> <li>2. System prompts for confirmation and deletes it</li> </ol> |
| <b>Pre-conditions</b>    | User is logged in and on a game's detail page   |
| <b>Post-conditions</b>   | Review is added, updated, or deleted successfully   |

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## 2.6 Use Case 6 – User: Manage personal profile

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| <b>Use case Name</b>     | <b>Manage personal profile</b>  |
| <b>Brief description</b> | This use case describes how a user can manage their PlayLater list, diary entries, stats, and avatar.   |
| <b>Actors</b>            | User  |
| <b>Basic Flow</b>        | <ol style="list-style-type: none"> <li>1. User navigates to their profile page</li> <li>2. User selects the feature (e.g., PlayLater list, stats, etc.)</li> <li>3. System displays editable content</li> <li>4. User adds or updates content (e.g. adds game to PlayLater list)</li> <li>5. System saves and reflects the changes</li> </ol> |
| <b>Alternative Flows</b> | <b>Alternative flow 1: Avatar change fails</b> <ol style="list-style-type: none"> <li>1. User uploads an unsupported file format</li> <li>2. System notifies user and blocks upload</li> </ol>  |
| <b>Pre-conditions</b>    | User is logged in   |
| <b>Post-conditions</b>   | Profile updates are saved and reflected in the system   |

## 2.7 Use Case 7 – User: Search for games

|                          |   |
|--------------------------|---|
| <b>Use case Name</b>     | <b>Search for games</b>   |
| <b>Brief description</b> | This use case allows a user to search for games by title, genre, platform, or release year.   |
| <b>Actors</b>            | User  |
| <b>Basic Flow</b>        | <ol style="list-style-type: none"> <li>1. User enters a keyword or selects filters (genre/platform/year)</li> <li>2. User clicks on "Search"</li> <li>3. System queries the database or IGDB API</li> <li>4. Results are displayed to the user</li> </ol> |
| <b>Alternative Flows</b> | <b>Alt 1: No results found</b> <ul style="list-style-type: none"> <li>- From #3, system shows a “No results” message</li> <li>- User is encouraged to refine their search</li> </ul>  |
| <b>Pre-conditions</b>    | User is on the search interface   |
| <b>Post-conditions</b>   | Search results are returned or refined suggestions are shown  |

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## 2.8 Use Case 8 – User: View content

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|--------------------------|---|
| <b>Use case Name</b>     | <b>View content (Profiles, Reviews, Lists)</b>  |
| <b>Brief description</b> | This use case describes how users can view other users' profiles, reviews, and public lists.  |
| <b>Actors</b>            | User  |
| <b>Basic Flow</b>        | <ol style="list-style-type: none"> <li>1. User selects a profile, list, or review from activity feed or search</li> <li>2. System retrieves and displays the selected content</li> <li>3. User reads or interacts (like, comment if allowed)</li> </ol> |
| <b>Alternative Flows</b> | <b>None</b>   |
| <b>Pre-conditions</b>    | Content exists and is accessible by current user  |
| <b>Post-conditions</b>   | User successfully views the content   |

## 2.9 Use Case 9 – Admin: Ban a user

|                          |  |
|--------------------------|--|
| <b>Use case Name</b>     | <b>Ban a user</b>  |
| <b>Brief description</b> | This use case describes how an admin can ban a user from the platform.   |
| <b>Actors</b>            | Admin  |
| <b>Basic Flow</b>        | <ol style="list-style-type: none"> <li>1. Admin navigates to the user management panel</li> <li>2. Admin searches or selects a user</li> <li>3. Admin clicks “Ban”</li> <li>4. System marks the user as banned and restricts their access</li> </ol> |
| <b>Alternative Flows</b> | <b>Alternative flow 1: Invalid ban attempt</b> <ol style="list-style-type: none"> <li>1. From #3, when admin bans a non existent user</li> <li>2. System shows error message</li> </ol>  |
| <b>Pre-conditions</b>    | Admin is logged in   |
| <b>Post-conditions</b>   | Targeted user is banned and access is revoked  |

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#### 2.10 Use Case 10 – Admin: Manage site content

|                          |   |
|--------------------------|---|
| <b>Use case Name</b>     | <b>Manage site content</b>  |
| <b>Brief description</b> | This use case describes how an admin manages reviews, comments, and user reports.   |
| <b>Actors</b>            | Admin   |
| <b>Basic Flow</b>        | <ol style="list-style-type: none"> <li>1. Admin accesses moderation dashboard</li> <li>2. Admin views pending items or flagged content</li> <li>3. Admin reviews each item and chooses to approve, delete, or ignore</li> <li>4. System updates the database accordingly</li> </ol> |
| <b>Alternative Flows</b> | <p><b>Alternative flow 1: Content already deleted</b></p> <ol style="list-style-type: none"> <li>1. From #3, when admin moderates an item that has already been removed</li> <li>2. System informs admin and refreshes the list</li> </ol>  |
| <b>Pre-conditions</b>    | Admin is logged in with proper privileges   |
| <b>Post-conditions</b>   | Content is moderated successfully and platform remains clean  |

#### 2.11 Use Case 11 – Admin: Manage user passwords

|                          |   |
|--------------------------|---|
| <b>Use case Name</b>     | <b>Manage user passwords</b>  |
| <b>Brief description</b> | This use case describes how an admin helps a user reset their password when the user cannot recover it via the standard method.   |
| <b>Actors</b>            | Admin   |
| <b>Basic Flow</b>        | <ol style="list-style-type: none"> <li>1. User contacts admin for help with password</li> <li>2. Admin verifies user identity manually (e.g. via email or user info)</li> <li>3. Admin resets password or sends reset link manually</li> <li>4. User receives new credentials or reset instructions</li> <li>5. User logs in with the new password</li> </ol> |
| <b>Alternative Flows</b> | <p><b>Alt 1: Identity verification fails</b></p> <ul style="list-style-type: none"> <li>- From #2, admin informs the user of failure and requests more proof</li> </ul>   |
| <b>Pre-conditions</b>    | User cannot recover password through automatic means  |
| <b>Post-conditions</b>   | User is able to log in again with new or reset credentials  |