JAYHAWK GO

Odds and Events
Use-Case-Realization Specification

Version 1.0

Revision History

Date	Version	Description	Author
10/23/22	1.0	Initial draft of use-case-realization specifications	Nathan, Wyatt, Michael, Thomas, Mark

Table of Contents

Use-Case-Realization Specification

1. Introduction

1.1 Purpose

This document will provide an overview of the potential uses of the Odds and Events system and its functionality.

1.2 Scope

Odds and Events is a purely web-based application, allowing any device with access to a web browser to access and run OAE. This Use-Case Realization Specification document will provide an overview of the use cases for Odds and Events.

1.3 Definitions, Acronyms, and Abbreviations

OAE	Odds and Events
TBD	To Be Determined
API	Application Programming Interface
DDoS	Distributed Denial-of-Service

1.4 References

None

1.5 Overview

The rest of the Use-Case Realization Specification document contains information pertaining to the planned use cases of Odds and Events.

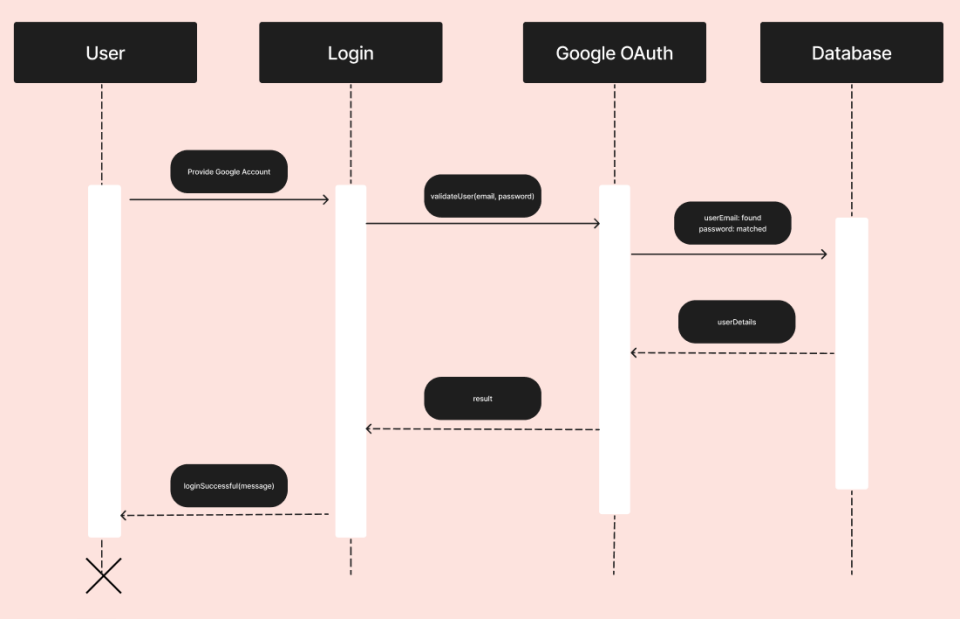
2. Login

2.1 Flow of Events - Design

1. A user accesses the OAE login web page.
2. The user logs in via their Google account.
3. Google OAuth Credentials checks for valid credentials.
4. If the credentials correspond to a registered user, then the user is logged in.
5. The website redirects the user to the homepage.

2.2 Interaction Diagrams

2.2.1 Sequence Diagrams



2.2.2 Participating objects

Object	Class	Description

2.3 Class Diagrams

2.4 Derived Requirements

3. Registration

3.1 Flow of Events - Design

1. A user accesses the OAE registration web page.

2. The user is asked to provide a Google account to register their account.

3. Google OAuth checks for valid user credentials.

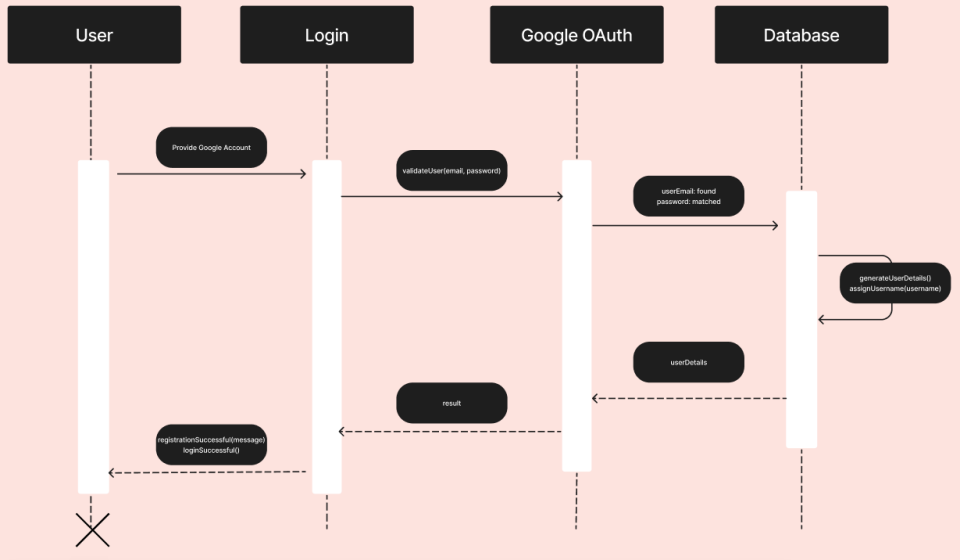
4. If the credentials correspond to a valid Google account holder, then the email of that account is saved for later reference for the user's Odds and Events username.

5. Once logged in for the first time via Google OAuth Credentials, the user is prompted to create a username for their account. This username is saved alongside the email for the same account.

6. The user is then redirected to the Odds and Events home page, now as a registered user.

3.2 Interaction Diagrams

3.2.1 Sequence Diagrams



3.2.2 Participating objects

Object	Class	Description

3.3 Class Diagrams

3.4 Derived Requirements

4. Site Navigation

4.1 Flow of Events - Design

User ->Home

User ->Contact Us

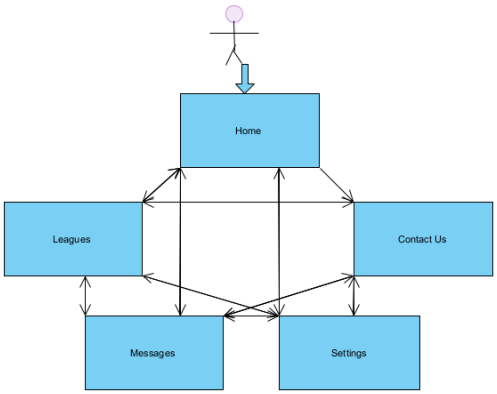
User ->Settings

User ->Messages

User ->Leagues

4.2 Interaction Diagrams

4.2.1 Collaboration Diagram



4.2.2 Participating objects

Users, Leagues, Settings, Messages, Home, Contact Us

Object	Class	Description

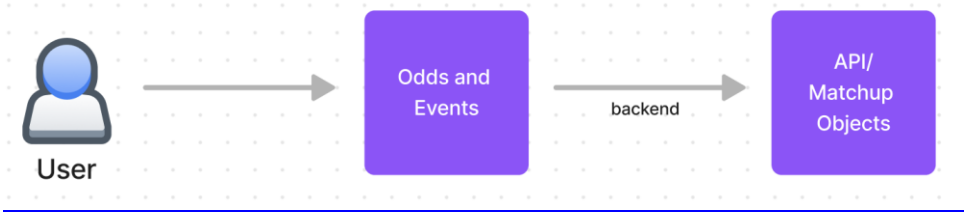
4.3 Class Diagrams

4.4 Derived Requirements

Every object links to the other objects and vice versa. Subsections within objects do exist.

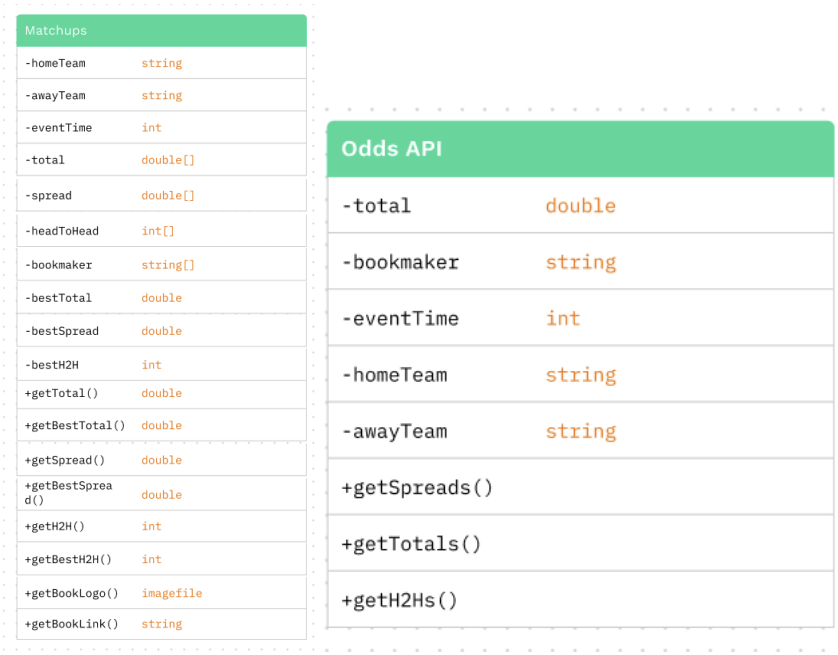
5. Data Collection

5.1 Flow of Events - Design



5.2 Interaction Diagrams

5.2.1 Participating objects



Object	Class	Description

5.3 Class Diagrams

5.4 Derived Requirements

The base requirement is that the user must have an internet connection and a working internet browser to view the site. While it is not required for the user to have an account, the information/features of the site will be limited.

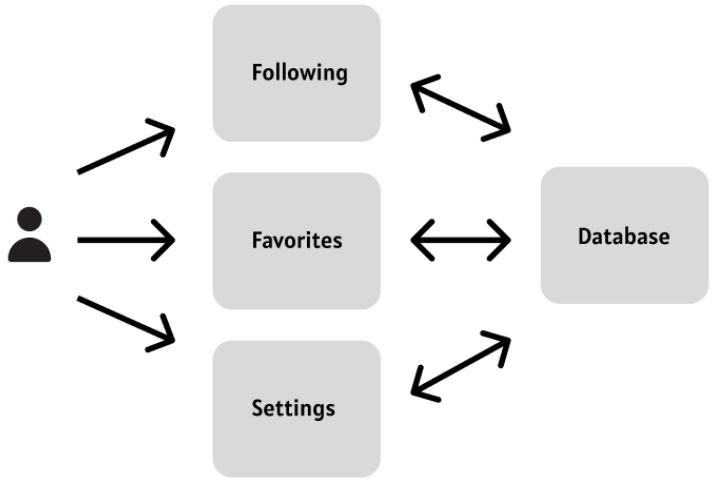
6. Save Preferences

6.1 Flow of Events - Design

Users can save who they are following, favorites, and personal settings.

6.2 Interaction Diagrams

6.2.1 Collaboration Diagram



6.2.2 Participating objects

Users, Following, Favorites, Settings, Database,

Object	Class	Description

6.3 Derived Requirements

Users must be able to save their preferences such as, who they ae following, favorites, and settings. The user must have an account. This information will be stored in the database.